



What is {E}'s response to Dealer {W}'s opening weak 1NT bid? {N} has passed.

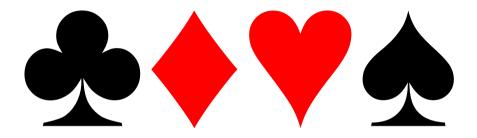
- **Deal #1** ★ JT82
 - **♥** A84
 - ♦ KQ83
 - ♣ T4
- **Deal #2** ★ J873

 - **♥** JT84
 - ◆ T9832
- **Deal #3** ★ 72

 - ♥ JT8
 - ◆ T2
 - ♣ QJ8765



Week 9 Welcome



Steve Bailey





What is {E}'s response to Dealer {W}'s opening weak 1NT bid? {N} has passed.

- **Deal #1** ♠ JT82
 - **♥** A84
 - ♦ KQ83
 - ♣ T4
- **Deal #2** ★ J873

 - **♥** JT84
 - ◆ T9832
- Deal #3
- **♦** 72
- **♥** JT8
- ◆ T2
- ♣ QJ8765

I wanted to give half a dozen questions here, but decided it would take too long.





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- - **♥** A84
 - ♦ KQ83
 - ♣ T4

Balanced hand, 4432, 10hcp, 10½Pts (+½ for honour 10S).





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```
Deal #1 ♠ JT82
```

- **♥** A84
- ♦ KQ83
- **♣** T4

Balanced hand, 4432, 10hcp, 10½Pts (+½ for honour 10S).

Joint points are $12..14 + 10\frac{1}{2} = 22\frac{1}{2}..24\frac{1}{2}$ which is (just) insufficient for game even if {W} is maximum.

(Auction below omits {NS} bids.)

1NT! Pass





What is {E}'s response to Dealer {W}'s opening weak 1NT bid? {N} has passed.

Unbalanced hand, 5440, 2hcp, 3Pts (+1 for two honour 10's, 10H 10D, not adding 1Pt for L5D as too weak).





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Unbalanced hand, 5440, 2hcp, 3Pts (+1 for two honour 10's, 10H 10D, not adding 1Pt for L5D as too weak).

Can and should use weak Stayman here. Despite being so weak, {E} has a reply to each of the three answers to 2C, Pass.

(Auctions below omit {NS} bids.)

| 1NT! | 2C! | 2D | Pass | Weak Take Out in D |
|------|-----|----|------|--------------------|
| 1NT! | 2C! | 2H | Pass | L4/5: L4 fit in H |
| 1NT! | 2C! | 2S | Pass | L4/5 : L4 fit in S |





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```
Deal #3
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- **♦** 72
- ♥JT8
- ◆ T2
- ♣ QJ8765

Unbalanced hand, 6322, 4hcp, $6\frac{1}{2}$ Pts ($+\frac{1}{2}$ for honour 10H; +2 for L6C).





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Deal #3
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- **♦** 72
- ♥JT8
- ◆ T2
- **♣** QJ8765

Unbalanced hand, 6322, 4hcp, $6\frac{1}{2}$ Pts ($+\frac{1}{2}$ for honour 10H; +2 for L6C).

Can and should use weak Stayman here. Despite being so weak, {E} has a reply to each of the three answers to 2C, 3C as a Weak Take out, effectively ignoring Stayman.

(Auctions below omit {NS} bids.)

| Weak Take Out in C | 3C | 2D | 2C! | 1NT! |
|--------------------|----|----|-----|------|
| Weak Take Out in C | 3C | 2H | 2C! | 1NT! |
| Weak Take Out in C | 3C | 2S | 2C! | 1NT! |

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Week 9 Balanced Opening Hands

We have looked in some detail on how to Open with Balanced hands: 4333, 4432 and 5332.

Using evaluated Points, we have:

- 0..11 Pass.
- 12..14 1NT or 1Major if L5Major is rebiddable.
- 15..17 1Longest. If two L4Suits open highest ranking, except chose H over S and C over D. (Rebid as a raise in NT.)
- 18..19 1Longest. If two L4Suits open highest ranking, except chose H over S and C over D. (Rebid as 2NT.)

 This means a rebid of 2NT could be 15..19.
 - 20+ 4333, 4432, 5332, but some also include the semi-balanced 5422, 6322 or even 7222. 2+ twos in the distribution.
- 20..22 Open 2NT.
- 23..24 Acol superstrong bid, 2C. Rebid 2NT.
- 25+ Acol superstrong bid, 2C. Rebid 3NT.

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Week 9 Unbalanced Opening Hands

However this week we look at Opening bids with Unbalanced hands, mostly these are suit bids.

The points here are a mixture of High Card Points "hcp", evaluated points "Pts" or even Playing Tricks "PT", as specified:

```
Pass 0..11Pts unless a Pre-emptive shape

1C 12..19..22Pts L4+C

1DHS 12..19Pts L4+DHS

2C 10+PT (or balanced 23+Pts)

2DHS 8..9½PT (typically 20..22Pts)

3CDHS 5..9hcp, L7CDHS. (Pre-emptive).

L7Minor headed by AKQJ. Gambling 3NT. (Pre-emptive).

4CDHS 5..9hcp, L8+CDHS. (Pre-emptive).

Very occasionally with L9+ it can be right to open at 5-level.
```

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Week 9 Unbalanced Opening Hands

Evaluated Points are High Card Points with modifications.

Add 1 Point for each card above L4 (Length).

Once a FIT (8+ cards in a suit between the partnership) has been found, add **Points** for trumpable shortages.

If you have the long trumps, add 3 for L0suit, 2 for L1suit, 1 for L2suit. You expect the long trumps to make, so setting up long hand ruffs doesn't help.

If partner's suit is trumps, add 5 for L0suit, 3 for L1suit, 1 for L2suit. Every short trump ruff is an eXtra Trick.

♣♦♥♠

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Week 9 Unbalanced Opening Hands

Aside: Extra Tricks by ruffing (1)

With unusual exceptions, ruffing with the long hand makes no difference, you "expect" to make the long trumps. But ruffing with the short trumps will make eXtra Tricks.

Eg {W} S: AQJ532 {E} S:K84 (4 trumps missing)

If you just play the trumps out, you expect to make 6 trump tricks with the spades. Assuming a 3:1 trump split, you **win**:

AS [>4S] draws 2 trumps

2S>KS draws 1 trump and a discard

8S>QS draws last trump and another discard

JS

5S

3S

Win S:AKQJ53



Week 9 Unbalanced Opening Hands

Aside: Extra Tricks by ruffing (2)

Eg {W} S: AQJ532 {E} S:K84 (4 trumps missing)

Instead, if {**W**} ruffs {**E**}'s long club suit, you still get 6 tricks. Winning (say):

4C>3S ruff a club

7C>5S ruff a second club

AS [>4S] draws 2 trumps

2S>KS draws 1 trump and a discard

8S>QS draws last trump and another discard

JS

So you have still made the same six tricks, just in a different order. Win S:AKQJ53 again.

Week 9 Unbalanced Opening Hands

Aside: Extra Tricks by ruffing (3)

Eg {W} S: AQJ532 {E} S:K84 (4 trumps missing)

But if {**E**} ruffs {**W**}'s long diamond suit, you get more than 6 tricks.

Winning:

4D>4S ruff a diamond - an eXtra

4C>3S cross back to {W} by ruffing a club

7D>8S ruff a second diamond - an eXtra

KS[>2S] draws 2 trumps

7C>5S cross back to {W} by ruffing a 2nd club

AS draws 1 trump and a discard

QS draws last trump and another

JS

Now you make 8 tricks, the original 6 plus 2 eXtra from the short trump hand.

Win S:AKQJ8543

And if {W} were able to win KS & 2S separately, it would be 9 tricks.



Week 9 Unbalanced Opening Hands

End of Aside. Reprise:

Evaluated Points are High Card Points with modifications.

Add 1 Point for each card above L4 (Length).

Once a FIT (8+ cards in a suit between the partnership) has been found, add **Points** for trumpable shortages.

If you have the long trumps, add 3 for L0suit, 2 for L1suit, 1 for L2suit. You expect the long trumps to make, so setting up long hand ruffs doesn't help.

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Continuing:





Week 9 Unbalanced Opening Hands

Evaluated Points are High Card Points with modifications.

Deduct 1 Point for 4333 shaped hands (which do not "run" and so cannot trump).

Deduct 1 Point if Aceless.

10 (T) is an honour when in a suit which also has any of A,K,Q,J or 9. Add ½ Point for one honour 10 and 1 Point for 2+ honour 10s.

Non-Ace unguarded honours are only worth half their usual value.

Singleton A=4
$$K=1.5$$
 Q=1 $J=0.5$ while $Kx=3$ Qx=2 $Jx=1$.

Obviously Qxx is better than Qx and Jxxx is better than Jx. However you can hope that partner has some help in the Qx or Jx cases.



Week 9 Unbalanced Opening Hands

Playing Tricks

A card that you can reasonably expect to win a trick is a Playing Trick.

Determining this assumes there is a normal distribution of the cards and ignores the possibility of losing tricks to ruffs.

AKQJxx is six playing tricks.

By the time AKQJ have been played, you expect the other hands to be void in the suit, thus promoting the xx to two masters.

KQJxxxxx is seven playing tricks.

This is a L8Suit. You expect the K to draw the A and two others ~ 8+3 is 11 cards seen.

Then Q & J will draw the remaining 2 unseen cards promoting xxxxx to five masters.

I use PT as an abbreviation for Playing Tricks and Pt as an abbreviation for an (evaluated) point,





Week 9 Unbalanced Opening Hands

Open your long suit if your hand has the relevant number of points, even if the long suit is weak.

If Partner then has a fit, he is likely to have some high cards in it.

If Partner misfits but has Points, he will suggest another suit.

So generally opening a weak suit is ok.

Its biggest problem is when the opposition win the contract and Partner leads to your suit, expecting you to hold a high card!

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Week 9 Unbalanced Opening Hands

Consider 1-level openings, these are not pre-emptive, weak, strong or superstrong. They are opened with 12..19 Pts nominally. With 12..14Pts in a balanced hand, you may have to decide between 1NT and 1LongestSuit.

With one L4LongestSuit, the shape is a balanced 4333. With 12..14Pts open 1NT, with 15..19Pts open 1LongestSuit.

With two L4LongestSuits, the shape is a balanced 4432. With 12..14Pts open 1NT, with 15..19Pts open a 1-level bid of the higher ranking suit unless S&H (open H) or D&C (open C).

So with two majors or two minors open the lower ranking suit. With one of each, open the major.

With three L4LongestSuits, the shape is 4441 and needs special discussion.



Week 9 Unbalanced Opening Hands

Continuing...

With one L5LongestSuit, the shape could be any of 5440, 5431, 5422, 5332.

If 12..14Pts and 5332 (balanced) shape and either the L5Suit is a minor or a weak (non-rebiddable) major open 1NT.

If 12..14Pts, 5332 shape with a rebiddable L5MajorSuit, open 1Major.

If 12..14Pts and any other above shape, open 1LongestSuit.

If 15..19Pts and any above shape, open 1LongestSuit.

With two L5LongestSuits, the shape could be any of 5530, 5521.

If 12..19Pts, open a 1-level bid of the higher ranking suit. *Not the strongest suit.*

Two L5suits make a powerful hand. There are "schemes" which assist, discussed another week.



Week 9 Unbalanced Opening Hands

This covers all the 12..19Pts hands except for **4441** - which breaks all the rules, being neither balanced nor "shapely".

A 4441 rebid is almost always going to be a "lie" - either in the shape of the hand or in the length of some suit.

Eg, a rebid of the first suit promises L5Suit - a lie.

Eg, a new suit promises L5+FirstSuit and L4+SecondSuit - a lie.

Eg, a NT bid shows a balanced hand - a lie.

Therefore it is recommended that you use 13..19 with your 4441 hand, expecting the increased minimum points to compensate for the lie.

If Opening a 4441 hand, identify the L1suit and open the:

```
MiddleL4Suit if L1Suit is black (L1S→OpenD); (L1C→OpenH); Suit below L1Suit if it is red (L1H→OpenD); (L1D→OpenC).
```

♣♥♥♠

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Week 9 Unbalanced Opening Hands

Before you make your opening bid, plan your rebid.

If Partner responds at the 1-level, then ...? What do you plan to rebid?

If Partner responds with a lower ranking suit at the 2-level, then ...? What do you plan to rebid?

Obviously bids by the other 3 players may force a change in what you rebid.

Typical planned rebids include:

Open L5Suit, rebid L4Suit;

Open longest suit, rebid NT at the relevant level.

Open longest suit, rebid longest suit.

We will look at responses and rebids in more detail another week.

♣♦♥♠

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Week 9 Unbalanced Opening Hands

Pre-emptive weak opening.

With very shapely hands, open at a higher level, in the expectation that the opposition will find a fit and a contract, and you want to make it hard for them to do.

- 5..9hcp and L7Suit open 3Suit.
- 5..9hcp and L8+Suit open 4Suit.

Sometimes these bids will make, sometimes they will be sacrifices.

If the opposition can make 4H= (vul), that scores YOU -620.

Your 4C = (nv) scores +130. Much much better.

4C-6 (nv) scores -300. Still much better.

4C-6 (vul) scores -600. Just better.

4Cx-3 (nv) scores -500. Better than -620.

4Cx-2 (vul) also scores -500. Again better that -620.

But you can see that at matching or favourable vulnerability you have a fair bit of latitude in your contract result ~ as long as they are **making**.



Week 9 Unbalanced Opening Hands

One last Pre-emptive weak Opening.

The Gambling 3NT is another Pre-emptive Opening bid. It is a standard part of acol.

Open 3NT with a L7+Minor headed by the AKQJ and no other points. The plan is that you can win 7 tricks in that suit, the AKQJ drawing the remaining 6*MinorSuit cards. Thus your result should be no worse than 3NT-2.

A riskier version of the opening uses a L7+Minor headed by the AKQ and up to 2 outside suit points (a Queen or two Jacks). Anything more is too strong to use this.

Your Partner has several responses and we'll look at them another time.



Week 9 Unbalanced Opening Hands

Strong openings.

These should be evaluated using Playing Tricks rather than evaluated points. However 20..22Pts is often a Strong Two opening and 23+Pts is often a superstrong opening.

Count up the tricks you expect to make in your hand, without your partner's help.

8..9½ Open 2DHS (natural)

10+ Open 2C (a convention - needs alerting. A forcing bid.)

This means that 2C is not available for a Strong Two opening in clubs. Hence the 1C opening has to cover "12..19..22Pts".

Again we'll look at these and their responses more in another week.



Week 9 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.

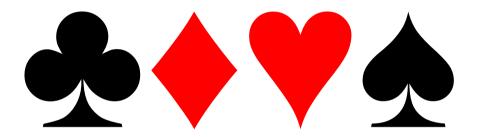
Any questions?

Tea / coffee & biscuit. (25p)

PLAY



Week 9



The end

Week 9 set hand references follow.



Week 9 Set hands

Set hand sources

BMOS Bernard Magee's Online free Seminar set hand

AR:Arrow20 Andrew Robson: Arrow pack 20

The presentation took so long that there was only time to play 2 set hands.

===

Blue results as played.

Red results are reference results.

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





Week 9 Set hands

```
# DIr Vul Source DIr = Dealer, Vul = Vulnerability.

1 N None BMOS~014#2+Deal{EW} A♠=S

1 9 6NT= S 4C 12 990 -
Ref 6NT= N 10D 12 990 -
```

An awkward auction resulted in {S} being Declarer.



Week 9 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

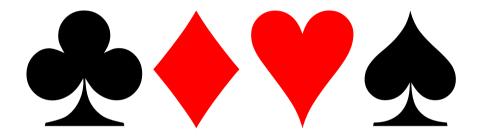
2 E NS AR:Arrow20#2 A♠=E

1 9 4H-1 E JC 9 50 -
Ref 4H= E JC 10 - 420
```

♣♦♥♠

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Week 9



The very end