While waiting for 10am – Week 2

What do you bid as Dealer North with the hand below?

What do you open? Do you Pass? (Standard Acol, vulnerability=none.)

{N} ▲ 82 ♥ 92 ◆ 94 ♣ AKQJ865

Week 2 Welcome



Steve Bailey

Week 2 This week

This session's topic is **opening bids**.

But before we look at that, I wanted a recap of last session, a couple of basic items and, of course, the before 10am question.

Week 2 Points

This is a review of last week's presentation.

High card points (hcp) : A=4 K=3 Q=2 J=1

Evaluated points (Pts) : hcp modified as the list below.

Length : +1 for each card over L4Suit in a good suit

Honour 10s : 10 in same suit as AKQJ9. $+\frac{1}{2}$ for each of first two 10s.

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4333 : Too flat, -1
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Aceless : -1

Isolated honours : 3 or 4 suits each have one isolated honour, -1

Singleton honours : A=4 K=11/2 Q=1 J=1/2

Shortage : Only applies to suit bids once an 8+ card fit exists because it relates to advantage by trumping / ruffing.

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

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

Evaluated points are "fluid" and sometimes variations may be used.

Week 2 Percentages

These sessions are aimed at helping Bridge players get better at (or be confident enough to attend) a Duplicate Bridge Club.

They are intended to be fairly cerebral. You **will** need to study between sessions.

A lot of home taught Bridge players are very conservative. That doesn't win at a Duplicate Club.

Most bid schemes or play techniques use the percentages in some way. Eg: if the 'normal' play makes "X" tricks but the technique makes "X+1" 75% of the time & "X-1" 25% of the time, it is profitable to use it.

Similarly if the 'normal' result is "4S=" and you can see an overtrick in NT, "3NT+1" is a better score by 10 points. So if it works 51% of the time (3NT+1) and fails (3NT=) 49% of the time, again use it.

In other words, what I present will not **always** work. This is expected.

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- {N} ▲ 82 ♥ 92 ♦ 94
- ♣ AKQJ865

First let us evaluate the hand:

10hcp A strong L7C, so +3 for length. No honour tens, not 4333, not aceless, not isolated honours, no unguarded honours, no fit yet. +0. This is 13Pts. Openable.
But using the rule of 20 (hcp + lengths of 2 longest suits), we have 10hcp + L7C + L2S = 19 19 is less than 20 suggesting "do not open this".
However, if we do open with this, it would be 1C.

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What do you open? Do you Pass? (Standard Acol, vulnerability=none.)



So evaluation suggests that the opening bid is on the borderline between Pass and 1C.

However, there is a specific bid for this type of hand.

The Gambling 3NT. A standard part of Acol.

An opening bid of 3NT shows a long (L7+), solid **minor**, at least AKQJxxx, with no more than a queen outside. Responder usually passes (with stoppers in the other suits) or retreats to 4C, asking opener to pass (with clubs) or correct to 4D.

(Some pairs allow AKQxxxx.)

Week 2 Scoring

To be able to bid accurately, you need to **know** the score for most results. NOT just be able to look it up.

Which is better for **you**, your 2S+1 or their 2Hx-1(vul)?

2S+1 / 3S= is 140 to you. 2Hx-1(vul) is 200 to you.

So leave them in 2H and double them.

From the No Fear Bridge Cribsheet.

Tricks bid and ma	ide U	nDbld	Dbld	ReDbld
Clubs & Diamonds	- Each trick	20	40	80
Hearts & Spades	- Each trick	30	60	120
No trumps	- First trick	40	80	160
-	- Each subsequent trick	30	60	120
Undertricks				
Not vulnerable	- First trick	50	100	200
	- Second and third trick	50	200	400
	- Each subsequent trick	50	300	600
Vulnerable	- First	100	200	400
	- Second & subsequent	100	300	600
	trick			
Bonuses				
Part-score contract	bid and made		50	
Game bid and made	e - not vulnerable		300	
	- vulnerable		500	
Small slam bid and	made - not vulnerable		500*	
	- vulnerable		750*	
Grand slam bid and	l made - not vulnerable	1	*000	
	- vulnerable	1	500*	
For making double	d contract		50	
-	oled contract		100	
* Slam bonuses are	in addition to game bon	uses		

* Slam bonuses are in addition to game bonuses.

Overtricks

Undoubled - Trick value Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

Week 2 Scoring

O_{DO} way to wa	rk out main quation	Tricks bid and ma	de Ui	nDbld	Dbld I	ReDbld
One way to wo	rk out main auction	Clubs & Diamonds	 Each trick 	20	40	80
scores (for und	oubled contracts) is:	Hearts & Spades	 Each trick 	30	60	120
N N	,	No trumps	 First trick 	40	80	160
N * 20	Minor tricks		- Each subsequent trick	30	60	120
NI * 00		Undertricks				
N * 30	Major tricks	Not vulnerable	 First trick 	50	100	200
N * 30 + 10	NT tricks		 Second and third trick 		200	400
$10 30 \pm 10$			- Each subsequent trick		300	600
		Vulnerable	- First	100	200	400
Then add			- Second & subsequent	100	300	600
men auu		_	trick			
50	Part Score	Bonuses				
		Part-score contract			50	
300 or 500	Game (non-vul/vul)	Game bid and made			300	
	, , , , , , , , , , , , , , , , , , ,		- vulnerable		500	
T I II		Small slam bid and	made - not vulnerable		500*	
Then add		a	- vulnerable		750*	
500 or 750	Small clam (ny/yyl)	Grand slam bid and	made - not vulnerable		000*	
500 01 750	Small slam (nv/vul)	F 1. 1 1.	- vulnerable	1	500*	
1000 or 1500	Grand slam (nv/vul)	For making doubled			50	
			led contract		100	
		* Slam bonuses are	in addition to game bonu	ises.		

Overtricks

Doubled or Redoubled contracts: Split N into "bid" and "overtricks". **Bid** tricks as above. Each **overtrick** is 50 (nv) or 100 (vul) *2 or *4.

Undoubled - Trick value Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

Week 2 Scoring

Undartriaka	Tricks bid and ma	UnDbld	Dbld I	ReDbld	
Undertricks	Clubs & Diamonds	- Each trick	20	40	80
	Hearts & Spades	 Each trick 	30	60	120
Undoubled undertricks are:	No trumps	 First trick 	40	80	160
		- Each subsequent trie	ck 30	60	120
NV: -50 per trick	Undertricks	-			• • • •
•	Not vulnerable	- First trick	50	100	200
Vul: -100 per trick		- Second and third tri		200	400
•	V 1 11	- Each subsequent trie		300	600
Doubladuradortrialco	Vulnerable	- First	100	200	400
Doubled undertricks:		 Second & subseque trick 	nt 100	300	600
NV: -100; -200; -300 for 1, 2&3, rest	Bonuses	шск			
Vul: -200; -300 for 1, rest	Part-score contract			50	
vui200, -300 ioi i, iest	Game bid and made	e - not vulnerable	e	300	
	_	- vulnerable		500	
Redoubled undertricks:	Small slam bid and	made - not vulnerable		500*	
		- vulnerable		750*	
2 * Doubled undertricks	Grand slam bid and	l made - not vulnerable		1000*	
	For making double	- vulnerable	1	500* 50	
Alexa Adada Davida a contra at wate	For making double	bled contract		100	
Also a Made Doubled contract gets		in addition to game bo	milcoc	100	
an extra bonus of 50.	Statt boliuses are	in addition to game of	muses.		
	Overtricks				
Redoubled 100.	Undoubled - Trick	value			

Undoubled - Trick value Doubled - 100 each if not vulnerable, 200 each if vulnerable Redoubled - 200 each if not vulnerable, 400 each if vulnerable

Week 2 Opening bids

And now on to the topic for this week **Opening bids.**

It is usual when presenting bridge, to discuss an opening bid type and then continue with its responses and rebids etc.

Since this should just be revision for everyone, this presentation discusses all (most of?) the opening bid types and ignores responses and rebids until the next session.

Week 2 Opening bids

Assuming that you have the appropriate number of Points, an opening bid is of the longest suit, except

- if a conventional bid is used *(eg Acol superstrong 2C)*;
- if a hand calls for a NoTrump bid *(usually a balanced hand)*;
- if there are two+ (two or more) suits of equal length, when you must choose which one.

When there are two equal length longest suits, bid the highest ranking suit, except with:

Majors L4S and L4Hbid H(You only intend to bid one suit andMinors L4D and L4Cbid Crebid NT. Leave space for partnerto mention the other suit if he has it.)

(With a L4Major and a L4Minor, bid the major first. It is more important.)

(With two L5Majors, open the higher ranking. You plan to rebid the lower ranking next, which will be interpreted as L5+S and L4+H. Similarly with two L5Minors, open the higher ranking.)

Week 2 Opening bids

Should you have three equal length longest suits, the **4441 shape**, bid:

if a Red Singleton. Open suit **below** L1 suit.

L1H, bid D ShDC L1D, bid C SHdC if a Black Singleton. Open **middle** L4 suit. L1S, bid D sHDC L1C, bid H SHDc

(With a 4441 hand, the system WILL force you to lie. So only open as **1Suit** with **13+**Pts, rather than the normal 12+Pts, to partly compensate for the misinformation given.)

Generally if you have to lie, prefer to lie on a minor. The scheme above makes all bids minor except one (the L1C 4441 hand). It also allows for an easy rebid without having to Reverse (more another week).

Week 2 Opening bids

Before making any opening bid, you should first plan your rebid.

For long suits, it will often be to rebid the suit;

For some suits, it will be to show a second shorter (or equal length) suit.

For NT and pre-emptive openings the rebid plan is PASS.

Your planned rebid may well change in the light of opposition and partner bids.

Do not touch the bidding box until you have MADE your decision. And, especially, do not fiddle with the bidding cards while you are thinking.

Week 2 Opening bids

	To open	You need to hold
+	1Suit	1214 Pts Balanced4333, 4432, 5332n L5Major 5332 hand consider 1Major rather than 1NT.)1219 Pts L4+Suit4441 ~ 1319 Ptsows 121922 Pts as superstrong 2C is unavailable.
+	2NT 2Suit (not C) 2C	 2022 Pts Balanced (or perhaps semi-balanced) Basic Acol: Strong. 89½ tricks in your hand Often crudely summarised as 2022 Pts. The superstrong Acol bid Suited 10+ tricks (Game) in your own hand 23+ Pts any shape
	3NT 3Suit 4Suit	912hcp L7Minor headed by AKQJGambling 3NT59 hcp Good L7Suit (2+ of AKQ)Pre-emptive59 hcp Good L8Suit (2+ of AKQ)Pre-emptive

We will consider responses another week.

Week 2 Opening bids

Opening	Alert / Announce (by Partner)
1NT 1Suit	Announce range "12 to 14" None
2NT 2Suit (not C)	None Announce "Strong, forcing" or "Strong, non-forcing" The practice of making strong bids with hands of limited high cards must be clearly disclosed. "Weak" bids will be covered when we do 'Benji'.
2C	Alert
3NT 3Suit 4Suit	None None None

But even if a bid does not need to be alerted, the opposition can still ask (the bidder's partner) what it means at their turn to bid.

Week 2 Opening bids

You need to have at least 12Pts or its equivalent to open the bidding, and normally as a partnership you want to have the majority of the points to play the contract.

Sacrificial bids where you expect to go down, but get a better score than allowing the opposition to make their contract, are a different matter. Also Pre-emptive bids are different, trying to prevent the opponents from finding 'their contract'.

With under 12Pts, you need very shapely hands to justify opening.

Occasionally you will get hands where each of the four players have 9, 10 or 11 Pts and no-one wants to open. A score of zero is obviously better than a negative score.

When this happens {NS} are saying they think they won't make a contract and that {EW} will. Whilst {EW} are saying the same about {NS}. One pair is bound to make 7+ tricks, but a "Passed out" hand can be the right auction.

Week 2 Any questions?

Any questions?

Week 2 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.

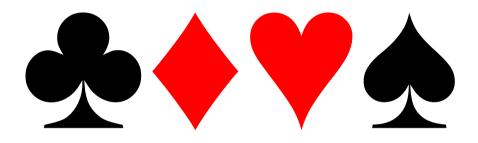
If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

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 2



The end

Week 2 set hand references follow.

Week 2 Set hands

Set hand sources and abbreviations

BM:PQ	Bernard	Magee: Play Quiz
Dlr Vul Rotn	Dealer Vulnerability Rotation	(NESW).(None NS EW All).Defined by one card, usually A.Mostly different to source publication.
Dcl OL	Declarer Opening Lead	(NESW)
Trk NS# EW NS% EV Ref	Tricks /# V%	(013) Score for NS or EW Percentage of NS and EW (Sometimes there may be more than one)

Blue results as played. Red results are reference results.

Few of the boards were played by more than one table.

All of the boards are tricky to play correctly. Many declarers failed.

Week 2 Set hands

Bd Dlr	Vul	Soι	irce				
1 N	None	BM	:PQ#	<i>‡</i> 005	4		
NSEW	Contract	Dcl	OL	Trk	NS#	EW#	NS%
19	1NT+2	S	3C	9	150	-	67%
2 10	2S+1	Ν	4D	9	140	-	33%
11 19	4S-1	Ν	10C	; 9	-	50	0%
Ref	4S=	Ν	10C	; 10	420	-	100°

NS%EW%67%33%33%67%0%100%

Rotn

A**≜**=N

Week 2 Set hands

Bd Dlr	Vul	So	urce					Rotn
3 S	EW	BM	:PW#005	58				A ≜ =W
NSEW	Contrac	t Dcl	OL Trk	NS#	EW#	NS%	EW%	
4 12	3NT-1	W	KD 8	100	-	100%	0%	
Ref	4S=	Е	KH 10	-	620	0%	100%	

Week 2 Set hands

Rotn

A**≜**=S

Bd Dlr	Vul	So	urce)				
4 W	All	BM	l:PW	#009	94			
NSEW	Contrac	t Dc	I OL	Trk	NS#	EW#	NS%	EW%
3 11	3H+1	Ν	5S	10	170	-	0%	100%
Ref	4H=	S	KD	10	620	-	100%	0%

Week 2 Set hands

Bd Dlr	Vul	So	urce					Rotn
6 E	EW	ΒN	I:PQ#006	69				A ≜ =W
NSEW	Contrac	t Dc	I OL Trk	NS#	EW#	NS%	EW%	
19	3NT=	Е	KH 9	-	600	50%	50%	
Ref	3NT=	Е	KH 9	-	600	50%	50%	

Week 2 Set hands

Rotn

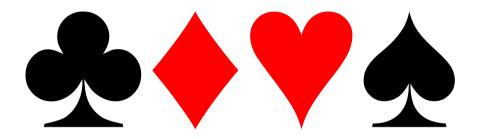
A**≜**=S

Bd Dlr	Vul	Soι	urce				
7 S	All	ΒM	:PQ#007	'1			
NSEW	Contrac	t Dcl	OL Trk	NS#	EW#	NS%	EW%
2 10	3NT-1	S	7H 8	-	100	25%	75%
3 11	3NT-1	S	7H 8	-	100	25%	75%
Ref	3NT=	S	10H 9	400	-	100%	0%

Week 2 Set hands

Bd Dlr	Vul	Source					Rotn
8 W	None	BM:PQ#00	70				A ♠=E
NSEW	Contrac	t Dcl OL Trk	NS#	EW#	NS%	EW%	
2 10	4S-1	W KC 9	50	-	100%	0%	
Ref	4S=	W QH 10	-	420	0%	100%	

Week 2



The very end