

## Monday September 16, 2024

Thank you all for coming today... now that we have another brand new player and some players that have some experience...we need change our lesson structure. From now on...we will start with a structured lesson on a specific portion of basic bidding and or play...then divide into 2 groups for the remaining lesson time. Next week our lesson section will deal with evaluating your hand... Is it Minimum? Medium or Maximum?

Today we discovered that sometimes you don't always need 12 pts to open the bidding. When you are in 3rd seat and the first 2 players have passed... the points are more than likely divided between you and the fourth hand. Since this is a bidding "WAR"...go ahead and fire the first shot! If you have at least 10 points and a good suit that you would have overcalled if your right hand opponent have opened...go ahead and show it to your pard. The early bird catches the worm!

We also discovered that if there are 3 passes... you should always use the rule of 15 to determine if you open the hand or pass it out! Just having 12 points is not enough when you are in 4th hand... Let's say you have 12/13 pts and AKQxx of Diamonds...it would be tempting to open the hand but what will you do if the opponents overcall 1 Spade? The "**RULE**" of 15 says...Count your HCP and add the number of S in your hand.. and if it totals 15 go ahead and open the bidding! If you don't have a better than average opening or some control of the spades.... you are only giving the opponents a cheap way to get positive pts with a 1S bid!

Today one player opened 1 H..."I have 12+ pts and a 5 card H suit"...

Responder bid 3 H...showing at least xxx in H and 11/12 pts. And inviting a game...

Opener needs double-check and see if they have 14 pts if so bid the game! **14 pts is the MAGIC NUMBER!!**

Today one of our players tried to count shortness when they were the opener...that is not giving your side anything extra...shortness is only valuable in the Dummy's hand...when you are counting losers in a suit contract...any cards that are not losers are already counted as winners.. **Trumping in DECLARERS HAND... the (MASTER HAND) provide NO EXTRA TRICKS!!** The only time you create extra tricks is if you can trump in the hand with the small number of trump. The DUMMY'S HAND!!

Today...we also learned that when Partner opens the bidding 1NT showing 15-16-17 HCP...and a balanced hand...it doesn't necessarily deny a 5 card Major...When you are faced with deciding to open 1 NT or the 5 card Major...all you have to do is check to see if you also have xxx at least 3 cards in the other major... if you do...bid the NT if you don't... Bid the MAJOR...Even If Pard has 0 pts they can still transfer and PASS (A safer place to play)...so if you have only 2 of that suit...being in 1 of the other major may give a better result on the hand. There's also a chance they may have 3 of your suit even if they have no points...Eva opened 1 NT and when Dawn bid 2 NT showing 8/9 pts...Eva could still now show her 5 H by bidding 3 H...asking Responder...Dawn to do "something intelligent.." make the final decision about where the hand belongs...Dawn's 8 pts might grow to 11 or mor if she held 3 H and a xx in another suit...now that they were in a suit contract responder can count Dummy pts.

Today we had an opportunity to see why hand shape/Distribution can be extremely important...After Pat's RHO opened 1 H...Pat had 11 cards in the minor suits...6D and 5C...1 H and 1 S...

Here is another one of those great Bridge sayings... "6 and 5...come Alive" this is an unusual hand and it deserves an unusual bid...

Many INTERMEDIATE players use this bid 2NT to show an unusual hand distribution...at least 5-5 in the 2 lowest unbid suits. This is a CONVENTIONAL BID... Not a natural bid. Since we only have 15 words in our bidding language...we often need to create a special bid to show a special hand...and 2 NT is that bid. If your RHO opens 1 H and you hold a 1 NT opening hand...that is what you bid...1NT...if you actually held 20 HCP (a 2 NT opener) you would have doubled and then bid NT. So after a 1 H opener...2 NT should sound very UNUSUAL...and that's what it is called an **Unusual 2NT Convention**... it requires 0 pts...but if you bid again you promise 17pts. There is a statistical "LAW" based on how many cards you and your partner hold in a particular suit...called **THE LAW OF TOTAL TRICKS**...it says...you side should feel relatively safe bidding to the 4 level if your side holds 10 total cards in the suit... If your partner opens the bidding 1 H they have 5.....**if you have 5 also JUMP right to GAME!**

Your side has 10 hearts...game in a Major is your "book" plus 4 ...10 total tricks... This is a defensive bid...you shouldn't expect to make it all of the time...but if tou have 10 so may the opponents and if you do not hold many pts...they7 do...so FIRE THE FIRST SHOT and make them GUESS at the 4 level!!

WE also did a quick lesson on a secondary way of evaluating your hand to determine if it is worthy of Opening...This is called the **RULE OF 20/22**

Which states...count your HCP and add the number of cards in your two longest suits...

If it comes to 20...you can open the bidding IF...you also have 2 QUICK TRICKS! Just having 20 total pts with length and HCP is NOT ENOUGH!!!

So call it the **RULE of 22!**