While waiting for 10am – Week 13

Stop and Alert reminder. *I'll give details in the main presentation.*

Stop: The bidder uses this when making any jump bid.

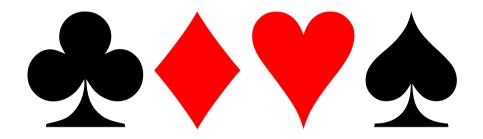
Informs the players that this bid is a jump bid and gives them the time (10s) to assimilate its significance.

Alert: The partner of the bidder uses this when the bidder makes a non-natural bid at or below 3NT (or during the first round of bidding).

Announcement:

A prescribed alternative to an Alert for a few common bids.

Week 13 Welcome



Steve Bailey

While waiting for 10am – Week 13

Stop and Alert reminder.

Stop: The bidder uses this when making any jump bid.

Informs the players that this bid is a jump bid and gives them the time (10s) to assimilate its significance.

Alert: The partner of the bidder uses this when the bidder makes a non-natural bid at or below 3NT (or during the first round of bidding).

Announcement:

A prescribed alternative to an Alert for a few common bids.

Our U3AIB explanation of each bid is in **addition** to the above.

While waiting for 10am – Week 13

General bidding box ettiquette:

Do not touch the bidding cards until you have decided what to do, then do it swiftly and smoothly.

- The bidding box staircase is to provide the other 3 players with an easy recap of the bidding so far. Make all your bids clearly visible.
- Leave your bidding staircase alone on the table until DUMMY has been placed.

I recommend placing your bidding staircase on the same bit of table you place your cards from played tricks. *Then they do not get in the way of anything.*

While waiting for 10am – Week 13

Stop and Alert reminder.

Place these two cards at the back of the bidding box. This allows easy access and easy replacement after the bid has been made.

Keep the Pass, Double (X) and Redouble (XX) cards at the front of the bidding box. The tabs make access to them (to add to your bidding staircase) easy.

While waiting for 10am – Week 13

Stop: The bidder uses this when making any jump bid.

Decide on your bid.

- Place the STOP card on the table (not on your staircase) and then immediately place your bid on the bidding card staircase.
- Wait for 10 seconds, during which time the next player is not allowed to bid. *The 10s is a "long pause" to allow the players to assimilate the significance of the jump bid here.*

Put the STOP card away.

While waiting for 10am – Week 13

Alert: The partner of the bidder uses this when the bidder makes a non-natural bid at or below 3NT (or during the first round of bidding).

The bid of a suit showing L3+, even if weak, is deemed natural.

If the pair is asked about the alert, then the partner of the bidder should explain what the bid means (not just give a convention name).

While waiting for 10am – Week 13

Announcement:

A prescribed alternative to an Alert for some common bids.				
Opening 1NT	"12 to 14"	(or whatever the point range is. Balanced is assumed.)		
Opening 2NT	Do not annound	ce or alert		
Stayman	"Stayman"	U3AIB: Promises 1+L4Major, asking about L4+Majors.		
Transfers	"Hearts" "Spades"	with 2D, meaning "transfer to Hearts". with 2H, meaning "transfer to Spades."		
Opening 2Suit	announce as ap "Weak" "Intermediate" "Strong forcing" "Strong non-for	610 Pts, L6Suit <i>Precision system: Opening 2C</i> 89½ PT, forcing for 1 bid.		

PT = *Playing Tricks.* There are more, but these are the most usual.

Week 13 Slams

Last session we looked at Keycard Blackwood.

To use KBw (or Bw) you normally need 30+Pts, control of all four suits (Ace, King, Singleton) with no void. You may be able to make a slam with a void, but KBw is not the tool to get you there.

This week we are looking at Cue Bids which help work out if (as a pair) you have control in all the suits. Generally it is assumed that the suit in which a fit is found is controlled.

To recap on Keycard Blackwood, it is initiated by a 4NT bid after a suit bid by your pair. If you have agreed a suit, that is trumps. If you haven't, the 4NT KBw asking bid agrees your prior bid suit.

Week 13 Keycard Blackwood

The five keycards are AS AH AD AC and KTrumps.

As responder to 4NT, count your keycards.

If you hold: S:KJT6 H:AQ43 D:QJ4 C:A7

When Spades are trumps, you have KS, AH, AC, so you answer "3 keycards".

But if Hearts are trumps, you only have AH, AC, and so answer "2 keycards".

Some responses have two possible meanings. Which one is meant should be obvious from the context of the auction. If in doubt assume the smaller quantity and let responder correct if appropriate.

Respond:

- 5C 0 or 4 keycards
- 5D 1 (or 5 ~ very rare) keycards
- 5H 2 keycards
- 5S 3 keycards

Week 13 Keycard Blackwood

When you use Keycard Blackwood, you have decided what you will rebid **before** responder responds.

If, jointly, missing 2+ keycards, bail out.

If, jointly, missing 1 keycard, bid a small slam in the agreed trump suit.

If, jointly, missing NO keycards, investigate a grand slam.

If that is not your plan, then do not use Blackwood in the first place.

Beware of minor suit slams where the "wrong" reply takes you too high.

Week 13 Keycard Blackwood

Once you have decided that a slam is worth investigating, have determined what suit will be trumps and have control of all the suits, then you can (should) use KBw to decide the final contract.

But if you do not know that you (as a pair) have control of all four suits, you shouldn't use KBw. Instead you work out if you do have all four suits controlled. If you do, then use KBw. If not bail out into Game.

U3AIB is going to use "Italian Cue Bids", which mostly only need one round of bidding.

Traditional "Cue bids" present "First Round Control" on one round and "Second Round Control" on subsequent bidding rounds.

Week 13 Italian Cue Bids

Only use Cue Bids if you "need" to do so.

Once a suit has been agreed, then a bid of a different suit is "strange". Why bid it if you have found your fit? Generally this is a Cue Bid, saying "I have control of this suit".

If either of a pair bids a different suit, they are saying: "I think Game is on and slam may be possible. However I have a problem with my hand and need to know if you can fix it. I have control of the suit I have just bid."

Control means that the bidder cannot lose more than one of the first two tricks in that suit. He thus has

Ace	Can win the first trick in the suit.
King x	Can win the second trick in the suit.
Singleton	Can ruff the second trick in the suit.
Void	Can ruff the first trick in the suit
	(but not use KBw).

Week 13 Italian Cue Bids

After

1S (P) #3S (P) The suit has been agreed. The Joint Pointcount is 12..19 + 10..12 = 22..31 JPts.

If Opener has (say) 12Pts, then it is 22..24 JPts. So Opener then bids **P**.

But if opener has 15Pts, then it is 25..27 Jpts. Enough for Game but not for slam. So Opener rebids **4S**.

Sometimes Opener will have 19Pts and so 29..31 JPts. If Opener has all suits controlled, he can rebid Keycard Blackwood #4NT.

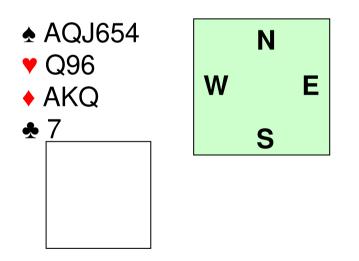
And sometimes all suits are not controlled, So Opener makes a Cue Bid

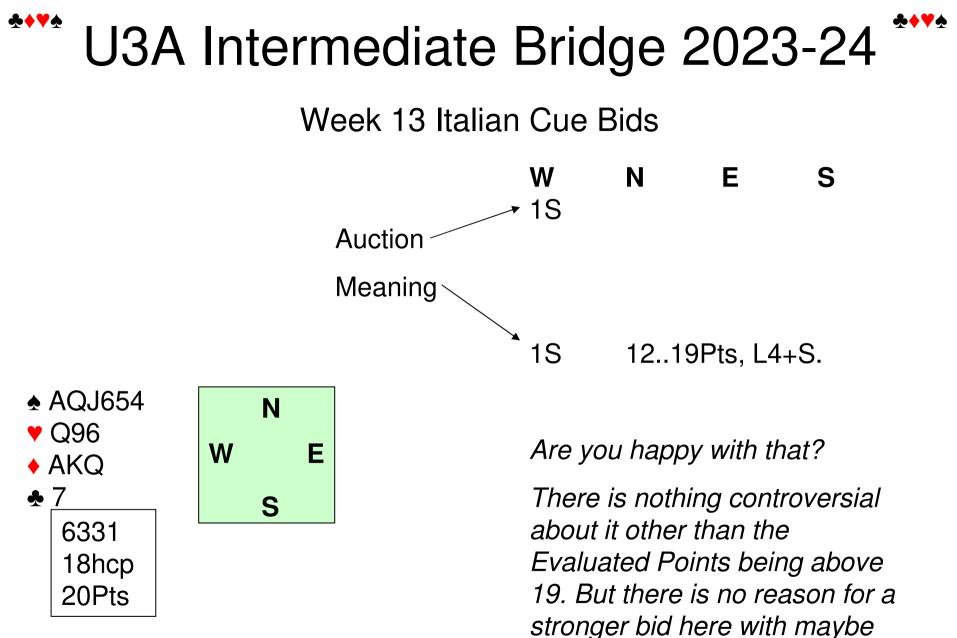
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Week 13 Italian Cue Bids

W N E S

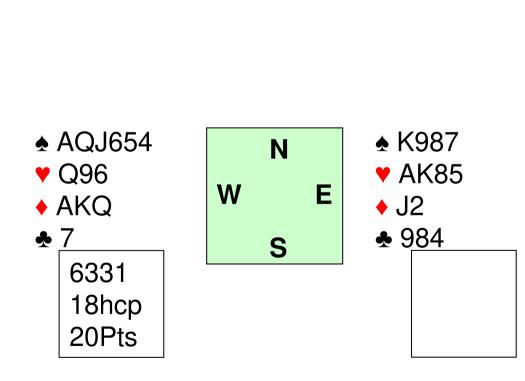
Evaluate the {W} hand.





7 Playing Tricks.

Week 13 Italian Cue Bids



W N E S 1S

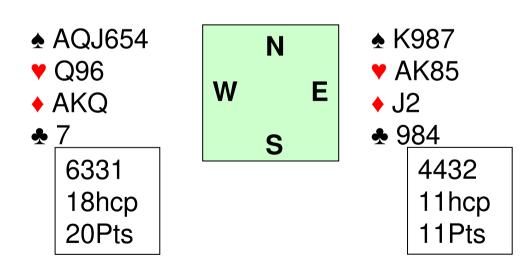
Throughout this example, {NS} just Pass.

1S 12..19Pts, L4+S.

Make an initial evaluation of the {E} hand.

Week 13 Italian Cue Bids



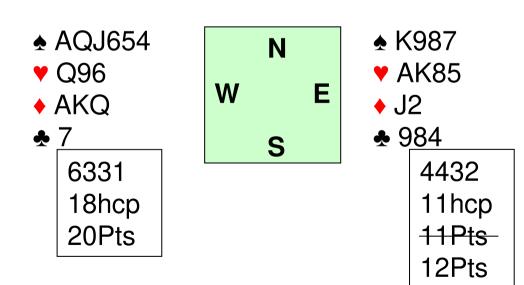


1S 12..19Pts, L4+S.

But {E} has a S fit and should re-evaluate before making his bid:

Week 13 Italian Cue Bids

W	Ν	Е	S
1S	Р	#3S	



1S 12..19Pts, L4+S.

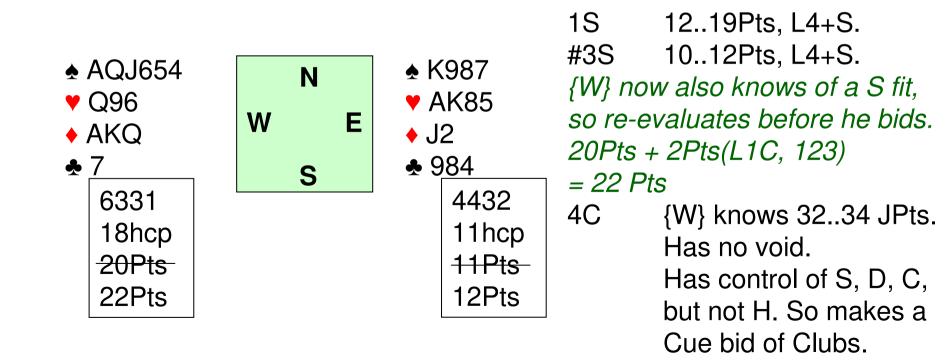
But {E} has a S fit and should re-evaluate before making his bid:

11Pts + 1Pt(L2D, 135) = 12 Pts.

#3S 10..12Pts, L4+S.

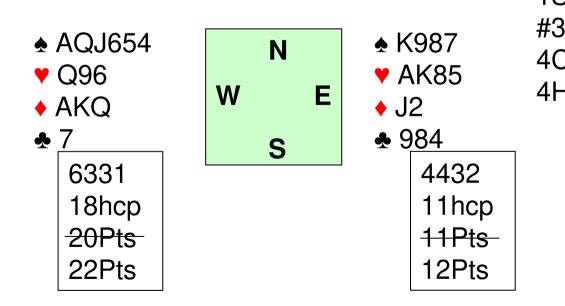
Week 13 Italian Cue Bids

W	Ν	E	S
1S	Р	#3S	Ρ
4C			



Week 13 Italian Cue Bids

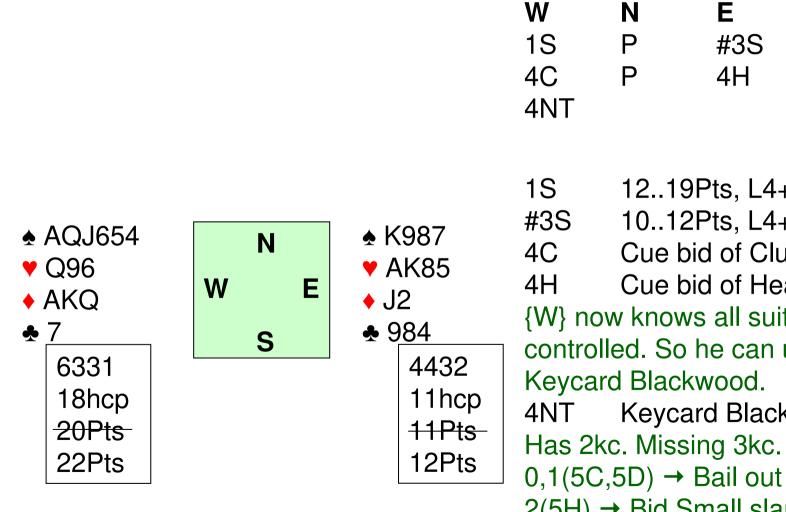
W	Ν	E	S
1S	Р	#3S	Ρ
4C	Р	4H	



1S #3S 4C 4H	 1219Pts, L4+S. 1012Pts, L4+S. Cue bid of Clubs. {E} recognises ICB. Denies D control. But shows H control. So a Cue bid of Hearts.

♣♥♥♠ **♣**♥♥♠ U3A Intermediate Bridge 2023-24

Week 13 Italian Cue Bids

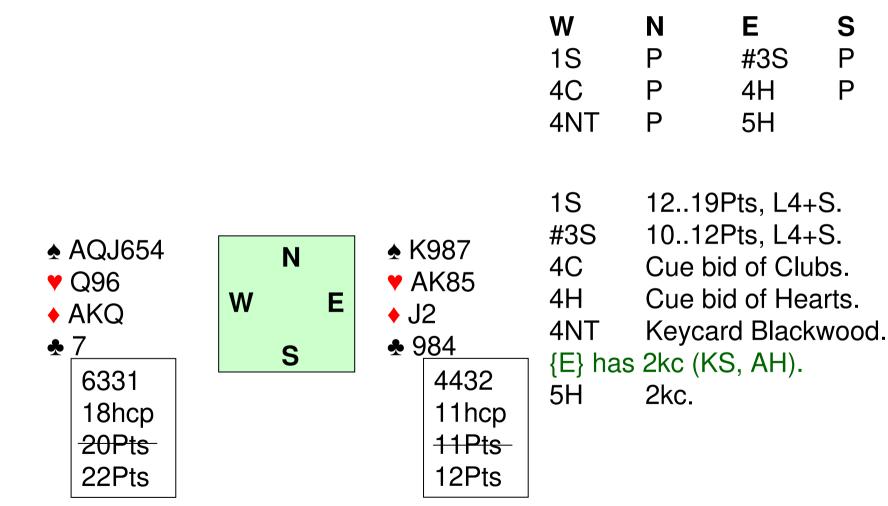


S

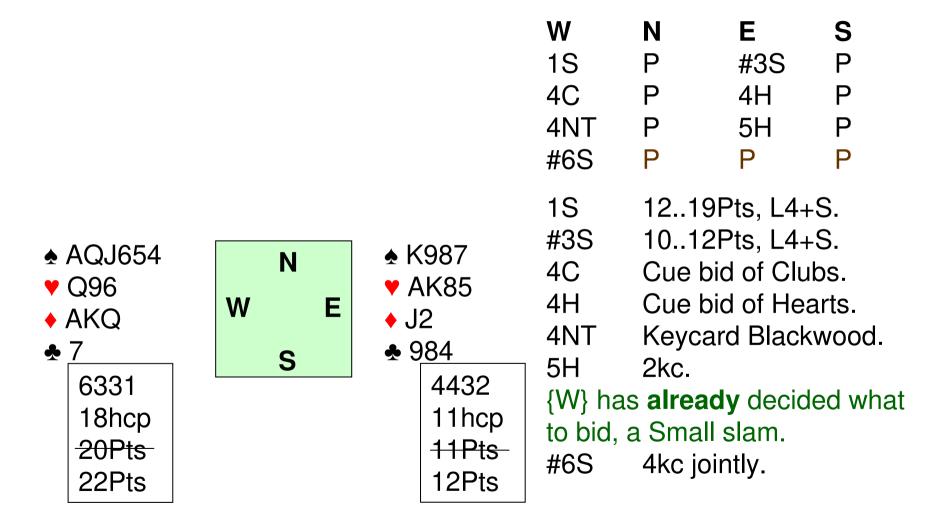
Ρ

Ρ

Week 13 Italian Cue Bids



Week 13 Italian Cue Bids



Week 13 Cue Bids

There are other sorts of Cue Bids:

Splinters Unassuming Cue Bids (aka "Bids of Opponents' Suit") Standard Cue Bids (Not Italian.)

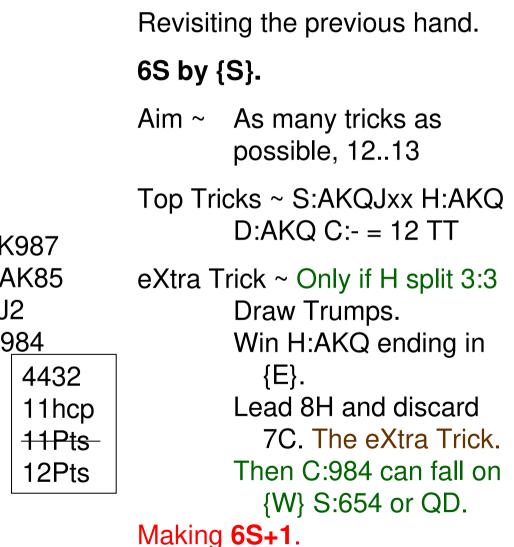
Splinters and UCB/BoOS we will look at in a future session.

Standard Cue bids offer First Round Control (A, L0) suits in the first Cue Bid round and Second Round Control (K, L1) suits in subsequent rounds.

If you have a void, you may need to use Italian Cue Bids up to 4NT and then instead of Keycard Blackwood, continue with Standard Cue Bids above that, hoping that either enough controls and Aces/Voids have been shown.

Sometimes a third suit bid as ICB may suggest an inability to bid KBw because of a void, so Partner may be able to pick up the slack and bid the 4NT.

Week 13 Play



▲ AQJ654 **▲** K987 Ν **V** AK85 **V**Q96 W Ε AKQ ♦ J2 ♣ 7 ♣ 984 S 6331 18hcp 20Pts 22Pts

Week 13 Spring Tournament

- There is only one session in April due to Easter, Friday April 11. That day I propose having our (grandiose title) Spring Tournament.
- There will be no presentation, instead boards will be shuffled and dealt and a regular Duplicate Pairs morning will be played. No discussion, only one traveller, pairs will move.
- Please find a partner for your pair (and agree your system). Then find another pair to form a starting table. Then let me know the foursome. I have had one foursome enter so far.
- Those fours that notify me in advance will play. If anyone else turns up that day, they can watch but won't play. If you have said you will play, then you should turn up.
- I will endeavour to do the scoring before the end of the session and award a couple of trophies to the winning pair.
- Feel free to use the group email address to find your U3AIB partner.
- If you cannot find a partner, I'll ask elsewhere for another person.

Week 13 Play

Play

Play as if "Duplicate Pairs".

{NS} have the pair number of their table, {N} has his back to the stage. {EW} have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Some boards have instructions on card. The appropriate people should read each card at the time it says and follow its instructions.

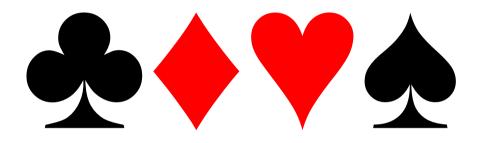
If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

Don't forget to describe partner's bids and plays to the table.

Any questions? Tea / coffee & biscuit. (25p) PLAY

Week 13



The end

Week 13 set hand references follow.

Week 13 Set hands

Set hand sources

BSA	Bernard Magee "Big Seminar"
AR:BL~S	Andrew Robson: Bridge Lessons ~ Slam
AR:BCMHAT	Andrew Robson: Bridge Common Mistakes and How to Avoid Them
DV:TBB2	Drina Vanner: The Bridge Bug (vol 2)
PM:RWPB	Paul Mendelson: The Right Way to Play Bridge

Boards 8,10,11 were also played last week by one table each.

Week 13 Set hands

Set hand abbreviations

Bd	Board	Number of the board. Rarely may include a colour!
		Eg 5red or 5blue.
Dlr	Dealer	(NESW).
Vul	Vulnerability	(None NS EW All).
Rotn	Rotation	Defined by one card, usually A.
		Mostly different to source publication.
Dcl	Declarer	(NESW)
OL	Opening Lead	
Trk	Tricks	(013)
NS# EV	V#	Score for NS or EW
NS% E\	N%	Percentage of NS and EW
Ref	Reference result	(Sometimes there may be more than one)

Blue results as played.

Purple results are as played at Week 12, with pair numbers incremented by 10. Red results are reference results.

Bd Dlr 8 W	Vul None	Source AR:BL~					Rotn A ≜ =W
NSEW	Contrac	t Dcl OL	Trk NS#	EW#	NS%	EW%	
2 10	6S-1	E 8D	11 50	-	50%	50%	
3 11	4S-1	W 7C	9 50	-	50%	50%	
13 21	6S-2	W JH	10 100	-	100%	0%	
Ref	5S=	W JH	11 -	450	0%	100%	

BdDlr 9 N		Source AR~BC	MHAT#84				Rotn A ≜ =N
	6S-1	N 10C	Trk NS# 11 - 12 980	50	NS% 0% 100%	100%	

Bd Dlr 10 E	Vul All						Rotn A ≢=E
NSEW	Contrac	t Dcl OL	Trk NS#	EW#	NS%	EW%	
19	4S+1	E 5H	11 -	450	67%	33%	
4 12	6S=	E 2C	12 -	1430	17%	83%	
11 19	2S+4	E 3C	12 -	230	100%	0%	
Ref	6S=	E JH	12 -	1430	17%	83%	

Week 13 Set hands

Bd Dlr	Vul	Source
11 S	None	AR:BL~S#7var

Rotn A♠=W

Variation: $S \leftrightarrow H$; $D \leftrightarrow C$; Then $\{E\} \leftrightarrow \{W\}$. So original AS now AH. Compare with board 8.

NSEW	Contra	ct Dc	OL	Trk NS#	EW#	NS%	EW%
4 12	5H-1	S	5D	10 -	50	50%	50%
14 22	5H-1	S	JD	10 -	50	50%	50%
Ref	5H-1	S	JD	10 -	50	50%	50%

Week 13 Set hands

BdDlr 15 S	Vul NS						
NSEW	Contrac	t Dcl O	L Trk NS#	EW#	NS%	EW%	
19	6S=	S JF	12 1430	-	50%	50%	
Ref	6S=	S JF	12 1430	-	50%	50%	
{NS} as book except QC replaced by KC and JC replaced by 9C							
{N} KS {W} S:53 H:JT97 D:T97 C:AJT2 {E} S:T6 H:6542 D:Q642 C:Q8 {S} AS							:Q83

Table 2 played this board first and discovered that the hands were in the wrong slots. S they played the hand that was equivalent to board 16. Their result is translated using the same transformations used when creating board 16 and is omitted from here.

Week 13 Set hands

Bd Dlr	Vul	Source	Rotn
16 W	EW	DV:TBB2pg139#1 + Deal Var2	A ≜ =E
			A v =W

NSEW	Contrac	t Dcl	OL	Trk NS#	EW#	NS%	EW%
2 10	6H-2	W	4S	10 200	-	100%	0%
4 12	4H=	W	6C	10 -	620	0%	100%
12 20	6H-1	W	8D	11 100	-	50%	50%
Ref	6H-1	W	6S	11 100	-	50%	50%

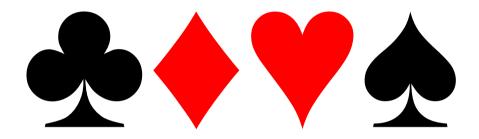
This is the same deal as board 15 except rotated for a new dealer, $S \leftrightarrow H$, $D \leftrightarrow C$, and the opposition hands swapped.

{N} H :T6 S :65	542 C :Q642 D :Q83
{W} A H	{E} K H
{S} H :53 S :JT	[97 C :T97 D :AJT2

12v20 was converted from erroneous hand positioning on board 15.

BdDlr V 2 E N		Source PM:RWPBpg143 + Deal						
NSEW C	ontract Do	OL	Trk NS#	EW#	NS%	EW%		
2 10 6	S+1 E	7D	13 -	1010	50%	50%		
3 11 5	S+1 E	QH	12 -	480	100%	0%		
Ref A 6	S+1 E	QH	13 -	1010	50%	50%		
Ref B 7	S= E	QH	13 -	1510	0%	100%		
{EW} as book. {NS} Deal								
{N} S:T H:T62 D:T86 C:A97653 {W} JS {E} AS								
۱۳۴٫۵۵۰۰۰			5 H:QJ94 E):9743 C:QT	2			

Week 13



The very end