

Bridge Is for Kids



Bridge
with
Patty!

BRIDGE IS FOR KIDS

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INTRODUCTION

Bridge is a great game. It has all the things you like in a game. Strategy, competition, puzzles, rewards and best of all.... IT'S FUN!

You can just play bridge for fun with your friends or if you really like it and are willing to study you can become a really good player and play in state, national and international tournaments.

In these first few classes you'll get a chance to just see what the game is all about, how much you like it and decide how good you want to get.

For now, just enjoy learning a new game and good luck!

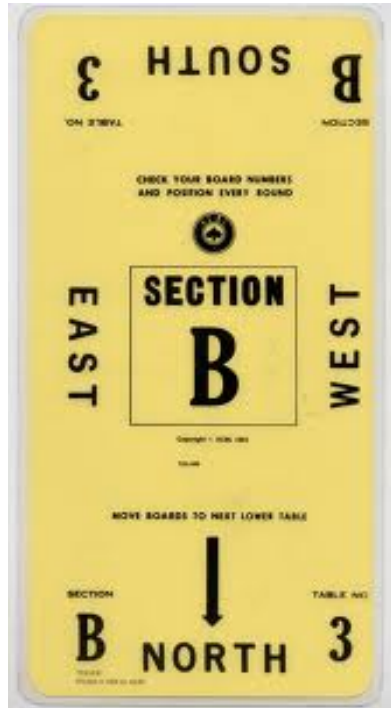
HOW BRIDGE IS PLAYED

Bridge is played by 4 people playing with a regular deck of 52 playing cards (there are no jokers in bridge).

It's a partnership game and the person sitting across the table from you is your partner; the two people to your right and left are your opponents.

Many times, you'll see a plastic mat on the table with a number and the words North-South-East-West. This is called a **table mat**.

- North and South are partners
- East and West are partners



THE DECK OF CARDS

In every deck of cards there are four suits.

- Clubs ♣
- Diamonds ♦
- Hearts ♥
- Spades ♠

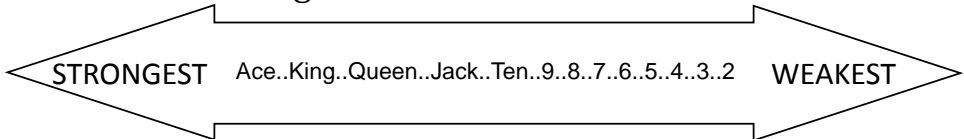


52 cards in the deck and 4 suits... $52 \div 4 = 13$

There are 13 cards in each suit.

The highest/strongest card in each suit is the Ace and the lowest/weakest is the two.

The order of strength within each suit is:



The highest five cards in each suit are called **honor cards**.

The Honor Cards are...



Ace – King – Queen – Jack – Ten

Sometimes you'll see the honor cards listed by the first letter of their name:

A – K – Q – J – T



THREE PARTS TO THE GAME

There are three parts to the game:

- **Bidding** – telling your partner in a special code (used just for bridge) about the number of cards you have in each suit and how many strong cards you have.
- **Playing** – physically playing each of the cards in your hand.
- **Scoring** – awarding points for one of the partnerships.

The first thing we do is **deal**.

To start the game the cards are shuffled (mixed up) and handed out to the four players. The **dealer** (player handing out the cards) starts with the player sitting to his left and passes out the cards one at a time to each player, going clockwise, until the cards are gone.

Since there are 52 cards in the deck and we have 4 players...



$$52 \div 4 = 13$$

Each person will have 13 cards.

Those 13 cards are called a **hand**.



You should count your cards every time they are dealt to make sure that you have thirteen.

SORTING YOUR HAND

Once you have your thirteen cards, you will put all of the clubs together, all of the diamonds together, all of the hearts together and all of the spades together. Usually players alternate black-red-black-red and then arrange the cards highest to lowest within each suit.

This action is called **sorting your hand**. After you are finished, your hand would look something like this:



The next thing after dealing and sorting your cards would be bidding. Bidding is the toughest thing to learn and takes the most time, so we're going to save that for later and instead do something fun...Play.

PLAYING

Bidding decides who plays the first card, but since we're saving bidding for last.... we'll just decide which person will play the first card.

Let's say North gets to play the first card. The player who plays the first card is called the **Opening Leader**.

Playing our 13 cards each round is called a **Hand of Bridge**.



Bridge players use the word **hand** to mean the thirteen cards they are holding AND also to mean playing those thirteen cards.

After the first card is played, the person to the left of the opening leader will play a card from their hand, then the third person and then the fourth person.

Those four cards, one played by each player in turn, are called a **trick**.



Since every player has thirteen cards, there are thirteen tricks in every hand of bridge.

There are two types of hands you might play in bridge. The first is when, for each trick in the hand, the only card that can win is the highest card played in the suit that was led. This is a **Notrump** hand. The second type is a hand with a trump suit. We'll discuss that in a little while.

NOTRUMP PLAY

The rules for Notrump play are:

- Opening leader may play (lead) any card they choose
- If a player holds a card *in the suit that was led*, they must play a card in that suit
- If a player does not hold a card *in the suit that was led*, they can play (called a “discarding” or “throwing away”) any card they choose
- The highest card *in the suit that was led* wins the trick
- Whoever wins the trick, leads first to the next trick and they may play any card they choose

What you will discover is that, in a notrump hand, one thing that helps you win tricks for your side are honor cards: aces, kings, queens and jacks. But you will also find that long suits can help you win tricks.



Remember, in notrump, that to win a trick a player must play the highest card *in the suit that was led*.

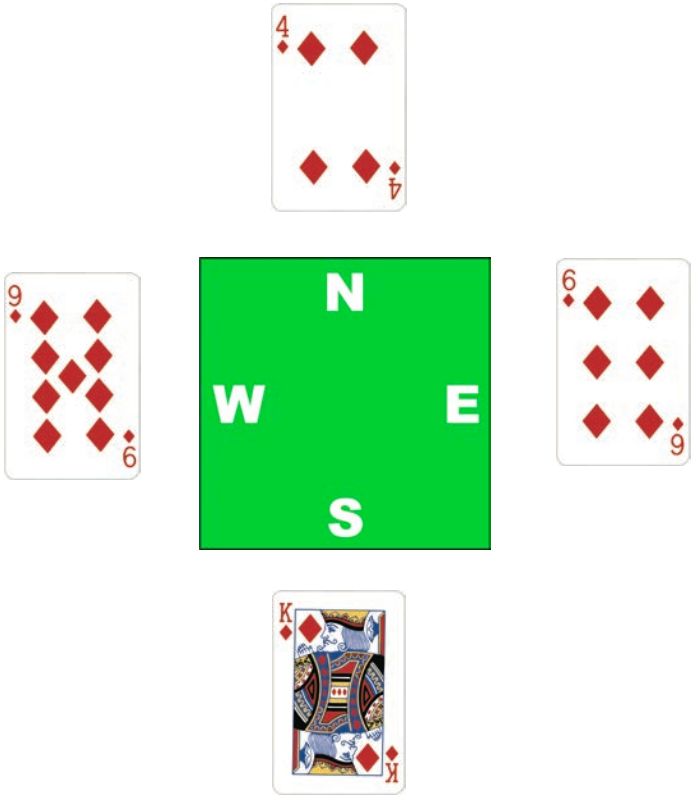
When you have a long suit, you may find that you are on lead and that, after the suit has been played two or three times around, that no other player has any cards left in that suit.



If you play the ♦2, in a notrump hand, and you are the only person that has diamonds, your ♦2 will win the trick!

A NOTRUMP TRICK

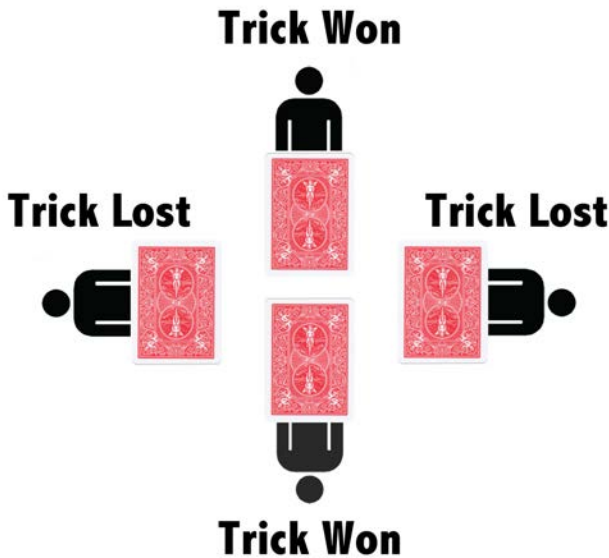
Let's see what a notrump trick looks like. NORTH is the opening leader and plays the first card. EAST plays the second card, SOUTH plays the third, and WEST plays the last card.



- SOUTH played the highest card, in the suit that was led, so NORTH/SOUTH wins the trick.
- SOUTH played the card that won the trick for his partnership.
- SOUTH would lead the first card to the next trick.

PLAY BASICS

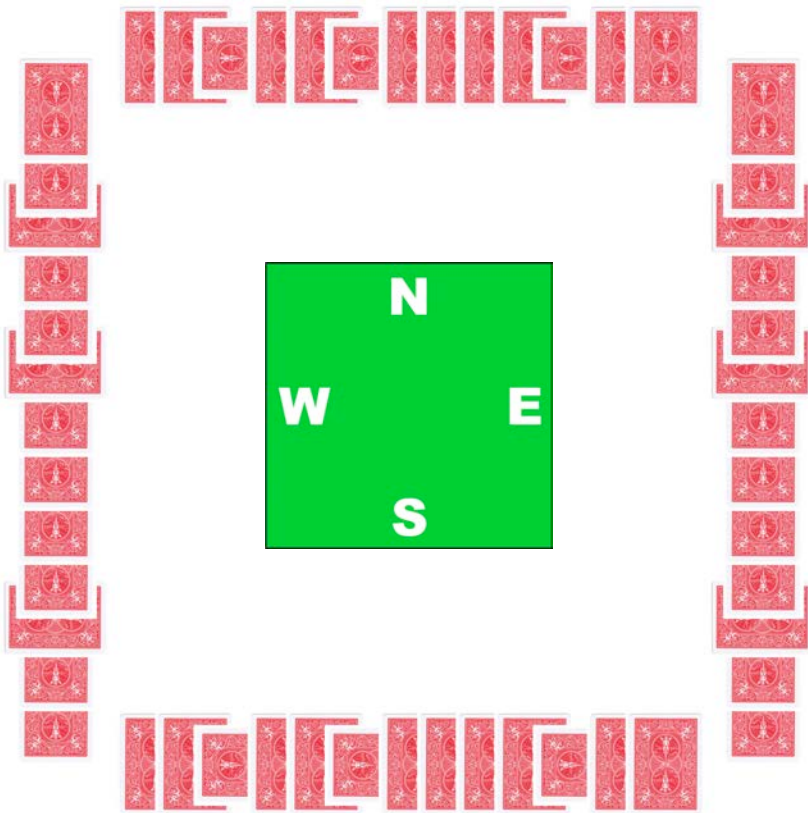
The four cards played in that first trick are turned face down, in front of the person who played the card and the long portion of the card is placed in the winning partnership's direction. It looks like this...



As subsequent tricks are played the cards will be turned face down in the same manner. All the cards in every player's hand will be played, one at a time, until all their cards are gone.

PLAY BASICS (continued)

When all thirteen cards have been played the table would look like this...



In this hand, North/South won 10 tricks and East/West won 3 tricks.

PLAY BASICS (continued)

Each player counts the number of tricks their partnership has won. After everyone agrees how many tricks each side took, a score (awarding points to one of the partnerships) is assigned to the hand. We will get to scoring in a bit!

The cards would then be mixed together, the deck shuffled, and the cards would be dealt to begin the next hand.

The winner of an entire game of bridge is decided after determining the score for a number of different hands.

When you played this hand, you might have noticed that you won tricks by playing high cards and you probably won some tricks with low cards if no one else at the table had any cards left in the suit you led.



In **Notrump** hands, players usually win tricks with:

- Honor cards (A, K, Q, J and 10)
- Small cards in long suits

TRUMP SUIT PLAY

Sometimes in the bidding a **trump** suit will be declared. We are still not to bidding yet... soon! When there is a trump suit (clubs ♣, diamonds ♦, hearts ♥, or spades ♠), there is another method for you to win tricks.

A trick can be won by playing a card in the suit that was declared trump. The smallest trump card is bigger/stronger than a card in any other suit.

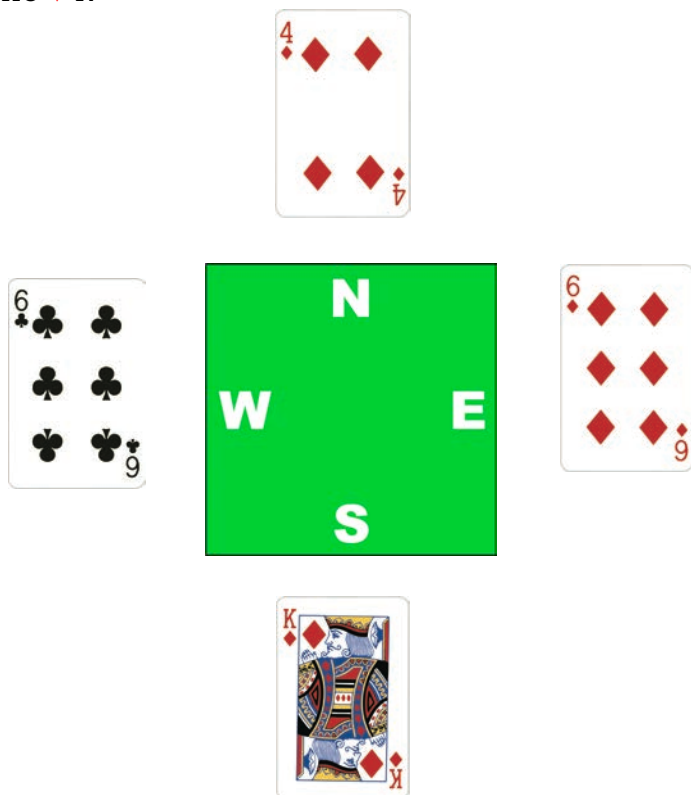
EXAMPLE: If hearts were declared trump and my opponent led the ♠A and I had no spades in my hand, I could play the ♥2 and win that trick.

The rules for playing when there is a trump suit are:

- Opening leader can play (lead) any card they choose
- If a player holds a card *in the suit that was led*, they must play that suit
- If a player does not hold a card *in the suit that was led*, they can choose to play a trump or they can discard any card they choose
- The highest card *in the suit that was led* wins the trick, unless trump was played
- If trump was played, the highest trump played wins the trick
- Whoever wins the trick, leads first to the following trick and they may play any card they choose

A TRUMP TRICK

In the example below, clubs are trump. NORTH is on lead and led the ♦4.



WEST does not hold any diamonds and **trumps** SOUTH's ♦K. WEST's ♣6 wins this trick, since any trump is stronger than the highest card in any other suit.

A TRUMP TRICK (continued)

What you will find is that if your partnership has at least eight cards in one suit between your two hands (this is called a **fit**), that taking tricks becomes much easier.

If you have more than eight.... you'll probably take a lot more tricks than you expect.



In **Trump** hands players usually win tricks with:

- Honor cards (A, K, Q, J and 10)
- Maybe small cards in long suits (but not as likely as in no trump)
- Trumping

HOW THE REST OF THE GAME IS PLAYED

In the bidding, one side will say that they expect they can take a certain number of tricks in the play. They are called the **Declaring** side.

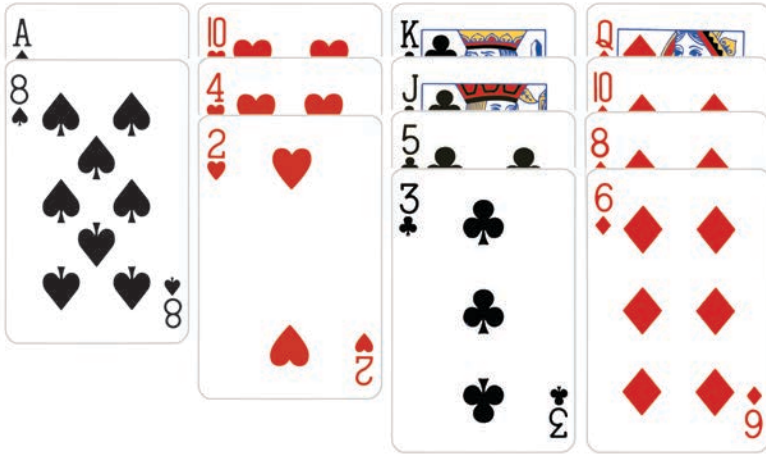
The opposing partnership is called the **Defenders**. They will be trying to keep the Declaring side from taking the number of tricks which they said they would take (the number for which they have contracted).

When the declaring side is set in the bidding, one partner will be the **Declarer** and their partner the **Dummy**.

Declarer is the player who bid the suit that is trump (or No Trump) the first time in the bidding. The opponent to the left of Declarer is the **Opening Leader** and plays the first card.

HOW THE REST OF THE GAME IS PLAYED (continued)

Dummy, after the opening lead, will put their hand face-up on the table in rows with their trump cards on the right.



Declarer will tell Dummy what card is played at each trick.

Everyone will play all of their thirteen cards and will count how many tricks each side won.

One partnership will get points. We're going to talk about how many points in the scoring chapter coming up next.

Then the next hand is dealt, and we do everything again.

QUIZ – THE BASICS

1) How many cards are there in a deck of cards? _____

2) What are the four suits?

3) How many tricks are in every hand you play? _____

4) What is the highest card in the deck? _____

5) Who wins the trick in a Notrump hand? _____



Extra Credit – Explain trump.

SCORING

Only one partnership scores in each hand of bridge.

It is much easier to take tricks if a partnership has more high cards and/or more trump cards than their opponents, so the people who invented bridge decided to give the declaring side a handicap...like in golf.



The declaring side (the partnership that gets to name trump) must win six tricks *before* they get to count tricks towards the number they said (declared) they would take in the bidding.

The number they declared that they would take is called the **Contract**. And the first six tricks, that don't count towards the contract, are called **Book**.



If the partnership which in the bidding declared that they would win a certain number of tricks takes that many tricks, then they earn points.

Their points come from two sources:

- Trick Score (points for every trick they took above book)
- Bonuses (extra points for being successful)

TRICK SCORE

A trick score is awarded based on which suit was declared trump. In Bridge two of the suits are called **major** suits (hearts and spades) and the other two suits are called **minor** suits (diamonds and clubs).

	NT	
30pts	1st trick is 40pts then 30pts	20pts

If the trump suit was:

- Spades or hearts – 30 points are awarded for each trick after book.
- Diamonds or clubs – 20 points are awarded for each trick after book.



Remember, **book** is the first six tricks won by the declaring side.



If the partnership declared that no suit would be trump, a notrump hand, then:

- 40 points are awarded for the first trick after book and then 30 points for each subsequent trick.

BONUSES

A small bonus (a **part-score** bonus) of 50 points is awarded when a partnership wins the number of tricks, they declared they would win.

However, the declaring side can win larger bonus points if they have strong hands and/or good trump cards AND are willing to risk declaring they can win a large number of tricks AND they succeed in winning those tricks.

		NT	
BID GAME	4-level	3-level	5-level
NEED	10 tricks	9 tricks	11 tricks
TRICK PTS.	30	1st trick 40 then 30	20



Bonus points are only earned when a partnership contracts at a specified level (game or slam) and then takes all of the tricks promised.

BONUSES (continued)

The large bonuses which could be awarded are:

- **Game**, for declaring your side will win:
 - 10 tricks with hearts or spades as trump
 - 11 tricks with diamonds or clubs as trump
 - 9 tricks with notrump
- **Slam**, for declaring your side will win 12 tricks
- **Grand Slam**, for declaring your side will win 13 tricks

DEFENDER SCORING

When a declaring side does not win the number of tricks which they declared they would (this is called “going down” or “getting set” or “not making their contract”), then the defenders are awarded points.

The defenders win a certain number of points for every trick the declaring side goes down. They win either 50 or 100 points for each trick. We’ll talk later about how you know whether it is 50 or 100 for each trick.

QUIZ – SCORING

1) Which are the major suits?

2) Which are the minor suits?

3) How many points do you get for every trick in a minor suit?

4) If you bid 4♣, how many tricks would you need to win to make your contract?

5) What is the book? _____

★ Extra Credit – If your contract is 3♠ and you win 10 tricks, how many points would you earn?

BIDDING

Bidding is a conversation between you and your partner to discuss:

- The **strength** of your hand, how many aces, kings, queens and jacks you hold
- The number of cards you have in each of the suits, the **distribution** of your hand

Every bid you make is going to tell partner something new about your hand. You will try to tell them something you think they'd like to know.

You're talking about the strength of your hand so you and partner can decide if you want to try and get one of those big bonuses.

You're talking about the number of cards you have in each of the suits so you and partner can decide if, between your two hands, you have enough cards in a suit to want that suit to be trump.

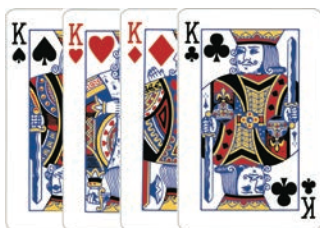


In the 1910, a man named McCampbell came up with an idea to make it easier to talk about the strength of your hand. He said that you could add a certain number of points for each high card you held.

HIGH CARD POINTS



Each Ace
4 pts.



Each King
3 pts.



Each Queen
2 pts.



Each Jack
1 pt.



Adding all of those, and remembering that we have four suits:

$$(4+3+2+1) \times 4 = 40$$

There are 40 high card points (**HCP**) in a deck of cards.

HIGH CARD POINTS (continued)

It has been mathematically determined that if, between you and your partner, you hold 25 or 26 HCP, then your partnership has enough high card points to attempt to win the game bonus for a notrump or a major hand.

If you want to play with either clubs or diamonds as trump, your partnership needs 28 or 29 HCP to try and win the game bonus. Why that difference? Because you and partner would have to bid to 5♦ or 5♣ for game in a minor suit. To take more tricks you usually need more strength and/or more trump cards!

☞ Remember we learned, if a major suit is trump you are awarded more trick points than if a minor suit is trump. You should also remember from playing hands that it was much easier to take tricks if you had a trump suit than with just high cards. So, if given a choice between a major suit as trump or notrump, pick a major suit.

INTRODUCTION TO BIDDING

MAJORS



NOTRUMP

no trump suit - high card wins

MINORS



This priority order of contracts is the reason for all the beginning rules you will learn about bidding a hand. You don't get penalized or removed from the game if you don't follow the rules, but they allow you and your partner, if you follow them, to attempt to exchange information.

You will be talking about your **distribution** to find out if you have at least 8 cards in a suit between your two hands (called a **fit**) in a major suit that you can declare trump.

You will be talking about your **strength** to determine if you and partner have enough HCP to attempt to bid high enough to win a bigger bonus.

If you do not have a fit in a major suit, think of notrump before you think about playing in a minor suit.

All these ideas are based on how the scoring works.

INTRODUCTION TO BIDDING (continued)

Bidding is a form of shorthand where each player has an opportunity to use a short statement, a bid, to convey a lot of information. Think of bidding as a code that you and partner both have learned and understand.



Bidding starts with the Dealer and proceeds clockwise with each new bid being higher than the previous bid.

There is a rank to the suits for bidding purposes:

CLUBS → DIAMONDS → HEARTS → SPADES → NOTRUMP

Let's look at the bidding box.



INTRODUCTION TO BIDDING (continued)

You're trying to make decisions that give your side the best possible score on each hand.

Every once in a while, you will reach a point in the bidding when your partner is trying to get you to tell them more about your hand and you've already told them everything you think is important. At that point your message will be, *"Enough already! I don't have anything else to tell you that you don't already know."*

Bidding, with all the rules you have to learn, is really hard. Most people like playing the cards much better.

🔑 Bidding helps you ensure that you and partner play with the best/longest suit between your two hands as trump, and helps you decide about trying for those big bonuses.

Bidding is really important so that you and your partner can make sure you get the best score possible on every hand you play!

OPENING THE BIDDING

The cards are dealt and each player...

- counts their cards (make sure you have 13!)
- sorts their hand
- counts their HCP

The player who dealt the cards has the first chance to talk to his partner about his hand. If dealer does not have 12 HCP in his hand, he says **Pass**. Pass says to his partner, *"I do not have at least 12 HCP."*

If dealer has 12 HCP, he makes a bid other than Pass. His bid will be a number and a suit (or Notrump). That bid will be in a code which will begin to describe the strength and distribution of the hand to partner.

The first player to bid something other than Pass becomes the **Opening Bidder**.

If dealer passes (says the word Pass), then dealer's left-hand opponent (**LHO**) has an opportunity to talk to his partner. If LHO bids something other than pass, then LHO becomes the Opening Bidder. If LHO passes, then the third person at the table has an opportunity to talk.



The bidding is over when either there is a bid other than pass and the next three people pass, or if there are four passes.

OPENING THE BIDDING (continued)

Never think that you have to tell the story of your hand with just one bid and no other bids being made. Bidding is a conversation; it may be a short conversation or a longer one but is almost never a single bid followed by three passes.

Opening Bidder and his partner (who is called **Responder**) may talk back and forth several times and tell each other several pieces of information before they decide how high they want to bid, and which suit they would like as trump (or to play notrump).



Remember, every bid you make should tell partner something they don't know about either your strength or distribution.



The priority of opening bids is always:
MAJORS → NOTRUMP → MINORS

We'll look at opening notrump later... for now, let's look at opening one of a suit.

OPENING BIDS OF ONE OF A SUIT

If you have at least 12 HCP, you bid something other than Pass. Your choice of an opening bid is in this order of what you look for first to tell partner:

- With 5+ cards in hearts or spades, open 1♥ or 1♠
- With two 5-card suits, open the highest in rank
- Without a 5-card or longer major, open a minor suit
- With one longer minor, open your longer minor (with the exception below noted in last two bullet items)
- With two 3-card minors, open 1♣
(Remember this as a club has three petals)
- With two 4-card minors, open 1♦
(Remember this as a diamond has four points)
- With 5+ diamonds and 4 clubs, open 1♦
- With 5+ clubs and 4 diamonds and 12-16 HCP, open 1♦
- With 5+ clubs and 4 diamonds and 17+ HCP, open 1♣

When you first learn bridge you probably won't understand why these rules are set up in this order and why you have to follow them. In fact, most people have trouble remembering all of the rules.

However, these rules were created to make that conversation that you and partner are having clearer and easier when you and partner get to your second and third bids (your **rebids**).

OPENING BIDS OF ONE OF A MAJOR

	OPEN	HCP	LENGTH
MAJORS	1♥	12-21	● 5+ cards in ♥
	1♠	12-21	● 5+ cards in ♠ ● 5+ cards in BOTH ♥ and ♠

OPENING BIDS OF ONE OF A MINOR

	OPEN	HCP	LENGTH
MINORS	1♣	12-21	● 3+ cards in ♣ ● 3 cards in BOTH ♦ and ♣
	1♦	12-21	● 3+ cards in ♦ ● 4 cards in BOTH ♦ and ♣ ● 5 cards in BOTH ♦ and ♣
	<i>NOTE: Typically open with the longest minor suit, except with 5+ clubs and 4 diamonds AND only 12-16 HCP, open 1♦</i>		

QUIZ – BIDDING

1) How many points can you count for each honor card?

Ace _____ King _____ Queen _____


Jack _____ Ten _____

2) Which player has the first chance to open the bidding?

3) How many points do you need to open the bidding?

4) What is the first thing you look for when you are deciding what to open?

5) How many cards do you need in a minor suit to open the bidding at 1♣ or 1♦?

 Extra Credit – If you do not have 5+ cards in a major and you hold 3 clubs and 3 diamonds, which suit would you open?

RESPONDING TO AN OPENING OF ONE OF A SUIT

After a player opens the bidding their partner becomes the **Responder**. The Responder has a different set of rules.

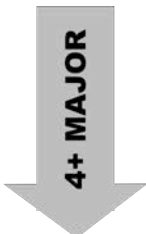




Responder bids if they have 6+ HCP. If not, they Pass.

The priority of what bid is chosen in responding changes dependent on whether partner opened one in a major suit or one in a minor suit.

Partner has Opened 1♣:

- 6+ HCP and a 5-card major, bid your major. If you have both 5 hearts and 5 spades, bid 1♠
- 6+ points and a 4-card major, bid your major. If you have both 4 hearts and 4 spades; bid 1♥
- 6-10 HCP and a balanced hand with no 4-card or longer major, bid 1NT
- 11-12 HCP and a balanced hand with no 4-card or longer major, bid 2NT
- 13-15 HCP and a balanced hand with no 4-card or longer major, bid 3NT
- 6-9 HCP and 5+ clubs (a fit), bid 2♣
- 10-12 HCP and 5+ clubs (a fit) bid 3♣
- 6+ HCP and 4+ diamonds with an unbalanced hand, bid 1♦

FIRST, LOOK FOR A MAJOR FIT		
	5♥ OR 5♠	6+ HCP, bid at 1-level
	4♥ AND 4♠	Bid ♥
	4♥ OR 4♠	Bid that suit
NO 4+ CARD MAJOR, ARE YOU BALANCED?		
	6-10 HCP	Bid 1NT
	11-12 HCP	Bid 2NT
	13-15 HCP	Bid 3NT
NOT BALANCED, FIT WITH PARTNER'S MINOR SUIT?		
	6-9 HCP	Raise bid at 2-level
	10-12 HCP	Raise bid at 3-level
	13+ HCP	Bid new suit
NO FIT WITH PARTNER, EXPLORE OTHER MINOR		
4+ ♦	6+ HCP	Bid 1♦
5+ ♣	10+ HCP	Bid 2♣
NONE OF THE ABOVE BUT 6-9 HCP, BID 1NT		

RESPONDING TO OPENING (continued)

Partner has Opened 1♦:

- 6+ HCP and a 5-card major bid your major. If you have five hearts and five spades; bid 1♠
- 6+ HCP and a four-card major bid your major. If you have four hearts and four spades; bid 1♥
- 6-9 HCP, no 4 card or longer major and no diamond fit bid 1NT
- 6-10 HCP and a balanced hand with no 4 card or longer major bid 1NT
- 11-12 HCP and a balanced hand with no 4 card or longer major bid 2NT
- 13-15 HCP and a balanced hand with no 4 card or longer major bid 3NT
- 6-9 HCP and five or more diamonds (a fit) bid 2♦
- 10-12 HCP and five or more diamonds (a fit) bid 3♦
- 10+ HCP and four or more clubs and an unbalanced hand bid 2♣

RESPONDING TO OPENING (continued)

Partner has Opened 1♥:

With 3+ cards in partner's major (a fit) and...

- 6-9 HCP, raise partner's major to 2♥
- 10-12 HCP, raise partner's major to 3♥
- 13+ HCP, bid a new suit and then raise partner's major to Game at your next bid
- Less than 7 HCP, 5+ cards in partner's major and a singleton or void in another suit (this is called a "Weak Freak"), raise partner's major to 4♥

Without a fit for partner's major:

- 6+ HCP and 4+ spades, bid 1♠
- 6-9 HCP, bid 1NT
- 10 HCP and a balanced hand, bid 1NT
- 10+ HCP and an unbalanced hand OR a good 5-card (sometimes 4-card) or longer minor suit, bid your suit at the two-level
- 11-12 HCP and a balanced hand, bid 2NT
- 13-15 HCP and a balanced hand, bid 3NT
- 16+ HCP and a balanced hand, bid a new suit

RESPONDING TO OPENING (continued)

Partner has Opened 1♠:

With 3+ cards in partner's major (a fit):

- 6-9 HCP, raise partner's major to 2♠
- 10-12 HCP, raise partner's major to 3♠
- 13+ HCP, bid a new suit and then raise partner's major to Game at your next bid
- Less than 7 HCP, 5+ cards in partner's major and a singleton or void in another suit (this is called a "Weak Freak"), raise partner's major to 4♠

Without a fit for partner's major:

- 6-9 HCP, bid 1NT
- 10 HCP and a balanced hand bid, 1NT
- 10+ HCP and five or more hearts, bid 2♥
- 10+ HCP and an unbalanced hand or a good 5-card (sometimes 4-card) or longer minor suit, bid your suit at the two-level
- 11-12 HCP and a balanced hand, bid 2NT
- 13-15 HCP and a balanced hand, bid 3NT
- 16+ HCP and a balanced hand, bid a new suit

3+ IN SUIT ↓	FIRST, LOOK FOR A FIT	
	6-9 HCP	2♥ OR 2♠
	10-12 HCP	3♥ OR 3♠
OTHER MAJOR ↓	13+ HCP	Bid new suit and then raise partner
	NO FIT, EXPLORE OTHER MAJOR	
BALANCED ↓	4+♠ / 6+ HCP	Bid 1♠
	5+♥ / 10+ HCP	Bid 2♥
5+ MINOR SUIT ↓	NO OTHER MAJOR, ARE YOU BALANCED?	
	6-10 HCP	Bid 1NT
	11-12 HCP	Bid 2NT
	13-15 HCP	Bid 3NT
	NOT BALANCED, EXPLORE MINOR FIT	
	10+ HCP	Bid suit at 2-level
	REGARDLESS OF BALANCE, BID 1NT WITH 6-9 HCP	

QUIZ – RESPONDING

1) When your partner opens the bidding, what person do you become?

2) How many HCP are needed to respond to an opening bid?

3) If partner opens a minor suit and you have enough HCP to respond, what's the first thing you look for in your hand?

4) After partner has opened 1♣, how many cards do you need in hearts in order to bid 1♥?

5) After partner has opened 1♠, how many HCP and how many cards do you need in hearts in order to bid 2♥?

HCP _____ Hearts _____

★ Extra Credit – In the bidding, what is the ranking of the four suits and Notrump?

Lowest

Highest

SUIT-OPENING BID PRACTICE HANDS

Board 1

North Deals

None Vul

♠ J 9 7
♥ K 10 3
♦ Q J 9 4
♣ A 8 7

♠ A 8 5 3
♥ Q 9 6 4 2
♦ A
♣ K 9 3

♠ 10 4
♥ J 7 5
♦ K 10 7 6 5
♣ J 6 2

♠ K Q 6 2
♥ A 8
♦ 8 3 2
♣ Q 10 5 4

W

N
E
S

West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♠	Pass	3 ♠
Pass	4 ♠	Pass	Pass
Pass			

Opening Lead: Q♦, top of touching honors

1♥ = 12+ Points and 5+ hearts

1♠ = 4+ spades and 6+ points

2♠ = 12-15 pts and 4 spades

3♠ = an invitational hand. South is asking partner 'do you have 12 or 15?'

4♠ = I have enough since I have 13 pts and a singleton.

SUIT-OPENING BID PRACTICE HANDS (continued)

Board 2

East Deals
N-S Vul

♠ 6 4 3
♥ K Q 6
♦ 8 7 2
♣ A 5 4 2

♠ A J 10 5
♥ A 10 9 5
♦ K 9
♣ Q 10 3

♠ Q 9
♥ 7 4 3
♦ A 6 5 4 3
♣ J 8 6

♠ K 8 7 2
♥ J 8 2
♦ Q J 10
♣ K 9 7

N

W

E

S

West	North	East	South
		Pass	Pass
Pass	1 ♣	Pass	1 ♠
Pass	2 ♠	Pass	Pass
Pass			

Opening Lead: K♥, top of touching honors

1♣ = 12+ points and 3+ clubs

1♠ = 4+ spades and 6+ points

2♠ = 4 spades and 12-15 points



SUIT-OPENING BID PRACTICE HANDS (continued)

Board 3

South Deals

E-W Vul

		♠ A 9 5 4	
		♥ K Q J 6	
		♦ 6	
		♣ J 9 4 3	
♠ 6 3			♠ Q J 10
♥ 10 8 2			♥ 9 7 5
♦ A Q J 2			♦ 9 8 5 3
♣ Q 10 6 2			♣ K 7 5
		♠ K 8 7 2	
		♥ A 4 3	
		♦ K 10 7 4	
		♣ A 8	

West	North	East	South
			1 ♦
Pass	1 ♥	Pass	1 ♠
Pass	3 ♠	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: 2♣, fourth from your longest and strongest
(Note: West would not lead a diamond because he would not underlead the ♦A.)

1♦ = 12+ points and 3+ diamonds.

1♥ = 6+ points and 4+ hearts *(Remember: if you have two four card majors, bid hearts.)*

1♠ = I don't have four hearts, I have four spades.

3♠ = I also have four spades and I have 10-12 points.

4♠ = We have enough (25-26 pts) between our two hands to try for the game bonus.

SUIT-OPENING BID PRACTICE HANDS (continued)

Board 4

West Deals

Both Vul

	♠ A K 10 2	
	♥ 10 4	
	♦ A 9 5	
	♣ 9 6 5 3	
♠ 8 6		♠ Q 9 7 4
♥ K Q 9 7		♥ 8 6 2
♦ K 4 3 2		♦ J 10 8 6
♣ Q 8 4		♣ A 10
	♠ J 5 3	
	♥ A J 5 3	
	♦ Q 7	
	♣ K J 7 2	

West	North	East	South
Pass	Pass	Pass	1 ♣
Pass	1 ♠	Pass	1 N
Pass	2 N	Pass	Pass
Pass			

Opening Lead: K♥, top of touching honors

1♣ = 12+ points and 3+ clubs

1♠ = 6+ points and 4+ spades

1N = 12-14 points, less than four spades, balanced hand

(Note: partner would have bid hearts before spades if he had four hearts. The only time he would have four hearts is if he had five spades. If so North will bid hearts at his rebid.)

2N = I have 11-12 points and a balanced hand

Pass = I have only 12 points. We do not have enough to try for game (25-26 pts).

OPENER'S REBID

The important things Opener should ask himself at his second turn to call (his **rebid**) are:

- Do we have a major fit?
- Is it possible that we might have a major fit?
- If not, is it possible for us to play NT?
- Do I know if Responder and I have enough for game?
- Has responder limited the number of HCP he might hold?

The answer to those questions helps you choose your rebid.



In general, if you know that you and Responder do not have enough high card points between your two hands to try for the game bonus, you should attempt to stay low and find a safe place to play.

OPENER'S REBID (continued)

Some basic rules for Opener's rebid are:

- A new suit at the lowest level limits Opener's hand to 12-17 HCP and promises at least four cards in the suit he chooses to bid
- With 17+ HCP, Opener can **Reverse** (more about Reverse later)
- With 18+ HCP, Opener can bid a **Jump Shift**. A Jump Shift is a bid of a suit that has not been previously bid in the hand (a new suit, shifting suits) at a level higher than necessary (skipping a level, jumping).
- With 18-19 HCP, Opener can bid 2NT if they have a balanced hand
- If Opener raises Responder's suit, he will limit his hand to a 3 to 4 point range depending on the level to which he raises; minimum levels show minimum hands. With stronger hands Opener will skip one or two levels to show more value.
- If Opener rebids 1NT, he shows a balanced hand and limits HCP to 12-14
- If Opener rebids his own suit, he promises at least six cards if bidding a major and at least five cards if bidding a minor; the level at which he bids describes the strength of his hand within 3-4 points

RESPONDER'S REBID

The important things Responder should ask himself at his second turn to call (his rebid) are:

- Do we have a major fit?
- Is it possible that we might have a major fit?
- If not, is it possible for us to play NT?
- Do I know if opener and I have enough for game?
- Has opener limited the number of he might hold?

The answer to those questions will help you choose your rebid.

In general, if you know that you and opener do not have enough HCP between your two hands to try for the game bonus, you should attempt to stay low and find a safe place to play.

RESPONDER'S REBID (continued)

Some basic rules for Responder's rebid are:

- A new suit at the lowest level does not limit Responder's hand and forces Opener to bid one more time
- If Responder returns to Opener's original suit at the lowest level, he limits his hand to less than enough for game and is simply saying, *"of your two suits, we have more cards in this suit"*
- If Responder rebids 1NT he shows a balanced hand and limits his hand to 6-10 HCP; a 2NT rebid will show 11-12 HCP; a 3NT rebid will show 13-15 HCP
- If Responder rebids his own suit at the lowest level, he shows at least five cards and limits his hand to 6-9 HCP
- If Responder rebids his own suit and skips a level, he shows at least six cards and limits his hand to 10-12 HCP

COUNTING FOR DISTRIBUTION

After you and partner have discovered that you have a fit (8 cards in one suit between your two hands) you can add additional points to your hand for distributional features.

Distributional features are singletons, voids and doubletons in suits other than your trump suit that might be of benefit to your side when trying to win tricks.

Traditionally you are allowed to count:

- 3 extra points for a void
- 2 extra points for a singleton
- 1 extra point for a doubleton



Fair warning, a doubleton is not as valuable a feature and you should be cautious when adding points for it.

When speaking of adding these additional points, they are most commonly referred to as “in support of (the suit that has been bid and raised).” Meaning that because our partnership has bid and raised a suit, these features now seem likely to improve our chances of making game.

New ideas allow you add points for length – permitting one point for every card above four in a suit. Other new ideas allow you to count more points for distributional features in the dummy. There is not much difference in these methods.



Don't add for length and shortness in the same hand.
No Double Dipping!

WHERE DO YOU FALL?



It is important to keep in mind what your role is when bidding because the rules are different depending on who you are in that hand.

Always evaluate your hand... is it a minimum, medium or maximum hand.

OPENER			RESPONDER	
MAXIMUM	18+ HCP	STRONG	13+ HCP	
MEDIUM	15-18 HCP	INVITATIONAL	10-12 HCP	
MINIMUM	12-15 HCP	WEAK	6-10 HCP	

QUIZ – REBIDS

- 1) Every time you bid what are you describing about your hand?

_____ and _____

- 2) When you open 1♣ and Responder bids 1♥, how many hearts do you need to raise responder's heart suit? _____

- 3) When Opener raises Responder's heart suit to 3♥, how many HCP does Opener promise? _____

- 4) When Responder raises Opener's 1♠ opening bid to 2♠ and Opener holds 19 HCP, what should Opener's bid as his second bid? _____

- 5) After Opener has opened 1♠ and Responder has bid 1NT, how many HCP and how many spades is Opener promising if he bids 3♠

HCP _____ Spades _____



Extra Credit – If you had this hand:

♠Q2 ♥A72 ♦A65 ♣AKJ93; and opened 1♣ and your partner bid 1♠, what would you bid as your second bid? _____

OPENING THE BIDDING IN NOTRUMP

A Notrump (NT) opening bid promises a **balanced hand** (no singletons or voids) with no 5-card or longer major.

The level at which you open describes your HCP (see chart on following page). Distributions considered a balanced are:

- 4-4-3-2
- 4-3-3-3
- 5-3-3-2

You may also open NT holding a **semi-balanced hand** (5-4-2-2), if that is the bid that allows you to best describe your hand.

Consider opening NT with a semi-balanced hand when you have:

- 15-16 HCP and your 4-card suit is a major
- 5 clubs and 4 diamonds, with only 15-16 HCP
- HCP scattered amongst all of your suits, rather than concentrated in your long suits

OPENING IN NOTRUMP (continued)

Opening with NT (notrump) follows these rules...

	OPEN	HCP	LENGTH
NOTRUMP	1NT	15-17	<ul style="list-style-type: none"> ● No 5+ card major ● No singleton or void
	Any suit at 1-level & rebid 2NT	18-19	<ul style="list-style-type: none"> ● No 5+ card major ● No singleton or void
	2NT	20-21	<ul style="list-style-type: none"> ● No 5+ card major ● No singleton or void
	2♣ & rebid 2NT	22-24	<ul style="list-style-type: none"> ● No 5+ card major ● No singleton or void
	3NT	25-27	<ul style="list-style-type: none"> ● No 5+ card major ● No singleton or void

RESPONDING TO 1NT OPENING BID

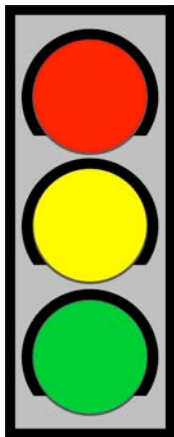
Responder's bids after partner has opened 1NT are very clear:

- With a 4-card major suit and at least 8 HCP, Responder bids Stayman (see below).
- With a 5-card or longer major suit and a 4-card major suit and at least 8 HCP, Responder bids Stayman (see below).
- With a 5-card or longer major and any number of HCP, Responder bids Jacoby Transfer (see below).
- With NO 4-card or longer major suit, simply do the math and decide if it's possible to attempt game.
 - With 0-7 HCP, Responder bids Pass.
 - With 8-9 HCP, Responder bids 2NT. This bid invites Opener to bid 3NT (game) with 16-17 HCP.
 - With 10+ HCP Responder bids 3NT. Responder knows that their partnership has at least 25 HCP between their two hands and should be in game.

⚡ If Opener bids 2NT, Responder's options are the same, however the point count necessary should be adjusted to compensate for the greater strength shown by 2NT bid.

RESPONDING TO 1NT OPENING BID (continued)

Your partner opens 1NT.



STOP 0-7 HCP

INVITE 8-9 HCP

GO 10+ HCP

BID OPTIONS		High Card Points (HCP)		
		0-7	8-9	10-14
Length of Major Suit	< 4 cards	Pass	2NT	3NT
	only 4 cards	Pass	Stayman	Stayman
	1 4 card & 1 5+ card	Jacoby Transfer	Stayman	Stayman
	> 4 cards	Jacoby Transfer	Jacoby Transfer	Jacoby Transfer

STAYMAN

Stayman is the convention that allows you to discover your four-four card fit after a Notrump opening bid. After an opening bid of 1NT, a bid of 2♣ by Responder is Stayman.

S T A Y M A N	2♣	ASKS	If partner (Opener) has a four-card major
		PROMISES	I have at least one four-card major (possibly a five or six card major) and 8 or more HCP

Responder may not have any clubs, the bid is completely artificial. It simply asks a question, “*Partner, do you have a four-card major suit?*” It promises at least 8 HCP and at least one four card major suit. Responder may also hold a five-card or even six-card major suit.

STAYMAN (continued)

Opener has a choice of three bids:

OPENER	SAYS...
2♦	No, I don't have a four-card or longer major
2♥	Yes, I have four hearts and I may have 4 spades
2♠	Yes, I have four spades but I don't have 4 hearts

Responder's second bid is determined by three factors:

- Whether or not opener bid the major suit in which responder had four-cards or more;
- Whether responder has a five-card major suit as well as a four-card major suit; and
- The strength of responder's hand.

If Opener's bid confirmed at least an eight-card suit fit (i.e. showed four cards in a major suit in which Responder also had four cards), then Responder will raise the major suit to:

- 3- level with 8-9 HCP
- 4- level with 10-14 HCP
- Delay raising the major suit immediately, to make a forcing bid with 15+ HCP to elicit more information to see if slam is possible

STAYMAN (continued)

If Opener’s bid did not confirm at least an 8-card suit fit (i.e. did not show four cards in a major suit in which Responder also has four cards), then Responder will:

- Bid 2NT with 8-9 HCP
- Bid his 5-card major suit at the 2-level with 8-9 HCP
- Bid 3NT with 10-14 HCP
- Bid his 5-card major suit at the 3-level with 10-14 HCP
- Bid a new suit at the 3-level.

OPENER REBID		RESPONDER REBID
<div>2♥</div> <div>I have four hearts</div>	If this is your major	Raise the major <ul style="list-style-type: none">• 8-9 HCP to 3-level• 10+ HCP to 4-level
	If this is NOT your major	Rebid NT <ul style="list-style-type: none">• 8-9 HCP bid 2NT• 10-14 HCP bid 3 NT
<div>2♠</div> <div>I have four spades</div> <div>I do not have four hearts</div>	If this is your major	Raise the major <ul style="list-style-type: none">• 8-9 HCP to 3-level• 10+ HCP to 4-level
	If this is NOT your major	Rebid NT <ul style="list-style-type: none">• 8-9 HCP bid 2NT• 10-14 HCP bid 3 NT



STAYMAN (continued)

OPENER BID	RESPONDER BID	OPENER REBID	RESPONDER REBID	
1NT 15-17 HCP Balanced hand No 5+ card major suit	2♣ 8+ HCP At least one four-card major	2♦ I do NOT have a four-card major	With NO 5+ card major	Rebid NT • 8-9 HCP bid 2NT • 10-14 HCP bid 3NT
			With a 5+ card major	Bid your major • 8-9 HCP at 2-level • 10-14 HCP at 3-level
			With a 6+ card major	Bid your major • 8-9 HCP at 2-level • 10+ HCP at 4-level
		2♥ I have four hearts	If this is your major	Raise the major • 8-9 HCP to 3-level • 10+ HCP to 4-level
			If this is NOT your major	Rebid NT • 8-9 HCP bid 2NT • 10-14 HCP bid 3 NT
		2♠ I have four spades I do not have four hearts	If this is your major	Raise the major • 8-9 HCP to 3-level • 10+ HCPs to 4-level
			If this is NOT your major	Rebid NT • 8-9 HCP bid 2NT • 10-14 HCP bid 3 NT

STAYMAN PRACTICE HANDS

Board 1

North Deals

None Vul

	♠ 10 7 6 2	
	♥ J 7 4	
	♦ A Q 2	
	♣ K J 4	
♠ 8 3		♠ K Q 9
♥ 5 2		♥ Q 10 6 3
♦ 7 6 5 4 3		♦ K J 10
♣ 8 7 6 3		♣ Q 10 9
	♠ A J 5 4	
	♥ A K 9 8	
	♦ 9 8	
	♣ A 5 2	

West	North	East	South
	Pass	1 ♣	1 N
Pass	2 ♣	Pass	2 ♥
Pass	3 N	Pass	4 ♠
Pass	Pass	Pass	

1NT = 15-18 points, a stopper in clubs, and a balanced hand.

2♣ = Stayman asking the NT bidder if he has a four-card major suit.

2♥ = I have four hearts.

3NT = I have the values to bid game and do not have four-card heart support.

4♠ = I have four spades as well as four hearts. **Remember that South knows that North would not have bid Stayman without at least one four-card major. Since North did not hold four hearts, North must hold 4 spades.**

STAYMAN PRACTICE HANDS (continued)

Board 2

East Deals

N-S Vul

		♠ 6 5 2	
		♥ 6	
		♦ Q 9 8 6 2	
		♣ 10 7 3 2	
♠ A 10 9 3			♠ K Q 8 4
♥ A 10 9 3			♥ K 7 4
♦ 10 4			♦ A K 7
♣ J 9 4			♣ Q 8 5
		♠ J 7	
		♥ Q J 8 5 2	
		♦ J 5 3	
		♣ A K 6	

West	North	East	South
		1 N	Pass
2 ♣	Pass	2 ♠	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		

1NT = 15-17 HCPs, a balanced hand and no five-card or longer major suit.

2♣ = Stayman, "Do you have a four card major suit?"

2♠ = I have four spades.

3♠ = I have four spades, we have a fit but I only have 8-9 points.

4♠ = I have a maximum for my NT bid and believe we can make game.

STAYMAN PRACTICE HANDS (continued)

Board 3

South Deals
E-W Vul

♠ J 10 9
♥ A 4
♦ A Q 6 3
♣ A J 5 3

♠ K Q 8
♥ Q 8 5 2
♦ 8 5 2
♣ K Q 2

♠ A 7 6 5
♥ K J 9 7 6
♦ K 4
♣ 9 8

4 3 2
10 3
J 10 9 7
10 7 6 4

N
W
S
E

West	North	East	South
			Pass
1 N	Pass	2 ♣	Pass
2 ♦	Pass	3 ♥	Pass
3 N	Pass	Pass	Pass

1NT = 15-17 HCPs, a balanced hand and no five-card or longer major suit.

2♣ = Stayman, asking “Do you have a four-card major suit?”

2♦ = “No, I do not have a four-card major suit.”

3♥ = I have five hearts and 10+ points. **Remember, jumping to the three-level shows the values for game.**

3NT = I don't have a fit (three cards) in hearts.

STAYMAN PRACTICE HANDS (continued)

Board 4

West Deals

Both Vul

♠ Q J 4 3	♠ K 10 6 2	♠ A 8
♥ J 7 4	♥ 10 8	♥ 9 5 3 2
♦ 9 6 5	♦ A J 8	♦ K Q 7 3
♣ 10 9 4	♣ A K 6 5	♣ Q J 2
	♠ 9 7 5	
	♥ A K Q 6	
	♦ 10 4 2	
	♣ 8 7 3	



West	North	East	South
Pass	1 N	Pass	2 ♣
Pass	2 ♠	Pass	2 N
Pass	Pass	Pass	

1NT = 15-17 HCPs, a balanced hand and no five-card or longer major suit.

2 ♣ = Stayman, "Do you have a four card major suit?"

2 ♠ = I have four spades.

2NT = Spades is not the major suit I have. I only have 8-9 points.

Pass = I have a minimum NT hand.

JACOBY TRANSFERS

Jacoby Transfers, developed by Oswald Jacoby, have made several desired bidding sequences possible:

- To create a situation in which the notrump bidder would be Declarer, which means that the opening lead would be coming into the strong hand and that the strong hand would be concealed
- To enable Responder, when he has a good two-suited hand, to show both of his suits

A Jacoby Transfer is:

- Used by Responder to show a 5-card or longer major
- An instruction or **relay** telling partner to bid the suit directly above the suit Responder bid
- An artificial bid (**a convention**). Responder is not showing or denying any holding in the suit he bid
- An unlimited bid. Responder may have 0-25 HCP. It requires partner to bid the major suit Responder has shown
- Always played once it is agreed upon. In Jacoby Transfers, a 2♦ or a 2♥ bid is no longer a natural bid by Responder, after an opened or overcalled NT bid.



NOTE: If you have 8+ HCP, a 5-card or longer major and a 4-card major, bid Stayman, NOT Jacoby.

JACOBY TRANSFERS (continued)

A Jacoby Transfer is made by bidding either 2♦ or 2♥, after an opening bid (or overcall) of 1NT.

- A bid of 2♦ requires Opener to bid hearts

North	South
1NT	2♦
2♥	

- A bid of 2♥ requires Opener to bid spades

North	South
1NT	2♥
2♠	



A Jacoby Transfer does not ask Opener if he has three or more Spades or three or more Hearts, or if Opener has a long suit, or ask Opener the strength of his NT, or if Opener wants to play in two of a major – it simply requires Opener to make the forced bid.

JACOBY TRANSFERS (continued)

Jacoby Transfers is used:

- After a 1NT opening bid or overcall
- After a 2NT opening bid or 2-level or 3-level, non-jump overcall of NT
- After a strong 2♣ opener and a NT rebid*
- After an opponent's double of Opener's NT bid*
- After an opponent's overcall of 2♣, when 2♣ was a conventional (artificial) bid*

Jacoby Transfers cannot be used:

- After a 1NT or 2NT rebid by Opener
- After a suit overcall by an opponent (other than the artificial 2♣ bid referenced above)

** You will learn about this in later classes*

JACOBY TRANSFER - RESPONDER'S 2ND BID

Responder's second bid will show:

- The strength of his hand
- The length of his suit
- Distribution of the remainder of his hand (sometimes)

OPENER	RESPONDER	OPENER'S REBID	RESPONDER'S REBID
1NT <ul style="list-style-type: none"> • 15-17 HCP • Balanced Hand • No 5+ Card Major 	2♦ <p>Jacoby Transfer requiring Opener to bid hearts</p> <ul style="list-style-type: none"> • 0+ HCP • At least 5 hearts 	2♥ <p>I am doing as demanded</p>	<p>0-7 HCP: PASS</p> <p>8-9 HCP:</p> <ul style="list-style-type: none"> • With 5 hearts bid 2NT • With 6+ hearts bid 3♥ <p>10-14 HCP:</p> <p>With 5 hearts bid 3NT</p> <p>With 6+ hearts bid 4♥</p>
1NT <ul style="list-style-type: none"> • 15-17 HCP • Balanced Hand • No 5+ Card Major 	2♥ <p>Jacoby Transfer requiring Opener to bid spades</p> <ul style="list-style-type: none"> • 0+ HCP • At least 5 spades 	2♠ <p>I am doing as demanded</p>	<p>0-7 HCP: PASS</p> <p>8-9 HCP:</p> <ul style="list-style-type: none"> • With 5 spades bid 2NT • With 6+ spades bid 3♠ <p>10-14 HCP:</p> <ul style="list-style-type: none"> • With 5 spades bid 3NT • With 5 hearts bid 3♥ • With 6+ spades bid 4♠

When Responder has 15+ HCP, a new suit can be bid at the 3-level if responder holds a 5-card or longer suit. The bid would be forcing to game and indicating the possibility of slam.



NOTE: When Responder's rebid was PASS (showing 0-7 points), the auction is over

JACOBY TRANSFER - RESPONDER’S 2ND BID

(continued)

When Responder’s second bid was NT (showing only five cards in his major suit) Opener’s choice of bids is based on two factors:

- 1. His strength
- 2. The number of cards he holds in Responder’s major

RESPONDER’S REBID		OPENER’S DECISION	
2NT	Saying Responder has: <ul style="list-style-type: none">• 5 cards in major suit• 8-9 points	<u>2 cards</u> in Responder's major: <ul style="list-style-type: none">• 15 HCP: PASS• 16 HCP decide PASS or 3NT based on ability to take 9 tricks• 17 HCP bid 3NT	
		<u>3+ cards</u> in Responder's major: <ul style="list-style-type: none">• 15 HCP return to Responder's major suit at three-level• 16-17 HCP return to Responder's major suit at four-level	
3NT	Saying Responder has: <ul style="list-style-type: none">• 5 cards in major suit• 10-14 points	<u>2 cards</u> in Responder's major then PASS	
		<u>3+ cards</u> in Responder's major, return to Responder's major at four-level (game)	



JACOBY TRANSFER - RESPONDER'S 2ND BID

(continued)

When Responder rebids his major suit at the 3-level (3♥ or 3♠), Opener has only two choices, which are based on the strength of his hand:

1. Pass
2. Bid game in Responder's major

RESPONDER'S REBID		OPENER'S DECISION
3♥ OR 3♠	Saying Responder has: <ul style="list-style-type: none"> • 6+ cards in major suit • 8-9 points 	With: <ul style="list-style-type: none"> • 15 HCP: PASS • 16-17 HCP bid Responder's major suit at four-level (game)
4♥ OR 4♠	Saying Responder has: <ul style="list-style-type: none"> • 6+ cards in major suit • 10-14 points 	PASS

When Responder's rebids his major suit at the 4-level (4♥/4♠) it shows 6+ cards in his major and 10-14 HCP. Opener will pass, regardless of the strength of his hand.

JACOBY TRANSFER - RESPONDER’S 2ND BID

(continued)

When Responder rebids a new suit at the 3-level (usually a minor suit) it shows a natural, 5-card or longer suit, forcing to game and indicating the possibility of slam. Opener...

- Returns to Responder’s major at the 3-level with three card or longer support for the major suit AND a hand that thinks slam is a possibility
- Returns to Responder’s major suit at the 4-level (game) with three card or longer support for the major AND a hand that thinks slam is unlikely
- Bids 3NT with no fit for either of Responder’s suits AND a hand that thinks slam is unlikely

RESPONDER’S REBID	OPENER’S DECISION
<div>3♣OR 3♦</div> <div>Says Responder has:<ul style="list-style-type: none">• a natural or 5+ card suit• forcing to game• possible slam interest</div>	3+ cards in Responder's major AND a hand that makes <u>slam possible</u> , return to Responder's major at three-level
	3+ cards in Responder's major AND <u>slam is unlikely</u> , return to Responder's major at four-level (game)
	No fit in either of Responder's suits AND <u>slam is unlikely</u> , bid 3NT
<div>3♥</div> <div>AFTER ORIGINAL JACOBY TRANSFER TO SPADES</div> <div>Says Responder has:<ul style="list-style-type: none">• 5 hearts• forcing to game• possible slam interest</div>	4+ hearts and 3+ spades, raise hearts to four-level
	3+ spades AND a hand that makes slam possible, bid spades at three-level
	3+ spades AND <u>slam is unlikely</u> bid spades at four-level (game)
	No fit in spades and 3+ hearts raise hearts to four-level



JACOBY TRANSFERS PRACTICE HANDS

Board 1

North Deals

None Vul

♠ 3 2

♥ A J 10 4

♦ K J 5 2

♣ 10 5 3

♠ A J 5

♥ K 7

♦ Q 10 9 8

♣ A K 7 4

♠ K Q 9 8 4

♥ Q 6 3

♦ 7 3

♣ Q 9 6

N

W E

S

♠ 10 7 6

♥ 9 8 5 2

♦ A 6 4

♣ J 8 2

West	North	East	South
	1 N	Pass	2 ♥
Pass	2 ♠	Pass	2 N
Pass	4 ♠	Pass	Pass
Pass			

2♥ = A Jacoby Transfer, forcing partner to bid 2♠.

2NT = I have only five spades and 8-9 points.

4♠ = I have a spade fit (three or more cards) and the values for game (16-17 points).



JACOBY TRANSFERS PRACTICE HANDS

(continued)

Board 2

East Deals

N-S Vul

♠ 6 3

♥ K J 8 7 5 3

♦ 9 4

♣ 10 8 5

♠ Q 9 2

♥ A 9 4

♦ K 6 5 2

♣ Q 6 2

♠ A K 7 4

♥ 6 2

♦ Q J 10 7

♣ A J 7

♠ J 10 8 5

♥ Q 10

♦ A 8 3

♣ K 9 4 3

N

W E

S

West	North	East	South
		1 N	Pass
2 ♦	Pass	2 ♥	Pass
Pass	Pass		

2 ♦ = A Jacoby Transfer, forcing partner to bid 2 ♥.

Pass = I have 0-7 points.



JACOBY TRANSFERS PRACTICE HANDS

(continued)

Board 3

South Deals

E-W Vul

♠ 9

♥ J 7 5 2

♦ J 10 8 7

♣ K J 7 5

♠ A J 8 4 3 2

♥ K 8

♦ K 9 5

♣ 8 3

♠ 10 5

♥ Q 10 6 4

♦ 6 4 2

♣ A 10 4 2

♠ K Q 7 6

♥ A 9 3

♦ A Q 3

♣ Q 9 6

N

W

E

S

West	North	East	South
			1 N
Pass	2 ♥	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			

2♥ = A Jacoby Transfer, forcing partner to bid 2♠.

4♠ = “Partner I have six or more spades and 10-14 points.”



JACOBY TRANSFERS PRACTICE HANDS

(continued)

Board 4

West Deals
Both Vul

	♠ Q 5 4 2	
	♥ 6 5 2	
	♦ K J 3	
	♣ Q 10 7	
♠ K 9 6		♠ A 3
♥ Q 8		♥ K J 9 7 3
♦ A Q 10 6		♦ 9 8 4
♣ K J 8 4		♣ 9 3 2
	♠ J 10 8 7	
	♥ A 10 4	
	♦ 7 5 2	
	♣ A 6 5	

West	North	East	South
1 N	Pass	2 ♦	Pass
2 ♥	Pass	2 N	Pass
Pass	Pass		

2 ♦ = A Jacoby Transfer, forcing opener to bid 2 ♥.

2N = "Partner, I have only five hearts and 8-9 points."

Pass = I have only two hearts and only 15-16 points.

QUIZ – RESPONDING TO 1NT OPENING BID

After your partner has opened 1NT, what would you bid with the following hands?

1) ♠Q2 ♥A7432 ♦A65 ♣73 _____

2) ♠7542 ♥A72 ♦65 ♣AJ93 _____

3) ♠Q2 ♥872 ♦965 ♣AKJ93 _____

4) ♠Q2 ♥AQ72 ♦A65 ♣QJ93 _____

5) ♠Q32 ♥J72 ♦65 ♣98543 _____

★ Extra Credit – If you had the hand below and opened 1NT and your partner bid 2♣ what would you bid as your next bid?

♠Q2 ♥A72 ♦A65 ♣AKT93 _____

BEGINNER REVIEW PRACTICE HANDS

Board 1

North Deals

None Vul

♠ 10 7 6 2

♥ 10 9 7 4

♦ A Q

♣ Q J 4

♠ 8 3

♥ 5 2

♦ K 6 5 4 3

♣ 8 7 6 3

N

W E

S

♠ K Q 9

♥ Q J 6 3

♦ J 10 7

♣ 10 9 5

♠ A J 5 4

♥ A K 8

♦ 9 8 2

♣ A K 2

West	North	East	South
	Pass	Pass	1 ♣
Pass	1 ♥	Pass	1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	

Opening Lead: 4♦ (fourth from your longest and strongest)

1♣ = 3+ clubs and 12+ points.

1♥ = 4+ hearts and 6+ points (6-11 since North passed originally).

1♠ = I have four spades. I do not have four hearts.

2♠ = I have four spades and 6-9 points.

4♠ = I have enough points for game.



BEGINNER REVIEW PRACTICE HANDS (continued)

Board 2

East Deals

N-S Vul

	♠ 6 5 2	
	♥ 8 6	
	♦ K Q 9 6	
	♣ A 7 3 2	
♠ 10 3		♠ K Q J 8 4
♥ A Q J 10 3		♥ 7 4 2
♦ J 4 3		♦ A 8 7
♣ K 6 4		♣ Q 5
	♠ A 9 7	
	♥ K 9 5	
	♦ 10 5 2	
	♣ J 10 9 8	

West	North	East	South
		1 ♠	Pass
2 ♥	Pass	3 ♥	Pass
Pass	Pass		

Opening Lead: K ♦ (top of touching honors)

1 ♠ = 5+ spades and 12+ points.

2 ♥ = 5+ hearts and 10+ points.

3 ♥ = 12/13 points and 3+ hearts.

Pass = I had only 10/11 points.

BEGINNER REVIEW PRACTICE HANDS (continued)

Board 3

South Deals

E-W Vul

♠ Q J 10 9

♥ Q J 7 4 2

♦ Q 10 3

♣ 5

♠ 8 5

♥ A 8 5

♦ 8 5

♣ A K Q J 3 2

♠ K 7 6

♥ K 9 6

♦ A 6 4 2

♣ 10 9 8

♠ A 4 3 2

♥ 10 3

♦ K J 9 7

♣ 7 6 4

West	North	East	South
			Pass
Pass	1 ♣	Pass	1 ♠
Pass	2 ♣	Pass	Pass
Pass			

Opening Lead: ♥6 (low from an honor in the unbid suit)

1♣ = 3+ clubs and 12+ points

1♠ = 4+ spades and 6+ points

2♣ = 5+ clubs and 12-14/15 points



BEGINNER REVIEW PRACTICE HANDS (continued)

Board 4

West Deals

Both Vul

♠ A 9 7 4	♠ Q J 10 5 3	♠ K 2
♥ Q 6 5	♥ J 7 4 2	♥ A 10 8
♦ 9 7 2	♦ 10 6	♦ A Q 8 5
♣ 10 6 3	♣ K 4	♣ A J 7 5
	♠ 8 6	
	♥ K 9 3	
	♦ K J 4 3	
	♣ Q 9 8 2	



West	North	East	South
Pass	Pass	1 ♦	Pass
1 ♠	Pass	2 N	Pass
Pass	Pass		

Opening Lead: 2 ♣

1 ♦ = 3+ diamonds and 12+ points

1 ♠ = 4+ spades and 6+ points

2N = 18-19 points and no spade fit

Pass = I have a really, really bad hand!

OVERCALLING

When a player opens the bidding, up until now, the other partnership has been silent. Not anymore!

After an opponent opens the bidding, a player from the other partnership is still allowed to bid. If they choose to bid, that bid is called an **overcall**.

The player making the bid is the **Overcaller** and his partner is the **Advancer**. Unlike an opening bid, an overcall is a limited bid, showing 8-17 HCP.

A typical overcall promises:

- 5+ cards in the suit bid
- 2 top honors (Ace, King, Queen or Jack)
- About 10 HCP



If the Overcaller has a really strong hand, he could overcall with a suit that is not as strong as you might expect. Or if the Overcaller has a really strong suit (e.g., 3 honors cards or extra length), he could choose to overcall with less than 10 HCP.



However, an overcall must always show a 5-card or longer suit!

RESPONDING TO AN OVERCALL

In responding to an overcall, the requirements are about the same as when partner has opened the bidding.



Remember that partner only has to have 10 HCP to overcall. Always do the math!



If you don't have a fit for Overcaller's suit you should say to yourself, "*I think I should pass.*" Your partner is unlikely to have a match for your suit since you know he has a least 5-cards in his own suit. Overcaller might also have a weakish hand.

You should only bid a new suit if you have:

- A pretty good hand yourself (about 9 HCP or so) and at least five cards in your suit
- A really long suit (7 cards or so) that you plan to bid again

RESPONDING TO AN OVERCALL (continued)

If you have a fit for Overcaller's suit you should say to yourself, *"I think I should bid."*

Later in your bridge studies you'll learn some special bids that you can use to raise partner's overcall. For right now just pretend that partner opened showing a 5-card or longer suit (remembering that Overcaller's hand might be weak) with at least 3-card support for Overcaller's suit:

- With 6 to 9 or 10 HCP, raise one level.
- With 10 to 12 or 13 HCP, raise two-levels
- With 13 or more HCP, raise a major suit to game OR if partner overcalled a minor suit, see if it's possible to play game in notrump.



It is important to keep in mind when overcalling that the longer and better your suit, the less HCP you need. Or conversely, the worse and shorter your suit the more HCP or better distribution you must have.

DEFINITIONS

Advancer – Partner of the player who overcalled.

Bid – A call by which a player shares information about his hand with his partner and eventually proposes a contract that his side will win at least as many tricks as his bid specifies.

Bidding – The period following the deal, and ending after the third successive pass of any bid.

Book – The first six tricks won by a declarer.

Contract – The undertaking by declarer's side to win, at the denomination named, the number of tricks specified in the final bid.

Declarer – The player who first bid the suit (or notrump) which became the final bid.

Defenders – The players who are the opponents of the Declarer.

Distribution – The manner in which the cards of a suit are dispersed among the four hands of a deal, or the manner in which the number of cards in the four suits are distributed in one hand.

Dummy – The Declarer's partner. After the opening lead, dummy puts their hand on the table, face-up, in columns. If there is a trump suit, trumps are always placed on the right-hand side. Dummy plays his cards as dictated by Declarer.

DEFINITIONS (CONTINUED)

Final Bid – The last bid in the auction, followed by three consecutive passes. The final bid becomes the contract.

Finesse – The attempt to gain power for lower-ranking cards by taking advantage of the favorable position of higher-ranking cards.

Fit – Eight or more cards in one suit between your and partner's hands.

Four on the Floor – After an opening bid by partner of 1♣ or 1♦, a way for Responder to remember which suit to bid with four cards in both major suits – 1♥.

Game Contract – An undertaking of a contract which, if successful, will (for this game) award a 300-point bonus.

Grand Slam – A contract at the level of seven, in which the Declarer contracts to win all thirteen tricks.

High Card Points (HCP) – Points assigned to the Ace, King, Queen and Jack of each suit based on their likelihood of winning a trick.

High Five – A reminder that when you hold five cards in two suits, to bid the highest-ranking suit first.

Honor – The Ace, King, Queen, Jack and Ten of each suit.

Lead – The first card played to a trick.

New Suit – Also referred to as an Unbid Suit, any bid by a player of a suit that has not previously been bid in the hand.

DEFINITIONS (CONTINUED)

Opening Lead – The first card played to each hand by the player to declarer's left.

Opener – The first player in each hand who makes a bid other than Pass.

Opponent – A member of the adverse team at bridge.

Overcall – A bid from an opposing player after the Opening Bid has occurred.

Part Score – Any contract below the game level.

Partner – The player with whom one is paired in a game of bridge.

Purity – A hand whose honor cards are located in the same suits, working together to create more tricks.

Raise – When a player, at their first opportunity to do so, bids the same suit as the suit bid by their partner.

Responder – The partner of the opening bidder.

Small Slam – A contract at the level of six, in which the Declarer contracts to win twelve tricks.

Texture – Intermediate level cards that work to improve a player's ability to win tricks - 10's, 9's and 8's.

Trick - Consists of four cards played in rotation after an initial lead of one of the cards by the player whose turn it was to lead.

DEFINITIONS (CONTINUED)

Trick Score - The value of each trick of fulfilled contracts towards the winning of the game.

Trump - The suit named in the final bid, other than Notrump. Such suit is called the 'trump suit' and a card of the trump suit, when played, is a winner over any card of another suit.

Vulnerable – A term indicating that the values of premiums and the severity of penalties are greatly increased.

QUIZ KEY – THE BASICS

6) How many cards are there in a deck of cards? **52**

7) What are the four suits?

spades, hearts, diamonds and clubs

8) How many tricks are in every hand you play? **13**

9) What is the highest card in the deck? **ace**

10) Who wins the trick in a Notrump hand?

The player who plays the highest card in the suit led



Extra Credit – Explain trump.

A suit maybe declared trump in the bidding. If you have a trump suit then the highest trump played on a trick wins, no matter how small it is.

QUIZ KEY – SCORING

6) Which are the major suits? **spades & hearts**

7) Which are the minor suits? **diamonds & clubs**

8) How many points do you get for every trick in a minor suit?

20 points

9) If you bid 4♣, how many tricks would you need to win to make your contract?

10 tricks – book (6 tricks) plus the 4 that were bid

10) What is the book?

The first 6 tricks won by the declaring partnership

★ Extra Credit – If your contract is 3♠ and you win 10 tricks, how many points would you earn?

10 tricks – 6 tricks (book) = 4 tricks

4 tricks X 30 trick points = 120 points

Part-score bonus = 50 points

120 points + 50 points = 170 points

QUIZ KEY – BIDDING

6) How many points can you count for each honor card?

Ace – **4** King – **3** Queen – **2**

Jack – **1** Ten – **0**

7) Which player has the first chance to open the bidding?

The player who dealt the cards

8) How many points do you need to open the bidding?

12 HCP

9) What is the first thing you look for when you are deciding what to open?

Do I have a 5-card or longer major (hearts or spades)

10) How many cards do you need in a minor suit to open the bidding at 1♣ or 1♦?

Three

★ Extra Credit – If you do not have 5+ cards in a major and you hold 3 clubs and 3 diamonds, which suit would you open?

Clubs – I would bid 1♣

QUIZ KEY – RESPONDING

- 6) When your partner opens the bidding, what person do you become?

Responder

- 7) How many HCP are needed to respond to an opening bid?

6

- 8) If partner opens a minor suit and you have enough HCP to respond, what's the first thing you look for in your hand?

Do I have 4 or more cards in a major (hearts or spades)?

- 9) After partner has opened 1♣, how many cards do you need in hearts in order to bid 1♥?

I need at least 4 hearts

- 10) After partner has opened 1♠, how many HCP and how many cards do you need in hearts in order to bid 2♥?

HCP: **at least 10**

Hearts: **at least 5**



Extra Credit – In the bidding, what is the ranking of the four suits and Notrump?

clubs

diamonds

hearts

spades

notrump

Lowest. ←

→ Highest

QUIZ KEY – REBIDS

6) Every time you bid what are you describing about your hand? **strength and distribution**

7) When you open 1♣ and Responder bids 1♥, how many hearts do you need to raise responder's heart suit?

four hearts, because Responder promised four and we are looking for eight between our two hands

8) When Opener raises Responder's heart suit to 3♥, how many HCP does Opener promise?

a medium hand, 16-18 HCP or a really good 15 HCP hand

9) When Responder raises Opener's 1♠ opening bid to 2♠ and Opener holds 19 HCP, what should Opener's bid as his second bid?

4♣, Opener knows they have at least 25 HCP which should be enough to bid game

10) After Opener has opened 1♠ and Responder has bid 1NT, how many HCP and how many spades is Opener promising if he bids 3♠

HCP – **16** Spades – **16**

★ Extra Credit – If you had this hand: ♠Q2 ♥A72 ♦A65 ♣AKJ93; and opened 1♣ and your partner bid 1♠, what would you bid as your second bid? **2NT**

QUIZ KEY – RESPONDING TO 1NT OPENING BID

After your partner has opened 1NT, what would you bid with the following hands?

6) ♠Q2 ♥A7432 ♦A65 ♣73 **a Jacoby Transfer**

7) ♠7542 ♥A72 ♦65 ♣AJ93 **Stayman, 2♣**

8) ♠Q2 ♥872 ♦965 ♣AKJ93 **3NT**

9) ♠Q2 ♥AQ72 ♦A65 ♣QJ93 **Stayman, 2♣**

10) ♠Q32 ♥J72 ♦65 ♣98543 **Pass**

★ Extra Credit – If you had the hand below and opened 1NT and your partner bid 2♣ what would you bid as your next bid?

♠Q2 ♥A72 ♦A65 ♣AKT93

I would bid 2♦, telling partner that I did not have a 4-card major suit



Patty Tucker is from Atlanta, Georgia. Having learned to play extensive experience in playing and teaching bridge. She and her husband are the 2000 North American Open Pairs Champions.

She is also a Grand Life Master and American Bridge Teacher Association Master Teacher, as well as both an ACBL and Better Bridge Accredited Teacher.

She has been recognized by ACBL for her work with youth bridge and as a volunteer at both the local and national level. She was the ACBL Honorary Member in 2016, ACBL Goodwill Member of the Year in 2011 and inducted into the ACBL Hall of Fame in 2019.

Her love for the game of bridge and the people she meets is apparent as she teaches this fascinating game.



Bridge with Patty



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