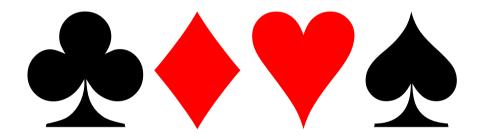


Week 1 Welcome



Steve Bailey

Week 1 Introduction

Today:

- Introduction.
- Duplicate play, bridge ettiquette and U3A Intermediate Bridge traditions.
- This week's topic: Hand evaluation.
- Answer to the "waiting for 10am" question. Normally this is the first item in the presentation.
- Refreshment break feel free to take cups to the tables but **DO NOT PLACE CUPS DIRECTLY ON THE CLOTHS.** Use a CD coaster or put it on the "chair being a mini table".
- Play of set hands.

Week 1 Introduction

I have been playing bridge, for around 16 years now, in a fairly lackadaisical way. I am NOT an expert at bridge, but I believe I can gather published experts' teachings and present them to you.

Note also that as I learn things, some presentation material may change slightly. There is an example in this presentation with shortage points for L2Suits.

These sessions are very much about learning bridge, with **Duplicate Pairs** as the main thrust and **Duplicate Teams** a lesser aim. "Playing bridge" is incidental, though obviously we do it. It is intended to be very cerebral. You will **need to study** between sessions, it cannot all be taken in at the session in person.

The sessions do not cover Rubber or Chicago bridge at all.

Week 1 Introduction

Most sessions will be a presentation followed by set hands.

Each presentation, along with the results of the set hands, will be uploaded to

www.stocton.org/bridge.htm (there is no K in stocton.) over the weekend after each session.

Occasionally some other structure will be used. Eg: if there are enough group members, we may do one or two sessions as standard duplicate tournaments.

Week 1 Administration

For several weeks we will NOT be doing Weak Twos, Transfers, Benji, Gerber or other conventional bids..

• As part of starting the year off, I am presenting each of you with two copies of the "No Fear Bridge cribsheet". Both the 2006 and the 2017 issues, along with a separate list of U3AIB modifications.

The main difference between 2006 and 2017) is:

Strong Opening Twos / Weak Twos.

• A sheet of all the masterpoint values (Pairs) and International MasterPoints (IMPs) (Teams) on the rear.

• A registration card: Please fill it in now, **legibly**, (use CAPITALS). On the back please list any clubs you play at.

 \bullet Also please consider a £1 contribution towards the stationery costs for the year.

Week 1 What is Duplicate Bridge

In **Duplicate bridge**, the hands are dealt before the start of the session and placed in boards to keep the hands intact.

Duplicate Pairs: The objective is to do better than other pairs holding the same hands. The scoring system for pairs is such that extra tricks "matter". Whether they are overtricks or "going down" less than others. If {NS} get a "top" score, then {EW} get a "bottom" score & v.v..

Duplicate Teams: Two teams of 4 play the same deal. Your {NS} against their {EW} and your {EW} against their {NS}. The scoring is different here, derived from adding the results at the two tables. If both tables play identical contracts with the same result, then both teams will get zero. Here making your contract is the key and struggling for (risky) overtricks is not recommended. However taking risks to make/defeat a contract is worthwhile. Bidding and making game is generally a good strategy.

Week 1 Duplicate bridge

On a full sized bridge table, the board is placed and remains in the middle of the table to keep the 4 hands separated. North may slide it, without rotating, a little for convenience.

During the auction, place your bids in a staircase along the edge of the table so that the other 3 players can see them.

Stop is placed "elsewhere".

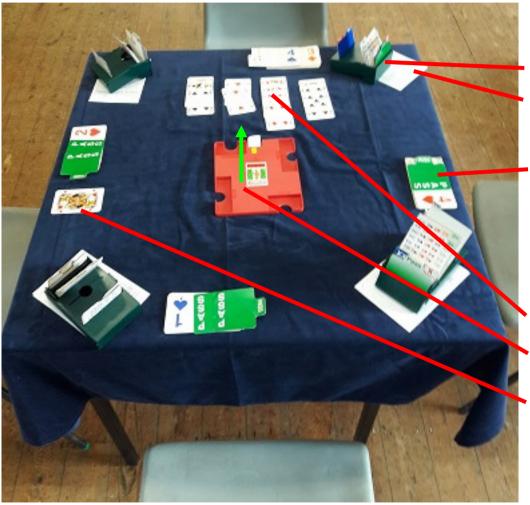
Alert is "waved".

Leave the staircase in place until **after** Dummy has been put down. Once it has, collect the bidding cards up and place them back in your box.

Dummy is placed with the trump suit, if any, on Declarer's left. (Dummy's right), and the other suits at Declarer's choice. Each suit must be in descending order. Leave room for the cards from taken tricks to be placed where your staircase of bids was.

To help Declarer remember what has been played, do not tidy Dummy up as cards are played - the gaps are a help.

Week 1 Duplicate bridge



A full sized table

Bidding boxes and individual result cards and convention/system cards.

Staircase bids along the edge. The card in play and facedown played tricks also go here.

Dummy

The board (North marked).

The opening lead.

(At BVH, the tables are too small and exceptions have to be made.)

Week 1 Duplicate bridge

During **play**, place your played cards along the edge of the table with the long side pointing to the pair that won the trick.

At no point should any card other than your own 13 be touched. Dummy plays Dummy's cards after a verbal request from Declarer.

Dummy plays the requested cards in the space between his displayed hand and the table edge.

At the end of the play, agree the result BEFORE collecting your hand up. Only then shuffle your cards and replace them in the correct slot in the board.

{N} fills in the traveller and {E} checks it.

At Intermediate Bridge, we fill in four travellers, so that everyone gets practice at doing it. Get the player to your left to check yours. Check the traveller of the player to your right. They should all be **IDENTICAL**.

Note that the columns are {NS} and {EW} _not_ {Us} and {Them}.

Week 1 Duplicate event

At a Duplicate event, each deal comprises four separate stages:

- {N}, who is the table "coordinator", confirms that the right people and correctly aligned boards are present. (He also does all the paperwork.)
- The auction (bidding) occurs to determine the contract.
- The play occurs.
- The result is agreed and the score recorded and checked.

Note also that the opening lead should be made **face down** and opener's partner asked if he has any questions about the auction. "Any questions partner?"

If the answer is "no", then turn the card face up.

This also provides an opportunity for any player to say "It isn't your lead".

Week 1 Introduction

The bridge system we will be using initially is **modern** Basic Acol with only a few conventions before eventually changing to Benji Acol (formally "Benjaminised Acol") with several more and some altered conventions.

Week 1 Alert, Announce and Stop

Please ALERT, ANNOUNCE and STOP in accordance with EBU definitions.

ALERT/ANNOUNCE: Partner's bid is not natural / Specify bids with multiple possible meanings. Most non-natural bids are alerted.

However 1NT range, opening 2Suit bids, Stayman and Transfers are announced.

Do not Alert/Announce bids over 3NT except in the first bidding round.

STOP: My bid is a jump bid. The bid is placed on the staircase **immediately** after the STOP is placed somewhere on the table. It remains on the table for 10 seconds and is then removed. That "long pause" allows all the players to mull the significance of the jump bid. Bidding is not permitted whilst STOP is visible.

Week 1 Nomenclature

In the presentations and set hand commentaries, I use many abbreviations to reduce the amount of text:

Letters in braces are players {N} {E} {S} {W}.

+ (plus) means "or more" eg 12+ twelve or more.

- (minus) means "or fewer" eg 5- five or fewer.

C D H S are suits ♣ ♦ ♥ ♠.

h is short for honour, so 2+Hh is "2 or more Heart honours".
T is used for Ten (10) when a single character is needed.

L means Length. Thus L2 is doubleton, L1 singleton, L0 void. L4+S means "Length 4 or more spades".

! (exclamation mark) means alert *(partner shows the blue alert card to the opposition) or* announce.

(hash) means a jump bid *(use the red stop card).*

Week 1 Bidding systems

Note that each bid can mean completely different things in the various systems.

For example an opening 1C:

+ In Basic Acol this means "12..19..22 points and at least 4 Clubs".

In Precision, it is a conventional bid meaning "Any shaped hand with 16+ points".

You may never play Precision yourself, but you need to be aware of its existence and of other systems which you are likely to meet at Duplicate Pairs play. Hence Alerting and Announcing are essential.

At your turn, you can ask the partner of a bidder to explain what the bid

★ card means. It is not required that the bid be "true".

Note that most systems have dozens of minor variations.

For example most UK Basic Acol players use a weak 1NT (12..14hcp). But some use a strong 1NT (15..17hcp or 16..18hcp) or even a variable 1NT.

Week 1 Hand Evaluation

Bridge bids are made after evaluating the worth of each hand. This value can change as other bids are made.

Some (many?) aspects of evaluation are personal / subjective.

The core of the scheme uses "high card points" (hcp) based on 4 for an Ace, 3 for a King, 2 for a Queen and 1 for a Jack.

Eg ♠:AJ72 ♥:J98 ♦:K983 ♠:QJ has 12 hcp (AJ=5 J=1 K=3 QJ=3)

More advanced evaluation modifies the hcp depending upon the **shape** of the hand, the hand above has shape 4432.

In general I use shape descriptions in decreasing order of suit length. Sometimes it can be useful to use in order of suit ranking *******, in which case the hand above would be described as SHDC:4342.

Add 1 **Point** for every extra card in a suit longer than L4, *unless you feel the extra cards won't make an extra trick (eg D:76432 in a weak hand)*.

Week 1 Hand Evaluation

10 (T) is deemed an honour when in a suit which also has any of A,K,Q,J or 9.

Add 0.5 Points for one h10 and 1 Point for 2+ h10s.

Deduct 1 Point for 4333 shaped hands (which have no shortages and so cannot trump, and have no long suits for establishing tricks).

Deduct 1 Point if Aceless.

Deduct 1 Point if 3 or 4 suits each have one isolated honour.

Unguarded non-ace honours are only worth half their usual value.

A=4 K=1.5 Q=1 J=0.5 while Ax=4 Kx=3 Qx=2 Jx=1

Week 1 Hand Evaluation

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

Long Trump hand (initial suit bidder) : L2=+1 L1=+2 L0=+3

Short Trump hand (partner of above) : L2=+1 L1=+3 L0=+5

However consider how many tricks have to be lost before ruffing can be effective. Eg in a 7222 hand, 6 tricks must be lost before the third suit is ruffable.

Generally only add shortage points for the first L2suit.

I refer to these as "evaluated Points" or just Points (Pts), cf hcp. +hcp

+length

+

+honour 10s

-4333

-aceless

-isolated_h

-unguarded L1h

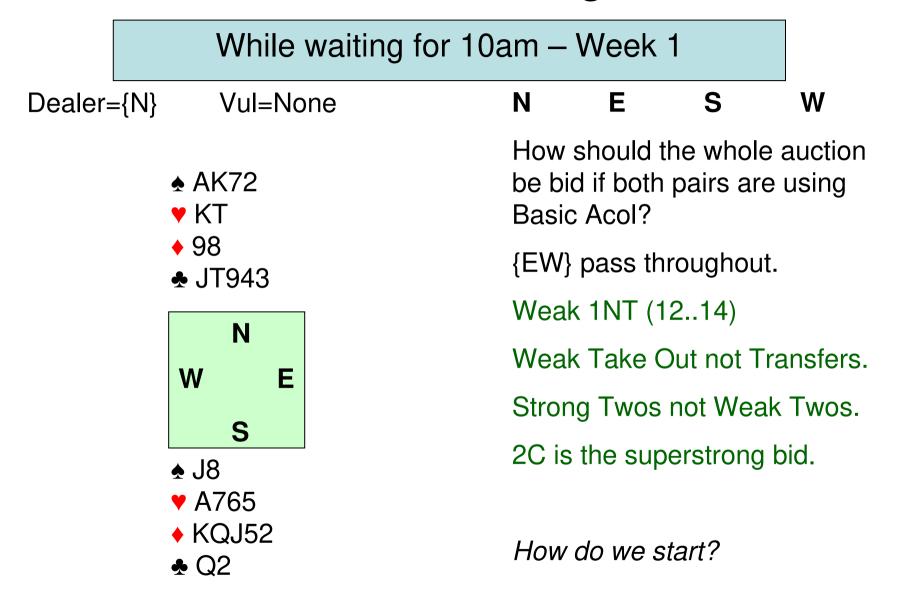
+shortage if a fit

Week 1 Joint target ranges

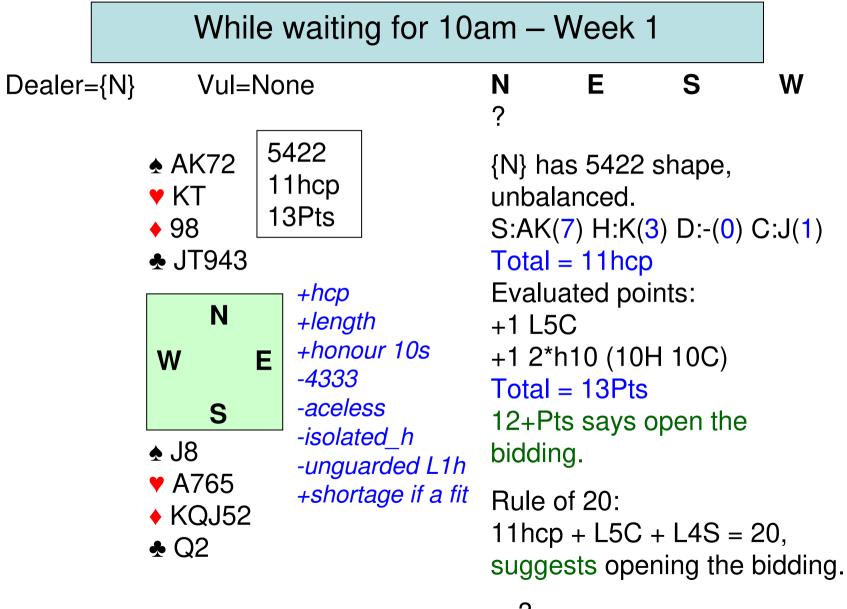
A deal of bridge is played by two pairs of people. Remember at all times to include your partner's bids and plays in your thinking.

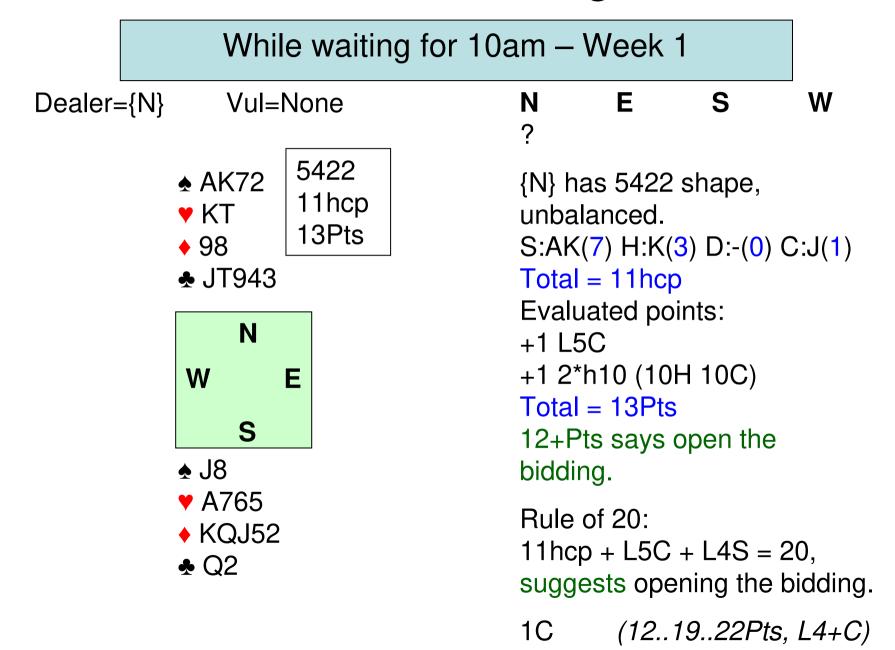
To make a contract, you usually need to be within some joint range of points. These are not guaranteed and may only, say, 75% work.

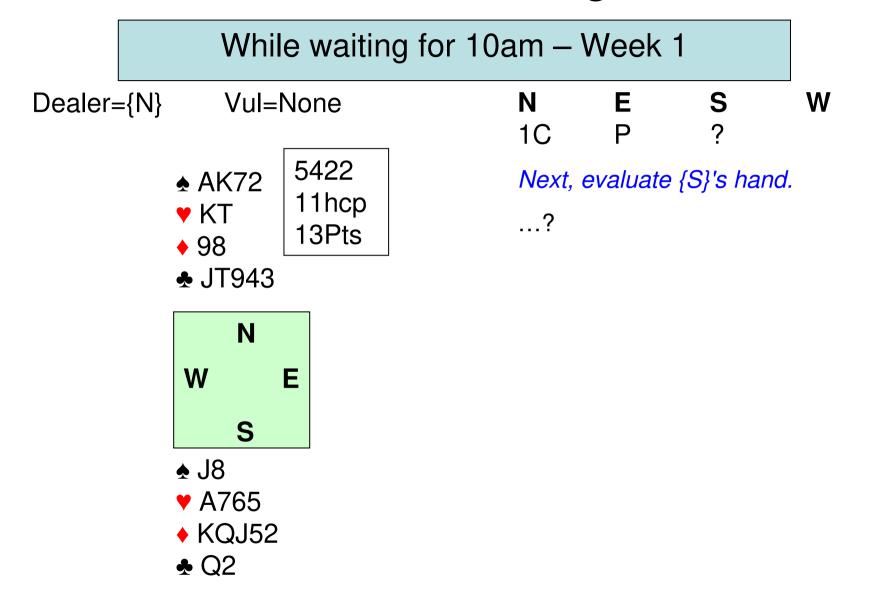
Part Score	1924 less than 19 & you go down too often.
Game (Major or NT)	25+
Game (Minor)	27+
Small Suited Slam	30+ <mark>Pts</mark> can often be far fewer hcp.
Small NT Slam	3336
Grand Suited Slam	35+
Grand NT Slam	37+
When bidding, the usua Major suit No Trumps	al priority for finding a contract is: Most preferred
Minor suit	Least preferred



While waiting for 10am – Week 1						
Dealer={N}	Dealer={N} Vul=None			Е	S	W
• 98			(and bids o	re-evalu	e each har late when hanges to lation.)	earlier
	N +hcp +length	+length	-		any of the em unexp	
 ₩ \$ \$		+honour 10s -4333 -aceless	So ev	aluate {	[N}'s hand	
	 ▲ J8 ♥ A765 ♦ KQJ52 	-isolated_h -unguarded L1h +shortage if a fit				

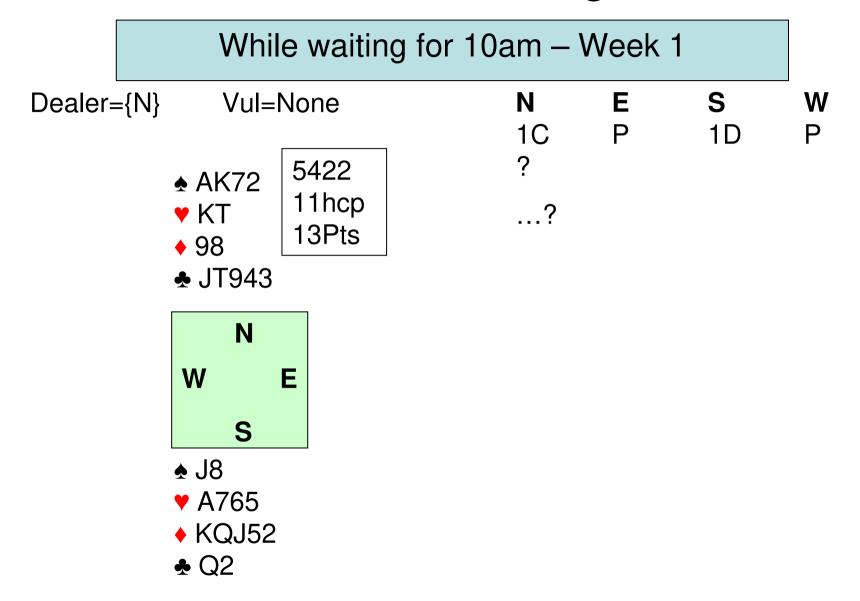


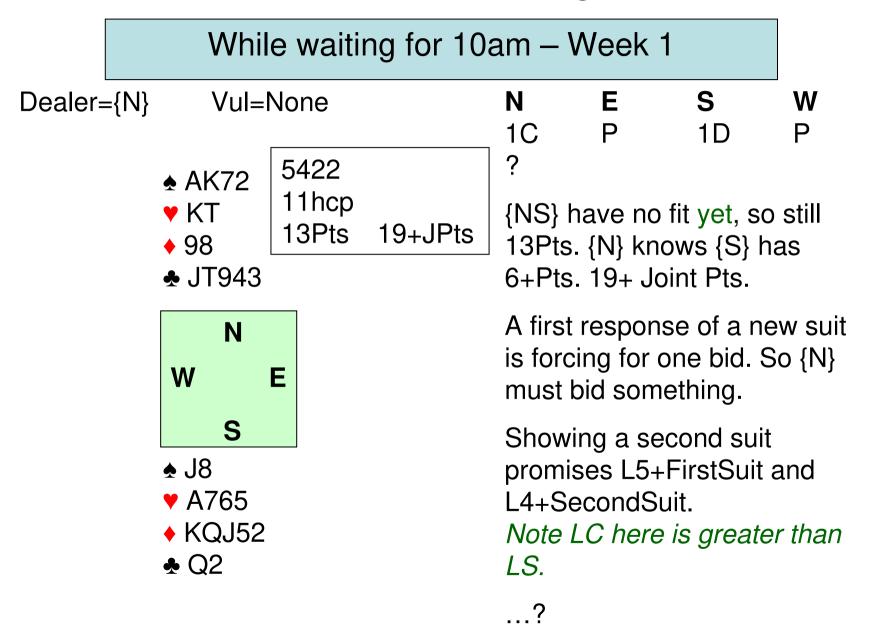


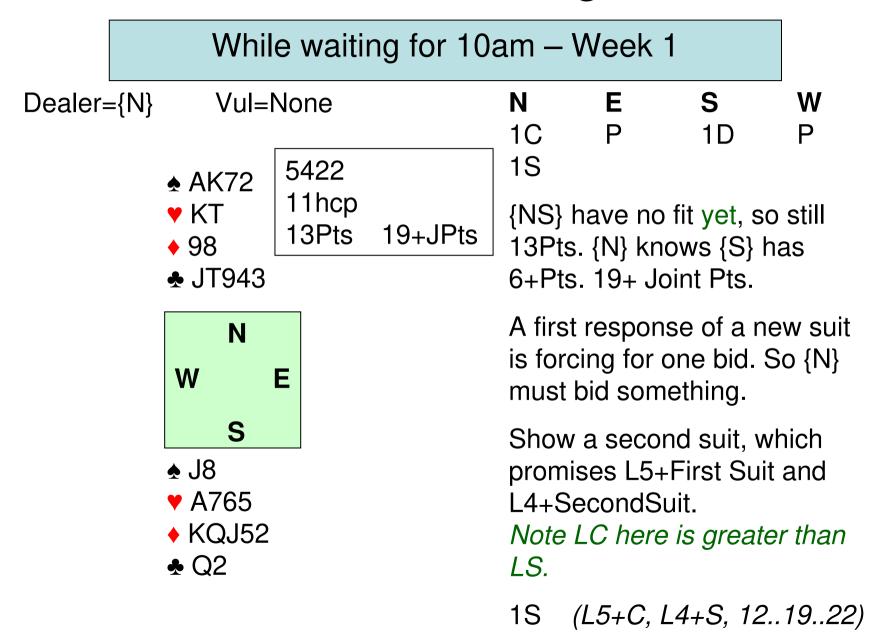


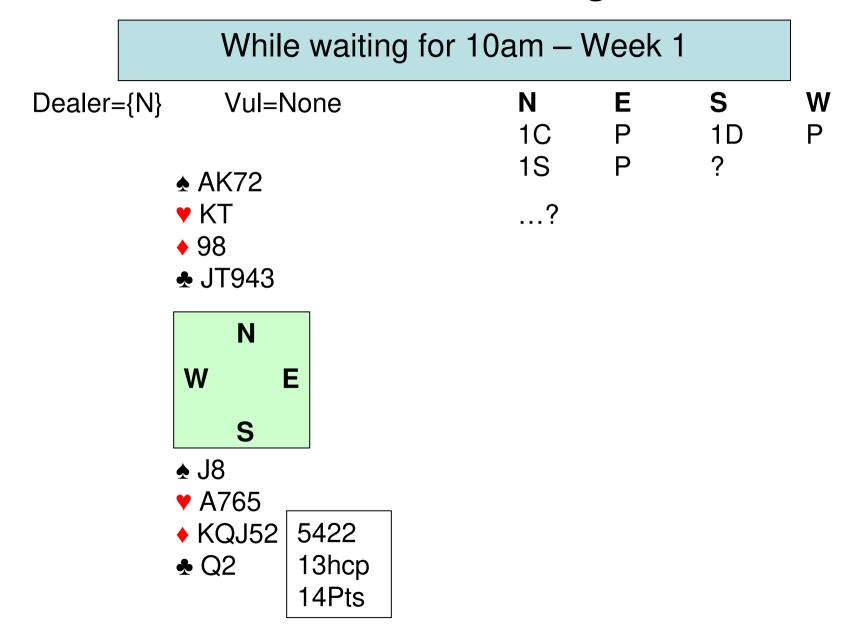
	While waiting for 10am – Week 1								
Dealer={N}	Vul=None			N 1C	E P	S ?	W		
	 ▲ AK72 ♥ KT • 98 +hcp +length +honour 10s -4333 -aceless -aceless -isolated_h 		our 10s ss ed_h	<pre>{S} has 5422 shape, again unbalanced. S:J(1) H:A(4) D:KQJ(6) C:Q(2) Total = 13hcp Evaluated points: +1 L5D Total = 14Pts</pre>					
	S ▲ J8 ♥ A765 ♦ KQJ52 ♣ Q2	+short	3hcp		\mathbf{v} ALL BOOD E \mathbf{v} D \mathbf{v} C				

While waiting for 10am – Week 1							
Dealer={N} Vul=None			N 1C	E P	S 1D	W	
	 ▲ AK72 ♥ KT ◆ 98 ◆ JT943 		unbala S:J H:A	nced. = 1hcp = 4hcp		Jain	
	N W E S		C:Q Evalua	:KQJ = 6hcp :Q = 2hcp Total = 13hc valuated points: I L5D Total = 14Pts			
	 ▲ J8 ♥ A765 ♦ KQJ52 ♣ Q2 	5422 13hcp 14Pts	You need 6+Pts to respond at 1:level, 10+ at 2:level. 1D 1:level L5Minor is ok. Work up rankings if a choice. {N} hears "6+Pts, L4+D. Says nothing about C."				

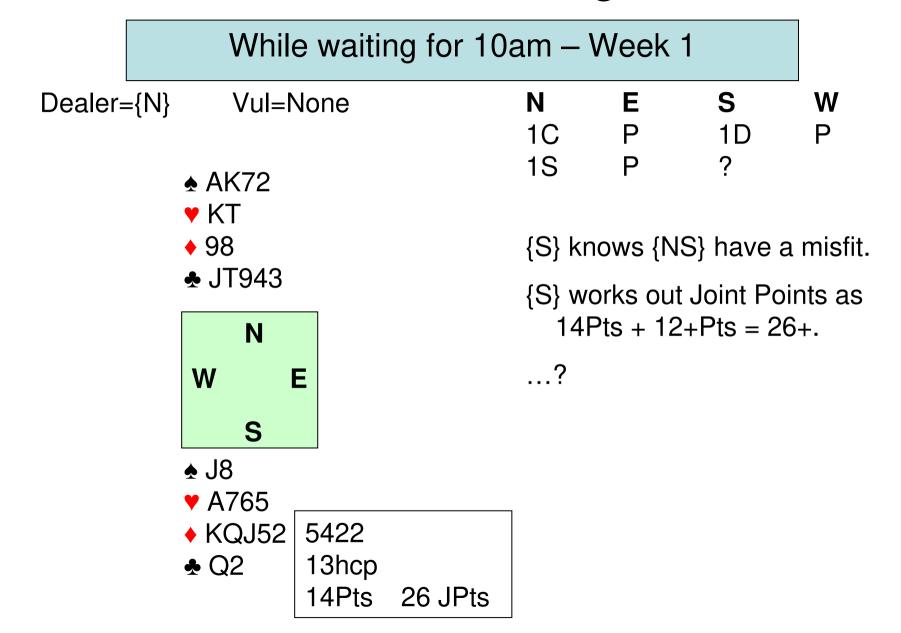




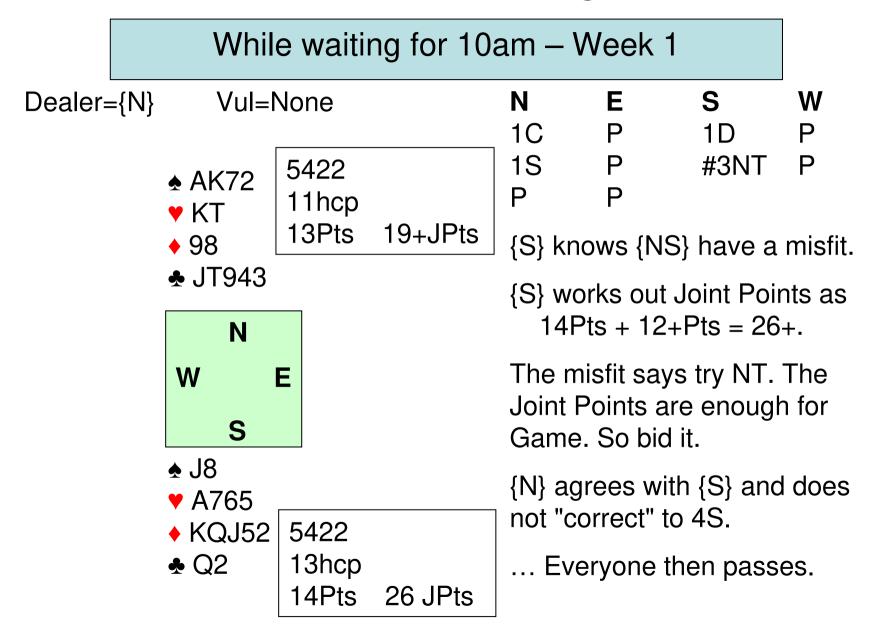




♣♦♥♠



While waiting for 10am – Week 1						
Dealer={N} Vul=None ♠ AK72			N 1C 1S	E P P	S 1D #3NT	W P
 KT 98 JT943 N W S ▲ J8 ♥ A765 ♦ KQJ52 ♣ Q2 	E 5422 13hcp 14Pts	26 JPts	{S} w 14 The r Joint	orks out Pts + 12 nisfit say	S} have a t Joint Poir 2+Pts = 26 ys try NT. are enough d it.	nts as +. The



Week 1 U3A Intermediate Bridge group

Whilst playing the set hands, please explain every bid your partner makes to the table - and discuss it if anyone at the table disagrees. This tends to make the play "noisy".

It is also good during the play to explain what meaning your partner's card may have when it has significance.

• This week's hands are non-trivial and you may wish to play them 3 times.

Once as your auction.

Once as the Reference auction.

And a third time as the Reference auction but with cards face up (as four Dummies) while following the Reference play.

Record the results of the first two plays on the traveller.

If pair 1 is playing pair 9, record your auction as 1v9 and the reference auction result as 11v19 (add 10 to the pair numbers).

Week 1 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.

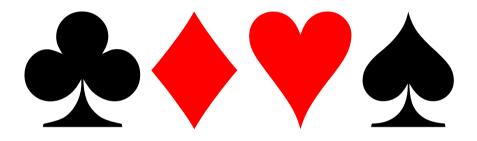
If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

If you wish to fill in a personal results card, they are available. 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 1



The end

Set hands not listed this week.