

## Chapter One

## An Introduction to the Game

Learning bridge is actually very similar to learning a new language. The Language of Bidding is one of the topics we covered in the first week...although we mainly discussed the mechanics of the game.. such as..Who gets to deal..Who makes the opening lead...Following suit and discarding. Predicting winners...Playing with a partner...Trump Contracts. Trying to tell your partner a story about your hand with your opening lead...I could go on and on...

This new language contains a great many new vocabulary words which you may or may not have heard before. Declarer, Dummy, Contract, Auction, Bid, Defense, Trump, No-Trump, "GAME", Trick, Honor, Winner, Loser, Opening lead...lead...Sequence...it seems as if the list will never end, but within a couple of weeks it will be very familiar to you.

The main thing to remember about the game is..

IT IS A GAME...SO HAVE FUN!

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Bridge is a two part game...BIDDING AND PLAY OF THE CARDS...

PART I...The "AUCTION" (bidding) begins with the dealer making a bid...(it could even be a pass)...the bidding moves clockwise around the table until the auction is closed with three passes.

Each bid which is made suggests the number of tricks to be taken, (with an assumed six tricks (your BOOK) included) and the denomination of the "contract". 3NT really means 6 tricks,your book, +3more..no suit is trump..4H=(Book) + 4, H are Trump The purpose of all bidding is to decide on the denomination and level of the contract. It starts with you and your partner talking back and forth (using the bidding language) to see what suit your side would choose as the trump suit if given the chance. The best suit for the partnership is not necessarily the favorite suit of both of the players. For you and your partner to both be pleased with the choice of a trump suit...your side should confirm the fact that it has a "comfortable majority", more than half of the cards in a suit...each suit contains 13 cards...

A "GOLDEN FIT" is an "8-card fit". "You and your mate...better have 8"

PART II...PLAY OF THE HAND...Mainly you will learn by doing...although there are some basic techniques we will cover in class and they are also in your text.

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### VOCABULARY INFORMATION

SEQUENCE..in a NT Contract a sequence is....3 equally ranked cards=KQJ, QJ10  
...in a suit contract sequence is.....2 equally ranked cards=AK, QJ,KQ

OPENING LEADS...Try to tell your partner a story!!

Top of a sequence...(KQxxx)

Low from an honor...(KXXx)

Top of "nothing"....(752).....and could it ever be wrong to lead your partners suit...

DISCARDING..You can tell your partner a story (HI then LO ("ECHO") shows 2 or an even # of cards)

FOLLOWING SUIT..Can you tell your partner a story? (Hi=Yes LOW=NO)

TRUMP SUIT PLAY..1. You must be out of a suit before you may "Trump"

2. You may trump or not ...as you wish

3. The highest trump played to a trick wins the trick

BIDDING LANGUAGE=There are only 15 words in the entire bidding language!

They are: PASS, 1-7, C, D, H, S, NT, Double, Redouble..

## Chapter Two Valuing your Hand

### VALUING YOUR HAND...TO OPEN THE BIDDING

The point count given for honors is..Ace 4, King 3, Queen 2, Jack 1...

DISTRIBUTION points are given for **LENGTH ONLY!**. 1 point for the 5th card and 1 more point for each additional card.

WE DO NOT COUNT FOR SHORTNESS when we open the bidding!!!

HAND SHAPES...Balanced hands contain no voids, no singletons and only 1 doubleton..all other shapes are "unbalanced".

THE BIDDING...The purpose of the opener's bid...

The opener should actually be called the "describer" because that is his main job, to describe his hand to the best of his ability. A "1 level bid" describes a hand that is between 13 and 21 points, the "1 NT bid" describes a hand that is balanced and contains 15, 16, or 17 pts. **This will always be our priority if at all possible...CHECK IT OUT!!**

If you've eliminated 1 NT...try your major suits...an opening bid of 1 of a major promises 13-21 point range and 5 cards in the major suit bid. We do have some simple rules to use in choosing which suit to open..

1. Length before strength...(open the longer of 2 biddable suits)

2. Open the higher ranking of 2 suits of equal length

(The only time this rule does not apply is when we get to the poor choice of two 3-card minor suits...with this poor a choice...open the lower-ranking...clubs.)

THE BIDDING...The purpose of the responder's bid...

**The responder should be called the "Captain" of the hand**, for that is his main job..to take control of the hand, to steer the partner "SHIP" into a safe harbor (contract). The captain listens to the describer's description of his hand and tries to decide 2 things...to what level the hand will be played, and in what denomination it will be played.

THE AIMS OF THE GAME...The partnership wants to bid (and make) a game. The easiest games to make are what we will call "GOLDEN" games...3 NT and 4H and 4S. To decide the correct level to which the partnership may safely bid...the responder (captain) first of all tries to determine whether or not there are 26 points in the combined hands. 26 points should produce Golden Game. If the points are less than 26 in the combined hands..the partnership should stop in a part-game (or part-score) contract (bid). When the responder is deciding the denomination...he looks for a "fit" in a suit with at least 8 cards in the combined hands...we will call this a GOLDEN FIT!

THE PLAY...Declarer's must know their objective...to win the number of tricks indicated by the bid..plus an assumed 6 tricks of the "book". Declarer then counts his assets...quick tricks...(tricks which can be taken immediately without giving up the lead). After counting..Declarer then makes a his plan...

\*\*\*When you are starting out..and especially in NT, where the opponents may be able to "run" a long suit...if you can see your way clear to take enough tricks to make your contract...don't hesitate to...

**TAKE YOUR TRICKS AND RUN!! However.....**

...in a trump contract...you should usually draw your trumps first (unless there is "work" you need to do first..maybe you have a loser you could...(should) trump with one of dummy's little trump...afterall they will just go to waste under a higher card when you "Pull trumps". The fancy term for this common sense procedure is "trump in the short hand". Remember our "Play the high card from the short side" lesson? Don't get "blocked" in the hand with the fewest cards if there are good ones on the other side of the "bridge".....Try to plan ahead....

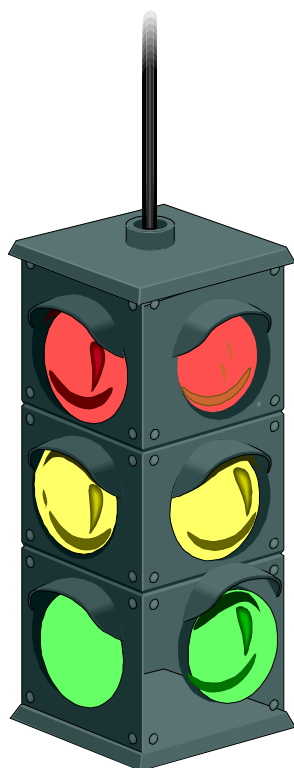
## Chapter Three Responding to an Opening Bid of One No Trump

After an opening bid of 1NT...Responder puts his hand in one of three categories...Min 0-7...Med-8-9...Max-10+

Category	PTS	BID	OTHER CHOICES
MIN	0-7	2 ♥, 2 ♠, 2 ↔... promises a 5 card or longer suit	2 ♣ is "Stayman" (Partner I have a 4 card Major...Do you?)
MED	8-9	2 NT or 2 ♣ ( Stayman...you will learn this later)	
MAX	10+	4 ♥, 4 ↔ with a 6 card Major suit 3 ♥, 3 ↔ with a 5 card Major suit 2 ♣ with a 4 card Major suit	

Each bid you make...carries with it one of three possible bidding messages...

STOP                      Proceed with Caution                      Go for Game  
Picture the Responder's choices...as if they were a traffic light...Red--Yellow--Green



RED	STOP	SIGNOFF
YELLOW	PROCEED with CAUTION	INVITATIONAL
GREEN	GO	FORCING

Sign off (STOP) Bids...                      Pass, 2 ♥, 2 ♠, 2 ↔, 3 NT, 4 ♥, 4 ↔

Invitational Bids...                      2NT, 2 ♣ (Stayman)

Forcing                      3 ♥, 3 ↔..... 2 ♣ (Stayman)

The Responder is the Captain...The Opener merely follows instructions after the initial opening bid!

### REBIDS BY THE OPENER

After a Sign-off bid                      PASS

After a Invitational Bid                      Pass with 16 pts.  
Bid game with 18pts.  
Think with 17pts.

After a Forcing Bid                      Bid game with 3+ cards in Partner's suit  
Bid 3 NT with 2 cards in Partner's suit

## Chapter Four Responding to One Level Opening Bids

<i>One (1) of a MAJOR</i>		<i>One(1) of a MINOR</i>	
<i>RANGE</i>	<i>BID TO MAKE</i>	<i>RANGE</i>	<i>BID TO MAKE</i>
Minimum (6-10)	Simple Raise with xxx + Bid a new suit (at the 1 level) Bid 1 NT <i>Not necessarily Balanced!</i> This is a “Garbage” bid	Minimum (6-10)	Bid a new suit (at the 1 level) (xxxx) Simple Raise with xxxxx Bid 1 NT.. <i>Not necessarily Balanced!</i> This could be a “Garbage” bid
Medium (11-12)	Raise to 3 level with xxx or + Bid a new suit	Medium (11-12)	Bid a new suit Raise to 3 level with xxx or +
Maximum (13+)	Jump to 2 NT with a Bal hand Bid a new suit	Maximum (13+)	Bid a new suit Jump to 2 NT with a Bal hand

When your partner opens a Major suit (Hearts or Spades) they promise 5 cards....  
so when you make a simple raise... you are guaranteeing there is an eight (8) card fit!

When your partner opens a minor suit (Diamonds or Clubs) again...they may only have 3 cards...  
\*\*\*Except...given a choice between 3 ♣ and 3 ♦...they should always choose ♣...  
so ♦ USUALLY have 4...so always raise partner with 4 ♦

When playing a hand...one way to develop extra tricks is by taking advantage of your long suits...If the missing cards in the opponents hands are distributed favorably...you can often develop tricks by continuing to play the suit...EVEN IF YOU GIVE UP 1 OR MORE TRICKS TO THE OPPONENTS...

Remember...Odd number (of missing cards) *should* break evenly...even number of cards *should* break un-evenly!

## Chapter Five Rebids by the Opener

WHEN MAKING A REBID... Opener puts his hand into one of 3 categories...according to the point count!

RESPONDER RAISES YOUR MAJOR SUIT...Your rebid is.....

With Minimum Hand (13-16)	*Pass
With Medium Hand (17-18)	*Raise another level and "invite" game...
With Maximum Hand (19-21)	*Jump to GAME yourself!

RESPONDER RAISES YOUR MINOR SUIT...Your rebid is.....

With Minimum Hand (13-16)	*Pass
With Medium Hand (17-18)	*Raise another level and "invite" game...
With Maximum Hand (19-21)	*Jump to 3NT...A "Golden Fit" in a Minor Suit ... play 3 NT..

RESPONDER BIDS 1 NT....

With Minimum Hand (13-16)	*Pass with a balanced hand *Bid a second suit of 4 cards or longer *ONLY IF IT IS LOWER RANKING THAN YOUR ORIGINAL SUIT *
With Medium Hand (17-18)	*Rebid the original suit if you have extra length to show partner... *Jump-Rebid original suit if there is extra length *Bid a second suit of 4 cards or longer *EVEN IF IT IS HIGHER RANKING THAN THE ORIGINAL SUIT *
With Maximum Hand (19-21)	*Bid 3 NT with Balanced Hand

OPENER'S REBID AFTER RESPONDER....BIDS A NEW SUIT..

With 13-16 points	*Raise responder's major to the cheapest available level with 4 card support (Dummy Pts) *Bid a second suit of 4 cards or longer if it can be bid at the 1 level...or if it is lower ranking than the original suit and can be bid at the two level
With 17-18 Points	*Raise responder's major...skipping one level with 4 card support... (Use Dummy Pts!) *Bid a second suit of 4 cards or more...even if it is higher ranking than the original suit and must bid at the two level... *Rebid your original suit...skipping a level...(if you have extra length)
With 19-21 Points	*Raise responders major to game with 4 card or longer support (Use Dummy Pts) *Bid a 2nd suit of 4 cards or longer...skipping a level...("JUMP SHIFT") if it is lower than 1st suit.. *Bid NT with a balanced Hand...Skipping a level.. *Rebid original suit at GAME LEVEL ..if extra length...

OPENER'S REBID AFTER RESPONDER JUMP RAISES OPENER'S SUIT

With 13-16 points	*Raise to GAME if you are nearer the "top" (14 pts)
With 17-18 Pts	*Bid a new suit...Usually one that contains an ACE ...(THIS ALSO IS CALLED..."CUE BIDDING")
With 19-21 points	*Jump to the 6 level...SLAM!

OPENER'S REBID AFTER RESPONDER BIDS 2 NO-TRUMP

With 13--16 Points	*Raise to 3 NT with a balanced hand *Bid a second suit of 4 cards or more or rebid the original suit with an unbalanced hand
With 17-18 Points	*Bid a second suit of 4 cards or longer or rebid the original suit with an unbalanced hand *Bid 4 NT (Check out the slam possibilities!)
With 19--21 Points	*Bid 6 NT with a balanced Hand *Bid a second suit of 4 cards or longer or rebid the original suit with an unbalanced hand (requires extra length)

When making a rebid Resp must also place his hand in one of 3 categories...Min- 6-10 Med 11-12 Max 13+  
USE DUMMY POINTS IF PLANNING TO SUPPORT OPENER'S MAJOR SUIT!!

## Chapter Six Rebids by the Responder

By combining this info with the strength and distribution shown by the opener's rebid., responder then tries to decide the level and the denomination of the final contract. If he has enough information, he makes an                      invitational or forcing bid, using the following guidelines.

### REVIEW OF LESSON 6

OPENER'S RANGE	RESPONDER'S RANGE	FINAL LEVEL	RESPONDER'S OPTIONS
13-16	6-10	Part Game	Pass
			Bid new suit at 1 Level
			Bid 1 NT
			Bid 2 level-bid of suit already mentioned by the partnership
	11-12	Part Game/Game	Bid 2 NT
			Bid 3 level bid of a suit already mentioned by the partnership
			Bid a GOLDEN Game
			Bid a new suit at the 3 level
17-18	6-8	Part Game	Pass
			Bid a Golden Game
			Bid a new suit
			Bid a Golden game
	11-12	Game	Bid a new suit
			Bid a new suit
			Bid a Golden Game
			Bid a new suit
	13+	GAME/SLAM?	Bid a Golden Game
			Bid a new suit
			Bid a new suit
			Bid a new suit
19-21	6-10	GAME	If you are already at game...PASS
			Bid a Golden Game
			Bid a new suit
			Bid a Golden Game
	11-12	GAME	Bid a new suit
			Bid a Golden Game
			Bid a new suit
			Bid a new suit
	13+	SLAM!!!	Bid SLAM in a Golden Fit or NT

You can memorize all the information on this sheet...or...

### YOU **NEED TO** MEMORIZE THE FOLLOWING 3 PRIORITIES...

1. Is my partner's bid forcing?
2. Is there more I NEED to tell partner?
3. Can I improve the contract?

## Chapter Seven Overcalls and Responses to Overcalls

When the opponents open the bidding, you may compete by making an "OVERCALL"  
...if...your hand meets the following requirements:

### REQUIREMENTS FOR AN OVERCALL IN A SUIT

- A 5 card or longer suit (Major or Minor)
- 13+ points (occasionally less with a good suit &/or Non-Vulnerable)
- (THESE RISKY/FRISKY BIDS ARE MADE AT THE ONE-LEVEL ONLY)

### REQUIREMENTS FOR A ONE NO-TRUMP OVERCALL

16-18 points....Balanced Hand....Some strength in opponents bid suit

If your partner makes an overcall in a suit, you may treat it as if it were an opening bid....please use the following guidelines:

### RESPONDING TO AN OVERCALL IN A SUIT

With a minimum hand...8-10 points

- Pass if already at the 2 level
- Raise partners suit to the 2 level with xxx or more support
- Bid a new suit at the 1 level
- Bid 1 NT with some strength in the opponents suit

With a medium hand....11-12 points

- Raise partner's suit to the 3 level with xxx or more support
- Bid a new suit at the 2 level
- Bid 2 NT with some strength in the opponents suit

With a maximum hand.....13+ points

- Raise partners suit to game with xxx or more support
- Bid a new suit
- "Cue" bid the opponents suit...\*\*\*FORCING !!!
- Bid 3 NT with some strength in the opponents suit

If your partner overcalls 1 NT you can respond in the same manner as if partner had opened the bidding 1 NT...

0-7 Bid 2D, 2H, 2S with a 5 card or longer suit  
2Clubs is the Stayman Convention

8-9 Bid 2NT (2C=Stayman)

10+ Bid 3H/3S with a 5 card suit  
Bid 4H/4S with a 6 card suit  
Bid 3 NT with no 5 card major

## Chapter Eight Take Out Doubles and Responses

THE WORD "DOUBLE"... one of the 15 words in our bidding language, can have a variety of meanings, depending upon the context in which it is used. There are penalty doubles, take-out doubles, re-opening doubles, "balancing" doubles, negative doubles, positive doubles, responsive doubles and so on ad-infinitum...

Today we are considering take-out doubles...another way to compete in an auction. You can tell when a double is for "take-out" by using the following guidelines:

- \*If neither you nor your partner has bid (other than pass) and the contract doubled is a part-score...then the double is for take-out.
- \*If either you or your partner has bid or the contract doubled is a game contract, then the double is more than likely for penalty.

### REQUIREMENTS FOR A TAKE-OUT DOUBLE

\*12 or more points

\*"Support", "tolerance" for all the unbid suits

(Unless your hand is very strong...Medium or more..17+ then you may double and bid your own suit to show your strength..

Double and cue-bid to show a Maximum hand(19-21 pts)!

(What you are really saying is..."Partner, my hand would make a great

"Dummy" hand..so you bid the suit with your responder's points, because I guarantee the opening points with dummy distribution!)

A take-out double is a forcing bid and the responder bids as follows:

### RESPONDING TO A TAKE-OUT DOUBLE

With a minimum hand (0.....10 points)

- \*Bid a 4 card or longer unbid major suit at the cheapest level
- \*Bid a 4 card or longer unbid minor suit at the cheapest level
- \*Bid 1 NT if you are at the top of your minimum level (8...10)

With a medium hand (11-12 points)

- \*Jump in a 4 card or longer unbid major suit
- \*Jump in a 4 card or longer unbid minor suit
- \*Jump to 2 No-Trump

With a maximum hand (13 or more points)

- \*Jump to game in a 4 card or longer unbid major suit
- \*Jump to 3 No-Trump

### REBIDS BY THE TAKE-OUT DOUBLER

With a minimum hand (13-16 points)

- \*Pass if partner bids at the cheapest level
- \*Pass if partner jumps a level
- (With 15-16 points bid a Golden Game if partner jumps a level)

With a medium hand (17-18 points)

- \*Raise one level if partner bids at the cheapest level
- \*Bid a Golden Game if partner jumps a level

With a maximum hand (19-21 points)

- \*Jump raise if partner bids at the cheapest level
- \*Bid a Golden Game if partner jumps a level

See pp.#180 "BALANCING" DOUBLE...When the opponents have shown a weak auction and your partner may have been a "trapped" bidder...the person in the "Pass out seat" may make a balancing double to protect their partner's possible "trapped" points...1S...(P)...P...? Protect your Partner!



## Chapter Nine Scoring

is actually very easy...here are the simple facts.

...if you bid and make your contract...YOU GET THE SCORE...

---if you bid and don't make your contract...your OPPONENTS GET THE SCORE...

See how easy that is? So why worry about memorizing a lot of extra info and numbers right now. Why not do what 99% of bridge players do, get a little scoring table and look it up.

But if your the curious type...here are the facts...The suits are ranked alphabetically..clubs--diamonds--hearts--spades and (no) Trump. They two lowest ranking suits, clubs and diamonds are called Minor suits and earn 20 points per trick (over book)....The two highest ranking suits...hearts and spades are called the Major suits and are worth 30 points per trick (over book).

Minors.....20 Pts per trick

Majors.....30 Pts per trick

No Trump...40 Pts for the 1st trick and 30 Pts for each subsequent trick

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Points are given for a contract BID and MADE "GAME" (100 Pts) is awarded a Bonus of score.  
GAME is always the GOAL...

The easiest games to make are 3 NT...4 Heart or 4 Spades...for the purpose of this class, we will call them "GOLDEN GAMES"...5 clubs and 5 diamonds are also games, but the chances of bidding and making a 5 level bid is only 1 in 100. Pretty slim odds....better stick with the 50-50 chances of the GOLDEN games.

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### BONUS POINTS...

Bonus points are given for bidding and making a GAME...

Bonus points are also given for taking all of the tricks....GRAND SLAM....

Bonus points are also given for taking all of the tricks but one...SMALL SLAM

For right now GAME...100 points....that is the most important thing to remember about scoring.

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### PENALTIES...

The reverse side of the coin says that when you don't make what you bid (your contract) , your opponents are the ones that get the points. Bonus points and penalty points aren't very important right now. You can always get someone else to keep score or if you give it a try...use a guide.

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THE MOST IMPORTANT INFO TO REMEMBER FROM THIS HANDOUT IS .....

## GOLDEN GAMES ARE 3 NT...4 Hearts....4Spades

If we aren't able to cover all of the material during class time, I will assign it as homework. There will be review material available. When you finish this course, you will be able to go anywhere in the USA and play at any the the 5000 ACBL sponsored clubs and your new partner and you will be speaking the same language...(STANDARD AMERICAN)

Let's review... one (1) level bids ... range from \_\_\_ to \_\_\_ pts?

1. To open the bidding we need approximately \_\_\_ pts.
2. We never count for \_\_\_ when valuing an opening hand.
3. We always count \_\_\_ when valuing an opening hand.
4. Our first choice (if possible) is always to open... \_\_\_  
This requires \_\_\_ pts and a \_\_\_ hand.
5. Our 2nd choice would be to open... \_\_\_ This requires \_\_\_ pts. and a \_\_\_ suit.
6. Our 3rd choice would be to open... \_\_\_ This requires \_\_\_ pts and a \_\_\_ suit.
7. If we have the Jxxxx of Spades and AKQxx of Hearts we would open the bidding \_\_\_.
8. If we have Q10xx of Diamonds and AQ10xx of Clubs we would open the bidding \_\_\_.

(State the rules regarding the 2 examples above...

- a.
- b.

10. Holding Axxx AKx AQJx J97 we would open the bidding \_\_\_.
11. Holding AKxx AKxx xxx Kxx we would open the bidding \_\_\_.
12. State the rules regarding the 2 examples above...

- a.
- b.

13. Our first priority when partner opens one (1) of a MAJOR Suit is \_\_\_.
14. Our second priority when partner opens one (1) of a MAJOR Suit is \_\_\_.
15. Our last choice (priority) when partner opens one (1) of a MAJOR Suit is \_\_\_.
16. Our first priority when partner opens one (1) of a MINOR Suit is \_\_\_.
17. Our second priority when partner opens one (1) of a MINOR Suit is \_\_\_.
18. Our last choice t priority when partner opens one (1) of a MINOR Suit is \_\_\_.
19. Name the seven (7) STOP Bids used when responding to 1 NT? \_\_\_.
20. What the three (3) STOP Bids that require 10 + pts \_\_\_.
21. What are the three (4) STOP Bids that are made with 0-7 pts... \_\_\_
22. What is the only INVITATIONAL Bid we know right now in response to 1 NT \_\_\_.
23. How can you tell if a bid is "forcing-" for one round \_\_\_.
24. What is ALWAYS your first choice for an opening lead \_\_\_.
25. What would you lead from this suit holding ... K9732 \_\_\_.
26. What about this hand Axxx Kxxx Q10xx x \_\_\_.
27. Which suit would be a "No--No" to lead ... Qjxx xxx Axxx xx \_\_\_.
28. What are the pt. ranges for the Opener's.....Min...Med...Max hands \_\_\_.
29. What are the pt. ranges for the Responder's.....Min...Med--Max hands \_\_\_.
30. The total pts. required for game in your and partner's combined hands is \_\_\_.
31. If partner opens and you also have an opening hand what is your main job \_\_\_.
32. What is the opener's one (1) main job \_\_\_?
33. The responder's two main jobs are to determine the \_\_\_ and the \_\_\_.
34. Trying to "in a trick with a card that is not the highest one out is called a \_\_\_?
35. The contract is 3 NT, you are the declarer...  
When you count all your tricks, you only have 8... you need therefore, you must \_\_\_.
36. What are the 3 MUST question the re-bidder must ask themselves \_\_\_.
37. When executing a "Finesse"...we lead a \_\_\_ card toward the card we hope will take the trick!
38. A "Reverse" is a \_\_\_\_\_ bid...promises \_\_\_\_\_ in 1<sup>st</sup> bid suit and \_\_\_\_\_ pts.