



U3A Intermediate Bridge 2023-24



While waiting for 10am – Week 10

What is {W}'s first bid as Dealer?

Deal #1 ♠ A985
 ♥ AK83
 ♦ 2
 ♣ Q987

Deal #2 ♠ A985
 ♥ AK83
 ♦ Q987
 ♣ 2

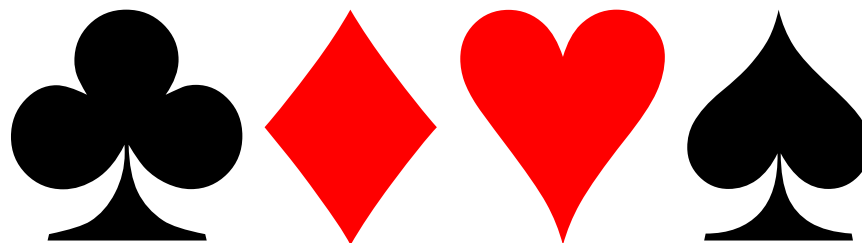
Deal #3 ♠ 2
 ♥ A985
 ♦ KQ83
 ♣ K987



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Week 10 Welcome



Steve Bailey



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While waiting for 10am – Week 10

What is {W}'s first bid as Dealer?

Deal #1 ♠ A985
 ♥ AK83
 ♦ 2
 ♣ Q987

4441, L1D, 13hcp.

13 hcp is enough to open.

With a red singleton, open the suit below the singleton.

1C (12..19Pts, L4+C)

Plan your rebids for the 5 possible raise bids:

If {E} **1D**, rebid **1H**. (No fit yet) If {E} **1H**, rebid **2H**. (Fit)

If {E} **1S**, rebid **2S**. (Fit) If {E} **1NT**, **Pass**. (Weak, not Game)

If {E} **2C**, **Pass**. (Weak, not Game)



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While waiting for 10am – Week 10

What is {W}'s first bid as Dealer?

Deal #2 ♠ A985
 ♥ AK83
 ♦ Q987
 ♣ 2

4441, L1C, 13hcp.

13 hcp is enough to open.

With a black singleton, open the middle L4suit.

1H (12..19Pts, L4+H)

Plan your rebids for the 5 possible raise bids:

If {E} **1S**, rebid **2S**. (Fit) If {E} **1NT**, **Pass**. (Weak, not Game)

If {E} **2C**, rebid **2D**. (No fit yet) If {E} **2D**, rebid **3D**. (Fit)

If {E} **2H**, **Pass**. (Weak, not Game)



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While waiting for 10am – Week 10

What is {W}'s first bid as Dealer?

Deal #3 ♠ 2
 ♥ A985
 ♦ KQ83
 ♣ K987

4441, L1S, 12hcp.

Many would open **1D** with the 12hcp here, (middle of three L4 suits).

Paul Mendelson recommends raising the minimum point count to 13hcp with 4441 hands.

So bid **Pass**. *(0..11Pts ~ Inaccurate but 4441!)*

If Partner bids, obviously some response will be required.



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Week 10 Rules and Guidelines

In Week 9, in passing, we came across several rules and guidelines. Rather than cover new ground today, I felt it better to reinforce those rules etc.

- 1) Rule of 20.
- 2) Keep the bidding low if you want to have a conversation. Bid high to end conversations.
- 3) As declarer, **ALWAYS** draw trumps at the first possible opportunity, **UNLESS** you have a **GOOD** reason.
- 4) Plan your play when dummy goes down.
- 5) Weak stayman is a useful tool for finding the "best" (least worse) suit to play in.



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Week 10 Rules and Guidelines

Rule of 20

When deciding whether to open the bidding or not with a hand that is border line 12 Pts, use the "Rule of 20" as advice to help you decide.

The rule:

Add hcp + Length longest suit + Length next longest suit :

If result is 20 or more, **consider** opening your 10hcp or 11hcp hands at the 1-level.

If the longest suit is particularly weak, or the honours are all isolated, it may be a poor idea to open.



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Week 10 Rules and Guidelines

Rule of 20

Examples

Deal #A ♠ QJ962 11hcp + 1Pt (L5S) = 12Pts Maybe open
 ♡ AK87 R20: 11hcp + L5S + L4H = 20 Maybe open
 ♦ J42 Worries: No
 ♣ 2 Open 1S.

Deal #B ♠ QJ86 11hcp + 1Pt (10H 10D) = 12Pts Maybe open
 ♡ AT87 R20: 11hcp + L4S + L4H = 19 Don't open
 ♦ KT8 So Pass.
 ♣ J8 *If you did open, would it be 1NT or 1H?*

Deal #C ♠ Q9432 11hcp + 1Pt (L5S) = 12 Pts Maybe open
 ♡ J972 R20: 11hcp + L5S + L4H =20 Maybe open
 ♦ Q2 Worries: Weak L5S; Mostly isolated honours.
 ♣ AQ So Pass.



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Week 10 Rules and Guidelines

Keep the bidding low to allow "conversation".

Compare:

| {N} | {E} | {S} | {W} |
|-----|-----|------|-----|
| 1H | P | 1S | P |
| 1NT | P | #6NT | P |
| P | P | | |

1H: 12..19, L4+H
 1S: 6+Pts, L3-H, L4+S, forcing
 1NT: 15..17 Balanced
 #6NT: 15..17 + 18 = 33..35
 Bid the small slam to end conversation.

Meanwhile

1S (P) 2S (P) / 3S shows more strength (how about slam?) than
 1S (P) 2S (P) / #4S which says "game is on, but no higher please".

| {N} | {E} | {S} | {W} |
|-----|-----|------|-----|
| 1H | P | #3NT | P |
| 4NT | P | #6NT | P |
| P | P | | |

1H: 12..19, L4+H
 #3NT: 13+Pts, Balanced
 Normally that ends bidding
 4NT: quantitative. I have
 "more". What do you have.
 #6NT: Wild unsure guess that
 there are enough points.



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Week 10 Rules and Guidelines

Draw trumps ASAP, UNLESS you have GOOD reason.

Most players know this "rule", they just don't implement it.

Why?

You have some Top Tricks and maybe some eXtra Tricks. If you haven't drawn trumps, your plans can go adrift when your "certain" winner loses to an opposition trump.

Just because you don't have all the master trumps does NOT mean don't draw trumps. You still want to do that, even if each trump lead loses and you have to get back in to continue.

You want to draw trumps whilst you have overall control (masters in other suits).

It does mean you need to keep track of how many trumps (and sometimes which ones) have been played.



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Week 10 Rules and Guidelines

Draw trumps ASAP, UNLESS you have GOOD reason.

Reasons:

Too few trumps and you want to make the trumps independently.

You make eXtra Tricks by ruffing in the short trump hand.

To maintain entries to one or other hand.

To win losers or to allow discards.

Note:

When only one master trump is left out, you don't normally need to draw it.

Problems:

You want to maintain control whilst playing a suit contract. Failing to draw trumps may give that control away.



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Week 10 Rules and Guidelines

Plan your play when dummy goes down

Lots of players rush to play trick one and don't plan until later. Often the first card played is key. Even worse, many players never plan at all.

| | | | |
|----|---------------------|---|---------------------------|
| A | Aim | } | |
| TT | Top Tricks | } | |
| IT | Increase tricks | } | (eXtra Tricks) } ATTITWDE |
| WD | Worry about Defence | } | |
| E | Entries/Execution | } | |

At U3AIB, take your time making your plans (and better yet, talk to the table as you do it)...

I hope to make not just 3NT= but maybe 3NT+1 or even 3NT+2

I have 2TT in spades, 1TT in H, 3TT in Diamonds and no TT in C, that is 6TT all together.

So I need 3, 4 or 5 XT.

I can make 3XT in C whilst losing one, and another 2 in H.

I need 3 entries to dummy and can only see 2. Hmm. Duck?



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Week 10 Rules and Guidelines

Plan your play when dummy goes down

Especially whilst learning to make a plan, it can take a long time. So do it at U3AIB where the time is available and you can master the art.

Once at a Duplicate club, you will be allowed a "long" time to make your plan ~ maybe as long as one minute! (Incredibly fast really.)

Practice it.

Get it wrong.

Discuss why it went wrong and what you should have done.

Consider playing the same hand again and seeing if it goes better next time.

Get it right.



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Week 10 Rules and Guidelines

Weak Stayman is a useful tool for finding the "best" suit

By "best" I mean "least worst".

After a 1NT opening, standard Acoll uses (most) 2-level bids as "Weak Take Outs". *Very few club players use these WTOs these days.*

If you have a long suit with mostly low cards, in NT it is unlikely to make many/any tricks. In a suit contract, it might make several by ruffing, potentially going down by less: eg 1NT-2 might become 2D-1; a better result.

With some hands, say L4+S & L4+H, even with 0Pts you would be happier playing in a fit in S or in H for the ruffing potential.

But what if opener has no L4+major? Then playing a Weak Take Out in a minor with L5+D or L6+C is good opposite known L2+Minors.

Use Weak Stayman to find these special fits.



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Week 10 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)

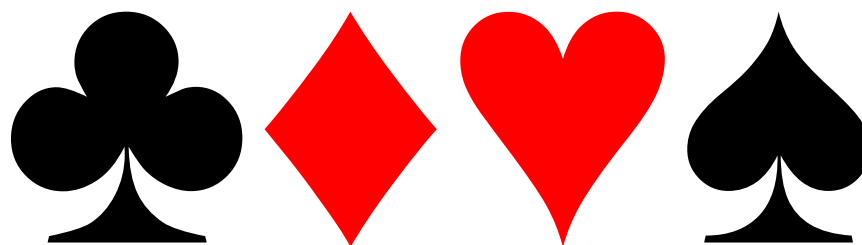
PLAY



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Week 10



The end

Week 10 set hand
references follow.



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Week 10 Set hands

Set hand sources

AR:CMHAT Andrew Robson: Common Mistakes and How to Avoid Them

RK:GBCP Ron Klinger: Guide to Better Card Play

===

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♠.



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Week 10 Set hands

3 S EW AR:CMHAT#3 A♠=W

| NSEW | Contract | Dcl | OL | Trk | NS# | EW# | NS% | EW% |
|------|----------|-----|----|-----|-----|-----|------|------|
| 1 9 | 2NT= | W | 3D | 8 | - | 120 | 0% | 100% |
| Ref | 2H= | W | 6S | 8 | - | 110 | 100% | 0% |

{W}#9 bid beyond the reference. It was a top for them.



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Week 10 Set hands

4 W All RK:GBCPpg10#6 A♠=W

| NSEW | Contract | Dcl | OL | Trk | NS# | EW# | NS% | EW% |
|-------|----------|-----|----|-----|-----|-----|------|-----|
| 1 9 | 4H+3 | S | QD | 13 | 710 | - | 100% | 0% |
| 11 19 | 4H-1 | S | QD | 9 | - | 100 | 50% | 50% |
| Ref | 4H-1 | S | QD | 9 | - | 100 | 50% | 50% |

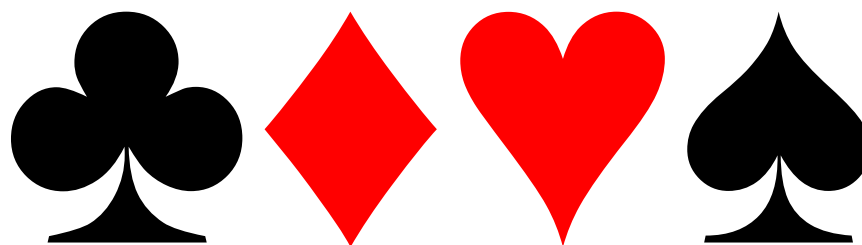
1v9 was not the "expected result". This was down to a misplay of trick 1 by the defenders. So it was played again and recorded as 11v19 with trick 1 played correctly.



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Week 10



The very end