

# The Bridge Booklet

(BB05)

## Odds 'n Ends



**Stayman**

**Transfers**

**Opening Leads**

## Conventions

A conventional call sacrifices the natural meaning of a bid in exchange for a better description of the partnership hands. Two popular conventions used after notrump openings are Stayman and Transfers

### Stayman

Stayman is used to uncover an 8-card major suit fit after a 1NT opening bid. With 8+ points and at least one 4-card major, responder bids 2♣

### Opener's Rebid

- 2♠ 4-card or longer spade suit
- 2♥ 4-card or longer heart suit
- 2♦ No 4-card or longer major

### Transfers

Transfers are used to have the weaker hand as dummy and to give responder additional options.

- 2♦ asks opener to bid 2♥
- 2♥ asks opener to bid 2♠
- 2♠ asks opener to bid 3♣ (responder may then pass or bid 3♦ to sign off in diamonds)

Responder then decides How High and Where

## And a Wrap-Up

1. Lead your partner's Suit
2. Return the suit your partner led
3. Lead 4th highest of your longest and strongest against NoTrump
4. Lead top of a sequence (3+ cards in NoTrump, 2+ against a suit contract)
5. Don't lead an Ace (unless it is the top of a sequence)
6. Don't underlead an Ace (pick another suit)
7. Lead/Play High-Low from a doubleton
8. Singleton's and/or Doubletons are good leads against a suit contract
9. Use the B O S T O N acronym to help select a card  
**Bottom of Something -- Top of Nothing**

### Don't ever

- underlead an Ace
- lead an unsupported King!!!

## Which Card?

- From all AK combinations, lead the K
- From all other suits with touching honors, lead the top honor: KQ3, J109, QJ103, 10985, KJ1054
- From a 4-card or longer suit without touching honors, lead the 4th best: K9743, 10752, J87643
- From a 3-card suit without touching honors, lead the lowest card: J96, Q43, 865
- From a 2-card suit, lead the highest: 82, J7, Q10

### At the Table

The opponents have bid 1♠ - 3♠ - 4♠. What is your lead?

♠632 ♥942 ♦KQJ7 ♣A43

K♦: lead the top card from an attacking combination

♠Q6 ♥Q92 ♦K104 ♣J6543

4♣ : When no other suit looks safe, lead 4th from your longest suit.

What is your lead after the bidding has gone:

You North East South

1♣ 1♠ 2♥ Pass

4♥

♠1072 ♥642 ♦9843 ♣KQ8

2♣: you should almost always lead your partner's suit and with 3- or more, lead low

♠K4 ♥943 ♦AJ8 ♣97532

K♠: partner has shown strength in spades so leading an unprotected honor is safe. If the King holds, you will follow with the 4 hoping to trump the third round.

♠5432 ♥A74 ♦4 ♣108543

4♦: this is an exception to leading partner's suit. Partner will know you had a good reason for not leading his spades. If he has the diamond Ace, he will take it and lead a diamond back for you to trump.

## Stayman and Transfers after 1 NT

# Cards in Major	Responder's Point Count		
	0-7 points	8-9 points	10+ points
6 or more	Transfer and pass	Transfer and raise	Transfer and bid game
5 cards	Transfer and pass	Transfer and bid 2NT	Transfer and bid 3NT
4 cards	Pass	2♣ Stayman	2♣ Stayman
3 or fewer	Pass	2NT	3NT

### Notes

1. Stayman and transfers can be used after a 2NT opening (or these sequences 2♣ - 2♦ - 2NT/3NT)
2. Don't use Stayman with 0-7 points except when short in clubs (planning to pass opener's rebid).
3. With four hearts and four spades, opener bids 2♥. in response to Stayman, bidding "up the line"
4. Using transfers impacts the meaning of various responses.
5. Some partnerships use also transfers at the four level (Texas Transfers)

## Opening Leads

### To Suit Contracts

You usually want to make a 'safe' opening lead that will set up tricks for your side without giving declarer extra tricks.

*When leading to a suit contract, your general order of preference can be:*

1. A singleton (hoping partner can lead the suit back for you to trump)
2. A suit partner has bid (lead low if you have 3+ cards, lead high from 2 cards)
3. A suit that offers a good attacking combination - two or more touching honors (KQ10x, QJ10, AKxx, J109)
4. Your longest suit - lead low if you don't have touching honors
5. A suit the opponents have not bid
6. If there are no unbid suits, choose a suit dummy has bid
7. Trump if you have no other safe lead or if declarer has shown a two-suited hand

*When leading to a suit contract **avoid**:*

1. Leading an unsupported Ace if you have another safe lead
2. Underleading the Ace (don't lead a small card from a suit headed by the Ace)
3. Underleading broken honor combinations (KJxx, Q10x) unless it's in partner's suit
4. Leading a suit declarer has bid unless you're leading trump.

### To NoTrump Contracts

You usually want to make an attacking opening lead to set up tricks in your long suit.

*Your first choice of lead should be: **fourth-best** card (count down from the top) from your longest and strongest suit **unless**:*

1. Partner has bid a suit. You should then lead his suit.
2. Your long suit is one the opponents have bid. You should then choose your longest unbid suit or a suit dummy has bid.

3. Your long suit has three or more touching honors (KQJx, QJ10x, AQJ10x, J109x, etc) You should lead an honor to make sure you force declarer to win with the highest card possible.

*When leading to a No Trump contract, avoid:*

1. Leading a short suit unless it is a suit partner has bid
2. Leading Aces or "unprotected" high cards, especially in your short suits
3. Leading a suit declarer has bid

### Guidelines

1. **Lead the top of honor sequences:** with three or more to an honor (A, K, Q, J), lead the top one.
2. **Lead your partner's suit** if partner has bid, lead that suit unless you can name a specific good reason not to (your odds of being right are above 80%)
3. **Don't lead 'highest' of your partner's suit automatically:** you'll often give away a trick to declarer on your right. Don't lead K with Kxx in partner's suit for example - you'll lose to Qxx in declarer's hand.
4. **At NoTrump, lead 4th best from your longest suit.**
5. **Lead the right card:** low from three to an honour (A, K, Q, J); high from any doubleton, middle or low from three small (in order to play higher next and signal count)
6. **Lead through strength and toward weakness:** lead the suits that the person bidding after you has bid - those where he has strength. If his suit is solid, you haven't given anything away. If it's got holes, you might get a trick immediately.
7. **Lead trump:** if other leads will hurt your defense, lead trump. There's not a thing wrong with it. If you suspect a ruffing plan by declarer, lead trump every chance you get.
8. **Don't lead away from an Ace, King, or Queen:** sometimes you can't help it, but try not to.
9. **Lead unbid major suits:** especially if they have ended up in a minor suit contract.
10. **Lead to remove entries from dummy:** you might be able to stop declarer from running a side suit.