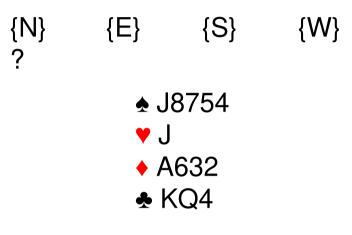
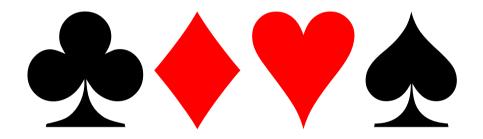
While waiting for 10am – Week 12

What do you open as North? (Vulnerability = None)



Week 12 Welcome



**Steve Bailey** 

While waiting for 10am – Week 12

What do you open as North? (Vulnerability = None)

{N} {E} {S} {W} ? ▲ J8754 ♥ J ▲ A632 ▲ KQ4

Describe and evaluate the hand.

5431 11hcp -1/2 for L1JH +0 for S:Jxxxx (Too weak to add extra) 101/2Pts

Rule of 20 suggests 11 + 5 + 4 = 20 but Pts are less than hcp.

The recommendation here is Pass.

Week 12 Responding

O is Opener. R is Responder.

OSuit is short for Opener's suit, RSuit for Responder's different suit, and JPts for Joint Points.

Generally this applies to OSuit being a Major since, with a Minor, a No Trump contract is preferred.

Do not forget to re-evaluate your hands to include shortage points etc as soon as a fit is known.

Responder will know before, and Opener will know after, the supporting bid.

### Week 12 Responding

There are three categories of responder's bid after an opening 1:OSuit

- a) Support for Opener mostly L4+OSuit
- b) A different suit mostly L3-OSuit and L4+RSuit
- c) No Trumps balanced hands or L5+Minors (previously dealt with and summarised next)

So there is consideration of various suits. Major being "better". Almost always "longest first". *It gets interesting with two equal length suits.* 

And point count ~ resulting in Pass, Raise, Jump or Game as appropriate.

Some of those are forcing ~ for one round or to Game. Some are Invitations ~ to Game or Slam.

There are many bids that assist in bidding (or not) a slam. I am leaving those bids to another week.

### Week 12 Bids in No Trumps Summary

0	R	Details	Note
1:OSuit		1219Pts, L4+OSuit.	
	Pass	05Pts, any shape. Incl	udes balanced
	1NT	69Pts, any shape. Car	n't bid at 2:level
	2NT	1012Pts, balanced.	Will change
	3NT	1315Pts, balanced.	May change

No Trump bids later in the auction tend to be when a Major suit fit cannot be found. Depending upon the specifics of each hand, it is common to want to play a Minor suit fit in NT as the score for "n" tricks is much better in NT than  $\clubsuit$  or  $\blacklozenge$ . With enough points for Game, 3NT is frequently easier than 5Minor.

No Trumps can also happen if Opener has a balanced hand & 15+Pts.

ORO1:OSuit 1R:Suit 1NT1:OSuit 1R:Suit #2NT1:OSuit 2R:Suit 2NT

#### Details

O has 15..17Pts and a balanced hand O has 18..19Pts and a balanced hand O has 15..19Pts and a balanced hand

Week 12 Raising Opener's Suit (and more)

#### Support for Opener's 1:OSuit.

Each of the following bids needs some form of support, that is 'some' length in OSuit. A fit has been found.

R: 0..5Pts,Pass.A fit has been found, the hand has beenL4+OSuitre-evaluated to account for shortages, and<br/>there are still too few points to respond.

Week 12 Raising Opener's Suit (and more)

R: 6..9Pts,2:OSuitSupport Opener with L4+OSuit.L4+OSuit

With 6..9 Pts, support your partner who opened. O won't bid on unless he is strong, 16+Pts.

With 6..9Pts, R's hand is not strong enough to bid at the 2:level. When the only alternative bid is the rubbish bin bid (1NT), R can use 2:OSuit with only L3OSuit. This will cause some confusion but is generally better than 1NT.

The above is summarised on the next slide as...

R: 6..9Pts,2:OSuit But if the only alternative bid is the rubbish binL4+OSuitbid, 1NT, can use 2:OSuit with only L3OSuit.

Week 12 Raising Opener's Suit (and more)

<mark>R:</mark> 69Pts, L4+OSuit	2:OSuit But if the only alternative bid is the rubbish bin bid, 1NT, can use 2:OSuit with only L3OSuit.
If O has:	19Pts, (Joint 19 + 69 = 2528). Game is on. O rebids <mark>4:OSuit</mark> .
	1618Pts, (Joint 1618 + 69 = 2227). Game may be on. O can invite with 3:OSuit. R rebids 4:OSuit with "good_8"9 (2427JPts). Otherwise R bids Pass.
	15-Pts, (Joint 15- + 69 = 2124-). No Game, Pass.
<b>TSuit</b> is the Trial Suit.	<ul> <li>1618Pts, L5+OSuit &amp; a weak suit with 3+losers in it, O can use a Major Suit Trial Bid and bid the suit he is worried about. (A 9+ card fit in OSuit.)</li> <li>R bids Game 4:OSuit with 0 or 1 TSuit losers, or with 2 TSuit losers and 89Pts.</li> <li>R signs off in 3:OSuit with 3 TSuit losers, or with 2 TSuit losers and 67Pts.</li> </ul>

Week 12 Raising Opener's Suit (and more)

**Major Suit Trial bid example** {W} is opener, {E} is responder.

{W}	{E}	{W}	{N}	{E}	{S}
▲ AQJ72	♠ K963	1S	Ρ	2S	Р
<b>v</b> 74	<b>Y</b> A85	3C	Р	3S	Р
♦ AJ	• 7	P[1]			
♣ A854	<b>♣</b> 9763				

- 1S 12..19Pts, L4+S (16hcp, 17Pts (+1 L5S))
- 2S 6..9Pts, L4+S
- 3C {W} knows 9\*S, he has 17Pts so needs {E} to hold 8..9Pts for
  25JPts. He could bid 3S as a standard invite but prefers to say:
  "I have problem with my C suit, can you help?"
- 3S {E} has 7Pts and FOUR losers in C, so cannot help with C. Therefore signoff in at the lowest level in the agreed suit (S)
- P[1] The first Pass being commented upon. {W} sees {E}'s sign-off, so passes.

Swap {E} & & + round and with only one club loser, {E} would bid 4S.

Week 12 Raising Opener's Suit (and more)

- R: 10..12Pts, 3:OSuit This invites Game if Opener strong enough. L4+OSuit
- If O has: 18..19Pts, (Joint 18..19 + 10..12 = 28..31). Game is on and a SLAM may be. Investigate a slam *(another week)*. For now treat just like 15..17Pts.

15..17Pts, (Joint 15..17 + 10..12 = 25..29). Game is on. Slam is unlikely. O rebids 4:OSuit.

Invite impossible?

```
12..14Pts, (Joint 12..14 + 10..12 = 22..26).
O bids Pass.
```

Week 12 Raising Opener's Suit (and more)

There are two types of 13+Pts response.

One where there are few hcp but the hand is shapely.

The other where the hand is distributed more evenly with 'many' hcp.

In both cases Responder has enough for game.

In the first case that is the limit of R's aspirations. But in the second case, a Slam may be possible.

### First case:

R: 0..9hcp, 13+Pts, 4:OSuit (or 12+Pts if L6+OSuit) L4+OSuit

Use when R has a weak (hcp), shapely hand (good Pts). Then Responder can just bid Game, knowing he is not interested in a slam. This bid is pre-emptive.

Week 12 Raising Opener's Suit (and more)

### Second case:

L4+OSuit

R: 10+hcp, 13+Pts, Use a Delayed Game Raise. R bids another suit (Rarely, this may be L3NewSuit.) then raises to Game on his rebid.

The Delayed Game Raise promises L4+OSuit, (not the first RSuit). A delayed raise to some other level is just showing preference. Often Opener's response will also have promised L5+OSuit.

**Compare** these two {E} hands responding to {W}'s opening 1H, which obviously has 12..19Pts and L4+H.



Week 12 Raising Opener's Suit Summary

0	R	0	R	Details	Note
1:OSuit				1219Pts, L4+OSuit.	Open
	Pass			05Pts, any shape. Incl	udes L4+OSuit
	2:OSuit			69Pts, L4+OSuit. Rare	ly L3OSuit
		Pass		15-Pts	No Game
		3:OSuit		1618Pts	Invitational
			Pass	6poor_8	No Game
			4:OSuit	good_89	Game
		2/3:New	<b>/</b> Suit	1618Pts, L5+OSuit, we	eak suit, 'help'
			3:OSuit	3 losers in NewSuit or 2	& weak suit
			4:OSuit	0,1 losers in NewSuit or	r 2 & strong
		4:OSuit		19Pts	Game
	3:OSuit			1012Pts, L4+OSuit	
		Pass		1214Pts	Unlikely Game
		4:OSuit		1517(19)Pts	Game (Slam?)
	4:OSuit			9-hcp, 13+Pts	Pre-emptive
	Delayed	d Game	Raise	10+hcp, 13+Pts	Game, Slam?

### Week 12 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.

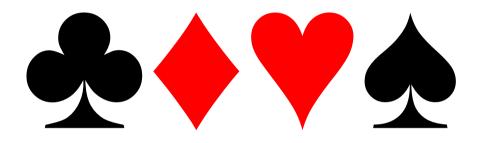
If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

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 12



The end

Week 12 set hand references follow.

### Week 12 Set hands

#### Set hand sources and abbreviations

			g the Play of a Bridge Hand Robson: Common Mistakes and How to Avoid Them
Dlr Vul Rotn	Dealer Vulneral Rotation	5	<ul> <li>(NESW).</li> <li>(None NS EW All).</li> <li>Defined by one card, usually A.</li> <li>Mostly different to source publication.</li> </ul>
Dcl	Declarer		(NESW)
OL	Opening	J Lead	
Trk	Tricks		(013)
NS# EW#			Score for NS or EW
NS% EW%			Percentage of NS and EW
Ref Reference result		ce result	(Sometimes there may be more than one)

Blue results as played. Red results are reference results.

Week 12 Set hands

	DIr W		<b>Source</b> AR:CMHAT#14							Rotn A <b>≜</b> ={W}
NS	SEW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%	
1	9	3H=	Е	<b>4S</b>	9	-	140	50	50	
Re	ef	3H=	W	7D	9	-	140	50	50	
The expected auction was 1S (-) 2						2C (-) / 2H	(-) 3H	(-) / - (-)		
The actual auction was				1S (-)	2H (-) / 3H	(-) - (-)	)			

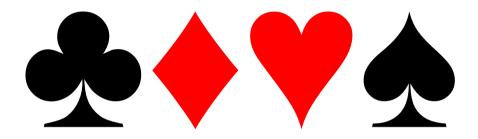
Week 12 Set hands

<b>#</b> 9	<b>Dir</b> N	<b>Vul</b> EW	<b>Source</b> PPBH:Ch6#A+Deal							Rotn A <b>≜</b> ={N}
		Contrac						NS%	EW%	
1 Re	•	4S-1 4S=		KH KH	•	- 420	50 -	0 100	100 0	

The key to this hand was in the planning at trick 1.

It was obvious that there were too many losers, and the plan needed to include a way of getting rid of one. Discarding it on a master Diamond was the answer, but that required playing Diamonds immediately and delaying drawing trumps (since the trump finesse failed) until after that.

Week 12



The very end