

A Revision Lesson

Topics you may meet in today's hands:

Bidding

Benji Strong two openings

When you open 2♣ it shows 8 playing tricks or 21/22 balanced

When you open 2♦ it shows 23+ or a game forcing hand

Cue Bidding

When investigating a slam, cue bid your lowest first round control

Jacoby 2NT

When partner opens a major and you have 4 card support and a game forcing hand

Making up a bid (bidding a 3 card suit)

Sometimes you have to make up a bid so you have to bid a three card suit - only do this in a minor!

Overcalling

Use the suit quality test to determine whether you should overcall

Playing in No Trumps for a better score

Remember 10 tricks scores better in No Trumps than in a major. 6NT scores better than 6 of a major

Responding to a Benji two opening

Respond 2♦ to 2♣. Respond 2♥ to 2♦

Red suit transfers over 1NT and 2NT

Diamonds is a transfer to hearts. Hearts is a transfer to spades

RKCB (1430)

5♣ = 1/4 Key cards 5♦ = 3/0 Key cards 5♥ = 2 without trump queen 5♠ = 2 with trump queen

Asking for the Queen of trumps

Next suit up that isn't trumps asks for the trump queen

Asking for side suit Kings

5NT (after 4NT) asks for side suit kings

Declarer Play

Counting your winners

Where will you take tricks. How can you make extra?

Counting your losers

Where will you lose tricks? Which losers can be avoided

Creating entries

How can you make sure one hand or the other has entries to its winners?

Discovering the opponents' distribution

As you play the hand think about how many of each suit an opponent has

Don't play too quickly at trick one

Many contracts are defeated because declarer plays too quickly on the first trick

Drawing trumps

Always draw small trumps *if you can afford to*

Ducking to exhaust one defender of a suit

Hold up a high card until one defender has run out of a danger suit

Ducking an early round in a suit so the rest are good

Lose an early trick in a suit to ensure the rest are good

Keeping the danger hand off the lead

Lose the lead to the safe hand, not the danger hand

Planning

VITAL - always do this before you play a card at trick one

Play at pairs and teams is sometimes different

At teams making the contract is the priority. At pairs the number of tricks is vital

Playing with the odds

Where is a high card more likely to be?

Ruffing high to prevent an over-ruff

If you can afford it, ruff high to prevent the defenders scoring a small trump

Rule of 11

Subtract a 4th highest lead from 11 to know how many cards there are higher than it in the other three hands

Setting up a suit by ruffing the opponents' winners

You can set up your long suit if you ruff the opponents' winner(s) and leave just your cards in the suit

Unblocking

Throw a high card away so that the other hand can take trick(s) in a suit

What can go wrong?

VITAL - Having made a plan, what could go wrong?

Defence Play

Don't play too quickly at trick one

Many contracts are let through because defenders play too quickly on the first trick

Giving count to partner

HELO - High Even, Low Odd - peter with an even number, play upwards with an odd number

Holding up

Hold up a high card in NT to prevent declarer taking tricks in that suit

Leading top of a sequence

With a sequence (or an interior sequence) headed by an honour, lead top-of-a-sequence

Leading 4th highest from a broken suit containing an honour

Lead 4th highest generally, but second highest from rubbish

Leading partner's suit

If partner bids a suit always consider leading it, and often do

Hand 1

Things to note from Hand 1:

Sometimes you have to bid a three card suit to ensure partner bids again

Plan how you are going to take your tricks

Think about unblocking a suit so that entries are in the correct hand

Sometimes delay drawing trumps

Hand 2

Things to note from Hand 2:

Plan where you are going to take your tricks

Don't take the obvious winner without thinking first

Hold up a particular suit if necessary

Which hand is the danger hand? Who can declarer afford to lose the lead to?

Hand 3

Things to note from Hand 3:

Think about giving up a trick early in a suit so the rest are good

Have a rough idea of percentages for distributions

3-2 split is 67.8%, 4-1 split is 28.3%, 5-0 split is 3.9%

Play at pairs and teams is sometimes different

Hand 4

Things to note from Hand 4:

Benji strong twos and responses

RKCB and responses. Asking for side suit kings

Possibly playing in NT for a better score

Setting up a suit by ruffing out the opponents' winners

Hand 5

Things to note from Hand 5:

Planning

Not playing too quickly at trick 1

Signalling to partner your length in a suit

Creating an entry to a weak hand

Hand 6

Things to note from Hand 6:

Jacoby 2NT. RKCB

Counting your winners

Delaying drawing trumps

Getting rid of your losers

Hand 7

Things to note from Hand 7:

Counting your winners

Keeping the danger hand off lead

Play at pairs and teams is sometimes different

Hand 8

Things to note from Hand 8:

Red suit transfers

Suit quality test for an overcall

Leading partners suit

Counting your winners and losers

Look at the opponents' distribution