



# U3A Intermediate Bridge 2016-17



## While waiting for 2pm

**Travellers get filled in wrongly...**

Fill the board number in.

**North** Select the row for North's pair number. (North's back is to screen here).

**East** Write East's pair number next to North's. (Here it is often North's + 8).

**Contract** Write the contract and the result. Eg 1NT+2 3NT-1 2NT✓

The result isn't a general requirement, but I want you to do it.

Show doubles with an x Eg 5Cx-1. Put it all inside the one box.

**Declarer** Write N or S or E or W. With 4 travellers, getting two saying S and two saying N is not helpful.

**Lead (and Match Points)** Don't bother.

**Tricks** A number from 0 to 13.

**Score** Put it in the correct column

**Make it all legible.** If you make a big error, strike it all out and use a spare blank line at the bottom.



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While waiting for 2pm

## Post session comments on this week's traveller's:

- Board number not filled in
- Board number filled in wrongly
- Result (2H-1) not all in the one box on the form (2H- in the correct box, 1 in the By column)
- When contract made exactly, no tick (2H✓)
- Declarer not filled in

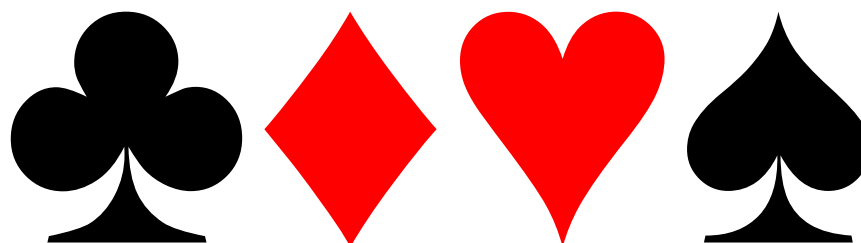
*Which all in all is excellent. Thanks.*



# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation



Steve Bailey



# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation

*See RWPB chapter 1.*

Standard hand evaluation comprises three parts:

- How good each card is individually (HCP).
- How good each suit is – the shape of suits (Points).
- How well your hand meshes with your partner's hand – fit.



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## Week 2 Hand Evaluation

### High Card Points (HCP)

This is the most basic method of evaluation

Award:

- 4 HCP for each Ace
- 3 HCP for each King
- 2 HCP for each Queen
- 1 HCP for each Jack

There are 10 HCP in each suit and 40 HCP in a complete pack.

An "ideal" deal will give each player 10 points (and often all will pass).



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## Week 2 Hand Evaluation

**HCP probabilities, or How likely is it to have X HCP?**

0	0.4%		14	5.7%	
1	0.8%		15	4.4%	
2	1.4%		16	3.3%	
3	2.5%		17	2.4%	
4	3.9%		18	1.6%	
5	5.2%		19	1%	<i>1 in 100 deals</i>
6	6.6%		20	0.6%	
7	8%		21	0.4%	
8	8.9%		22	0.2%	
9	9.4%	<i>~1 in 10 deals</i>	23	0.1%	<i>1 in 1000 deals</i>
10	9.4%		24	0.1%	
11	8.9%		25+	0.0%	<i>not actually zero</i>
12	8%				<i>Applies in the absence of knowledge of the HCP of any other hand.</i>
13	6.9%				

*8%+ shown red totals 54%.*

*You **don't** need to memorize this!*



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## Week 2 Hand Evaluation

### Shape

The archetypal hand has  $3\frac{1}{4}$  cards in each suit – obviously this is impossible.

The closest reality can get to this is a balanced hand with 4 cards in one suit and 3 cards in the other three – aka "4333".

The next most balanced hands can be found by moving one card from a short suit to another one – "5332" and "4432".

Either remember these 3 shapes or recall:

"No singleton nor two doubletons"

or

"Longest two suits total 8- in length, *but not 4441.*"

*You can/should modify your HCP into Points (Pts) depending upon shape.*



# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation

### Shape

*You can/should modify your HCP into Points (Pts) depending upon shape.*

In a non-balanced hand, add 1 Pt for each card in excess of L4.

In a balanced hand, subtract 1 Pt for a 4333 shape. (*B Magee, not RWPB.*)

Example:

♠ A K J 8 7	8 HCP + 1 Pt
♥ 6	0
♦ K J 9 8 7	4 HCP + 1 Pt
♣ 8 4	0
<i>Total ("5521")</i>	<i>12 HCP, 14 Pts</i>

*Once you have "agreed" NT, you can add 1pt for a 5332 hand. (SGB). Largely because you don't want to add it earlier and yet it seems right to use it if the bidding carries on. This is **not** published expert advice.*





# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation

### Fit

Once you have found a suit fit (joint L8suit) with your partner – not before – add extra points for shortages.

There are two scales depending upon whether the fit is in "my" suit or "partner's" suit. Only add points for shortages in suits partner has not bid.

*By "my" suit (your viewpoint) I mean one you have "suggested", usually by bidding it, sometimes by asking partner to bid it – eg Transfers.*

*Also this only applies to natural suits, not suits bid because of a convention.*

<b>Extra points</b>	<b>"My" suit</b>	<b>Partner's suit</b>
L0 (void)	3	5
L1 (singleton)	2	3
L2 (doubleton)	1	1

*Memory jogger:*

*"My" is shorter than "Partner"*

*"321" is less than "531"*



# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation

### Fit

♠ AKJ87 ♥ 6 ♦ KJ987 ♣ 84                      5521              12 HCP, 14 Pts

Bidding (*Assuming opponents always pass here*) (*Hand above is dealer*):

- 1♠                      12 .. 19 Pts, L4+♠
- 2♣              9+ Pts, L4+♣              *no fit yet. ♣ is a misfit.*
- 2♦                      L5+♠, L4+♦
- 2♠              Showing preference, minimal hand

Now you have a fit in spades – **my** suit (321).  
 Do not add anything for club shortage – it is partner's suit.  
 Add 2 Pts for the singleton in hearts – 16 Pts.

16 + 9 = 25. Enough for a game

4♠



# U3A Intermediate Bridge 2016-17



## Week 2 Hand Evaluation

### Fit

♠ AKJ87 ♥ 6 ♦ KJ987 ♣ 84                      5521      12 HCP, 14 Pts

Bidding (*Assuming opponents always pass here*) (*Hand above is dealer*):

1♠	12 .. 19 Pts, L4+♠
2♦	9+ Pts, L4+♦

Now you have a fit in diamonds – **partner's** suit (531).

Add 1 Pt for L2♣

Add 3 Pts for L1♥ – 18 Pts.

18 + 9 = 27. Enough for game. Show the fit to partner. *Enough for slam???*

3♦

...

*Further bidding will see if a game contract (3NT or 5D) or a slam is appropriate.*



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## Week 2 Hand Evaluation

### **More hand evaluation**

There are more advanced hand evaluation schemes, some dedicated to particular situations. We will look at these in other weeks.

Amongst them are:

- Losing Trick Count
- Suit Quality Overcall Test – SQOT
- Weak 2 quality



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## Week 2 Hand Evaluation

### Joint hand evaluation

Each bid tells you something about the bidder's hand – both your bids and partner's bids, but also your opponent's bids.

Joint Pts	Target
20..22	7 tricks (part score)
23..24	8 tricks (part score)
25	9 tricks (NT game, probable 10 trick major suit game)
26..28	10 tricks (Major suit game, possible minor suit game)
29..32	11 tricks (Minor suit game)
33..36	12 tricks (Small slam) <i>RWPB has 33..35</i>
37..40	13 tricks (Grand slam) <i>No missing ace</i>

I do not recommend Grand slams for intermediates.

Bidding aim:

- 1) Major suit contract
- 2) NT contract
- 3) Minor suit contract



# U3A Intermediate Bridge 2016-17



## Week 2 Play

### Play

Divide yourselves into pairs and then into tables.

This week I may ask you to move.

NS have the pair number of their table, N has his back to the screen.

EW have the pair number of their table plus 8. *(It was 6 last year.)*

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – **as part of the learning process** – I would like the partner of whoever has just bid to take whatever action is **standardly required** (announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on **what the bid means**.

**Any questions?**

**Tea / coffee & biscuit. (20p)**

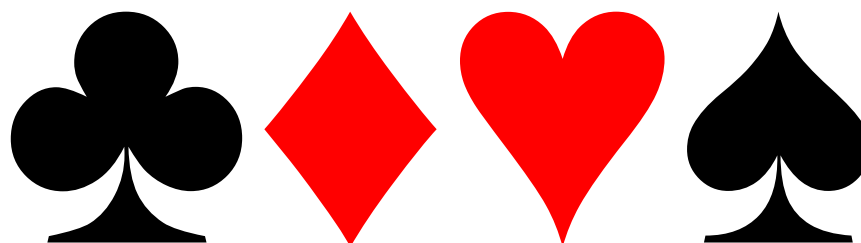
**PLAY**



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## Week 2 New Syllabus



The end

Week 2 set hand  
references follow.



# U3A Intermediate Bridge



## Week 2 Set Hands

### Set hand sources

BWSHH = A Robson, Bridge, What Should Have Happened

PBB = EBU, Practice Beginning Bridge

PCB = EBU Practice Continuing Bridge

REP2 = EBU, Really Easy Practice #2

AR:DNC = A Robson, Declaring No-Trump Contracts

===

Blue results from travellers

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A♠.





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## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
1	N	None	BWSHH#5			A♠=W
1	9	2NT-1	N 7	-	50	S too weak to use Stayman
2	11	1NT=	N 7	90	-	As book :-)
3	10	2H-1	W 7	50	-	An excellent sacrifice by W But very risky, easily "2H-2"
Ref		1NT=	N 7	90	-	



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
2	E	N/S	PBB#S1H4			A♠=N
1	9	2NT=	S 8	120	-	How did south declare 2NT?
2	11	3C-1	N 8	-	100	Presumably Stayman converted to 3C with only L5C.
Ref		2NT=	N 8	120	-	



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
3	S	E/W	REP2#S6H3	A♠=S		
1	11	3NT+1	E 10	-	630	
2	10	3NT-3	E 6	300	-	
3	9	3NT-1	E 8	100	-	
Ref		3NT+2	E 11	-	660	

*Table 1 just about managed the book result. Why were the other tables so far from the target? Perhaps this hand needs reviewing...*



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
4	W	All	REP2#S2H1	A♠=W		
2	10	1NT+1	W 8	-	120	
3	9	2S-1	E 7	100	-	*
Ref a		2S+2	W 10	-	170	
Ref b		4S	W 10	-	620	

\* The cards were returned to the wrong slots for "3 v 9" by 180°. Dealer was still W, but they had E's cards.



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.		
5	N	N/S	<i>PCB#S5H1</i>			A♠=S
1	10	3NT+2	N 11	660	-	
2	9	6NT=	N 12	1440	-	Excellent.
3	11	4NT=	N 10	630	-	
Ref		6NT=	N 12	1440	-	



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.	
6	E	E/W	BWSHH#3		A♠=N
1	10	2S+1	E 9	-	140 "10" played transfers.
2	9	2S-1	W 7	100	-
3	11	2S=	W 8	-	110
Ref		2S=	W 8	-	110



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.
7	S	All	REP2#S6H8	A♠=W

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Not played.



# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.
8	W	None	AR:DNC#3[H↔S]	A♠=W

Not played.





# U3A Intermediate Bridge 2016-17



## Week 2 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.
9	N	E/W	AR:DNC#40b	A♠=E

Not played.