

Bridge for Beginners

Class 1

SMALL DESCRIPTION OF THE RULES
INTRODUCTION TO AUCTION

Small description of the rules

GAME OF TRICKS WITH A PARTNER

OBLIGATION TO FOLLOW THE SUIT PLAYED

AUCTION TO CHOOSE THE TRUMP SUIT

THE GAME WITH DUMMY

What is a trick



W

N



E

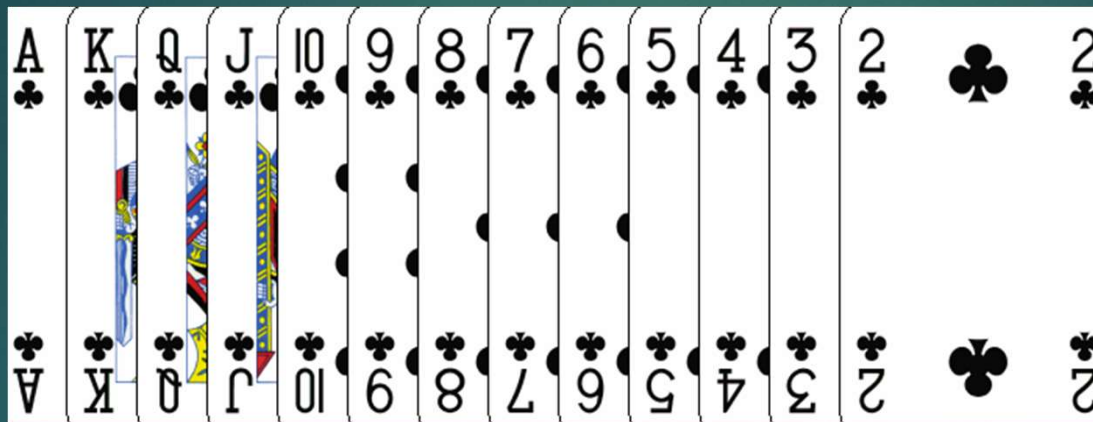


S



The player in South won this trick.

The card order



The trump suit

It's the most important and will prevail over the other suits.

An example considering hearts as the trump suit.



W



N



E



S

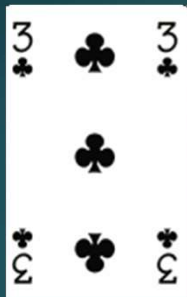


South won the trick because he played the highest trump.

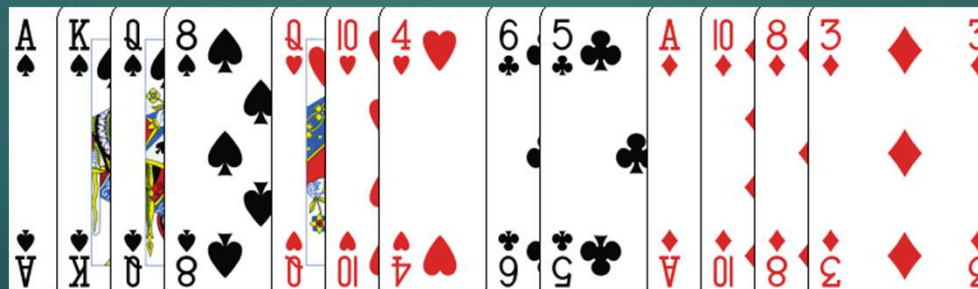
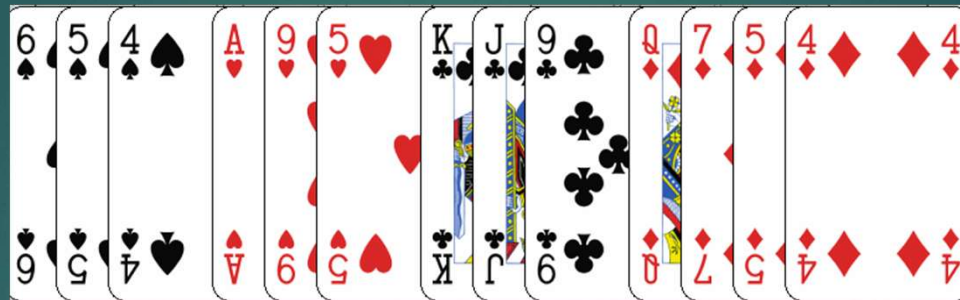
Contract

3NT

Lead



The play with dummy



After the lead dummy player exposes his hand on the table.

All players can now see two hands, the dummy and their own.

The play with dummy



The player that exposes his hand on the table (dummy) doesn't play in this phase, his partner becomes responsible to play for both sides.

The presence of an extra game in the table makes life easier for all players but raises the degree of responsibility to play well !

Areas to study in bridge

The auction

Declarer play

Defense

The auction

Each player will offer tricks to propose the trump suit

Examples:

1 ♦



7 tricks with diamonds as trump suit.

3 ♠



9 tricks with spades as trump suit.

7NT



13 tricks in no trump.

The hierarchy of suits

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
5♣	5♦	5♥	5♠	5NT
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

Clubs is ranked the lowest.

No trump is the highest ranked suit.

Example of an auction

West	North	East	South
	1 ♦	pass	1 ♠
2 ♥	2NT	pass	3NT
pass	pass	pass	

The final contract is 3NT. The North-South line makes the promise to make 9 tricks in No Trump.

The objectives of an auction

- Choose the trump suit(can be no trump)
- To decide if the partnership will play a part-score, game or a slam contract.

1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	
4♣	4♦			

Part-score contracts

4♥	4♠	3NT
5♥	5♠	4NT
5♣	5♦	5NT

Game contracts

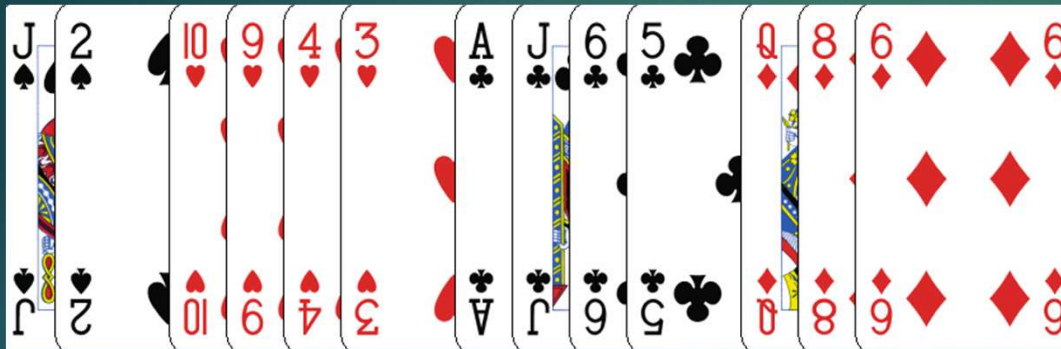
6♣	6♦	6♥	6♠	6NT
7♣	7♦	7♥	7♠	7NT

Slam contracts

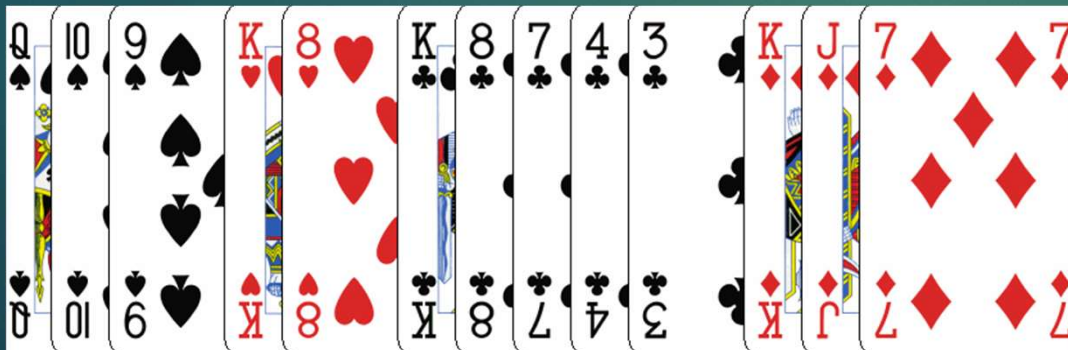
Hand evaluation

What is a good or a bad hand?

A



B



Hand B seems better , but how can we quantify that in a way our partner may easily understand ?

High card points



4 points



2 points

The total high card points in a deck is 40.



3 points



1 point



End of 1st lesson

Pedro Miguel Durão

March 2022



Class 2

Level 1 openings

Planning the game in No Trump

The finesse

High card points needed to play a game or slam contract.

They vary depending the contract.

3NT 4♥ 4♠

25/26

5♣ 5♦

27/28

6♣ 6♦ 6♥ 6♠ 6NT

32-33

7♣ 7♦ 7♥ 7♠ 7NT

36-37

These are reference values that will be reformulated when we learn the distribution points later on.

During the auction, bids give partner information about the high card points until one of the players can make a decision to play a part score, game or slam.



Level 1 openings

In a suit

12 to 19 points (if we have less, we should pass initially)

We choose the suit with more cards.

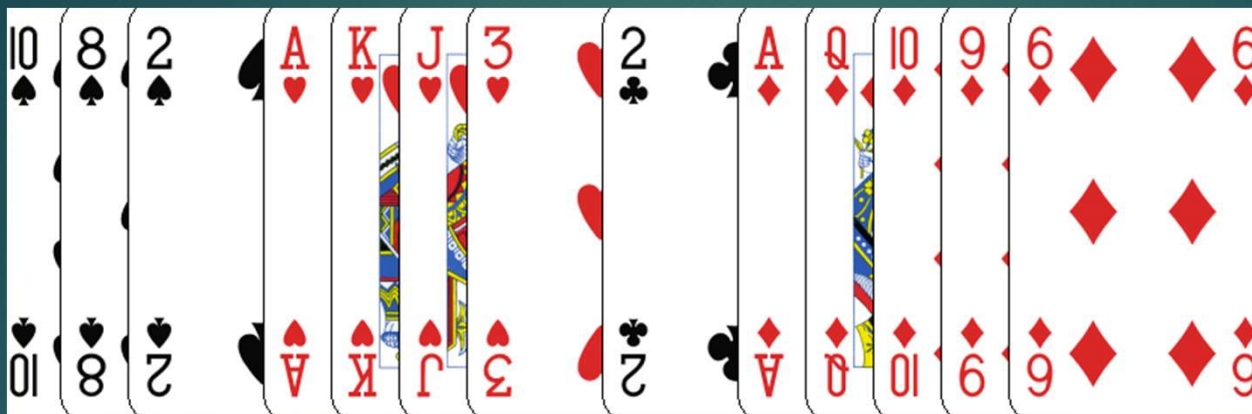
In case of a tie, preference should be given to the highest rank suit.

To open in the major suits( and ) we need a minimum of 5 cards in that suit.

We are allowed to open in the club suit with a minimum of 2 cards if other bids are unavailable.

No Trump 15-17 points with a balanced hand.

Examples of openings

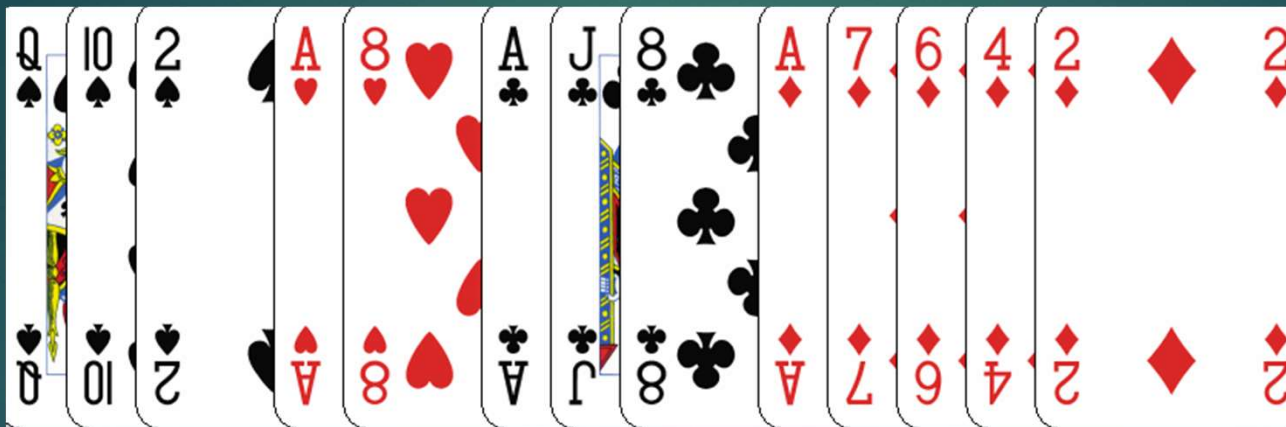


$$8 + 6 = 14 \text{ points}$$

Longest suit : diamonds

Opening : 1♦

Examples of openings



$$2 + 4 + 5 + 4 = 15 \text{ points}$$

Balanced hand (minimum of 2 cards in each suit)

Opening : 1NT

Declarer play

It's the game phase where we will try to fulfill the promise our partnership made during the auction.

Planning the game in No Trump

1 – Counting our immediate winners

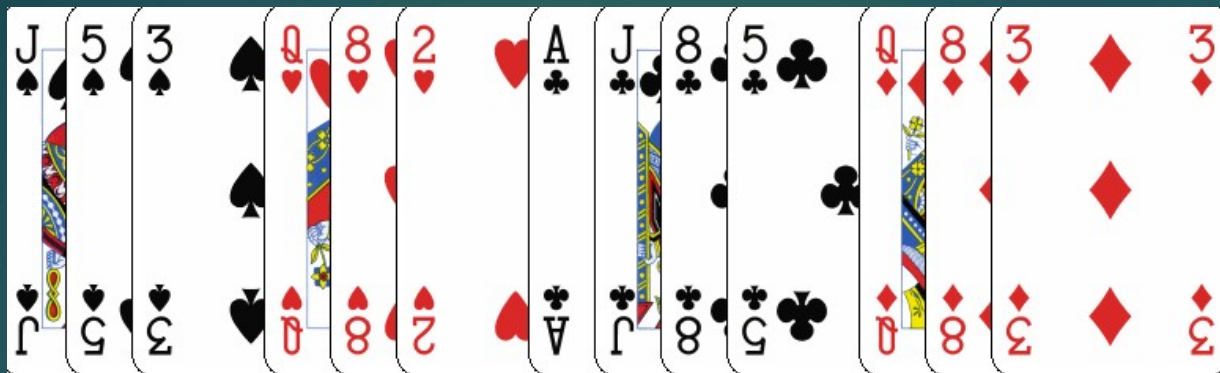
2 - Identifying potential tricks

Card play techniques in no trump

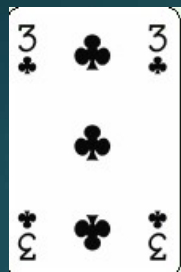
- ▶ Promoting intermediate honors (example: KQJ ou QJ10).
- ▶ Establishing a long suit (with 7+ cards between both hands).
- ▶ Make a successful finesse.

3NT

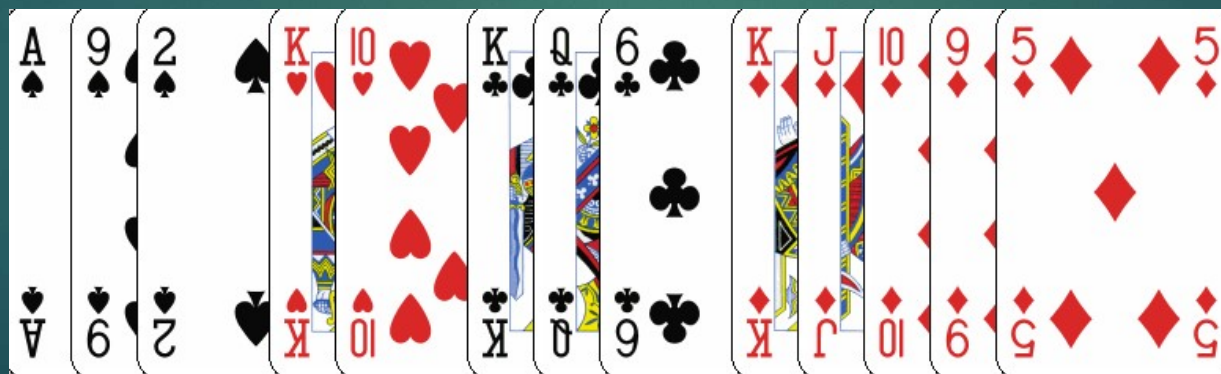
Lead



We have 5 immediate winners.



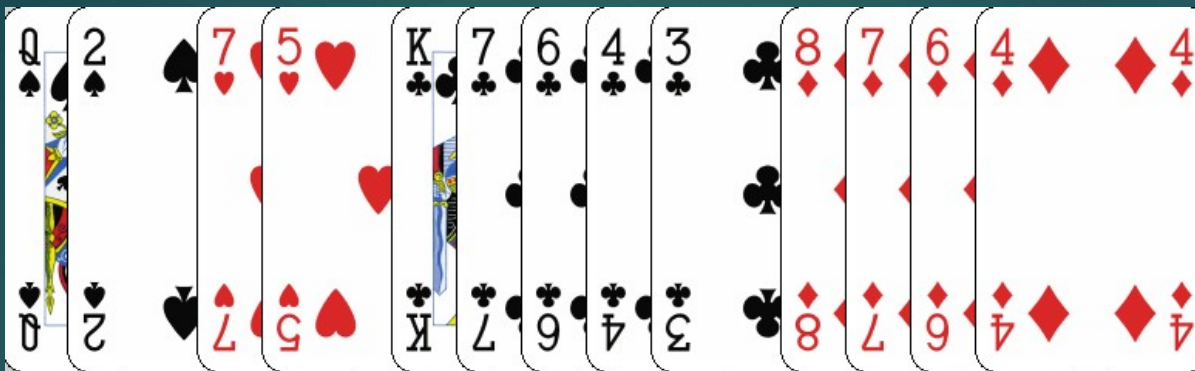
The Diamond suit will generate 4 additional tricks.



Contrato

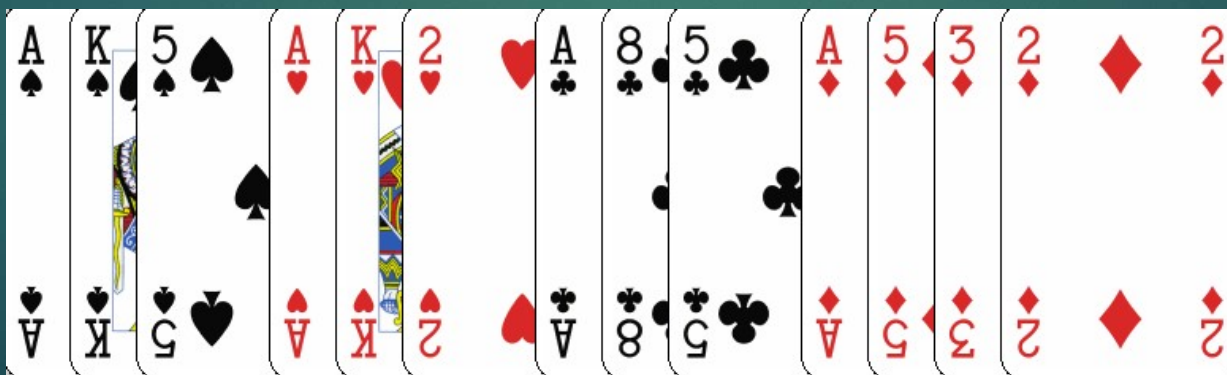
3NT

Lead



We have 7
immediate tricks

The club suit will generate
2 additional tricks.



The finesse

Try to make use of a good positioning of a card in relation to a higher one from the opponent.

♥ K3

We will play the 4 from our hand and risk the king if the ace doesn't show up.

♥ 74

We have a 50% chance of success.

♥ A Q 4

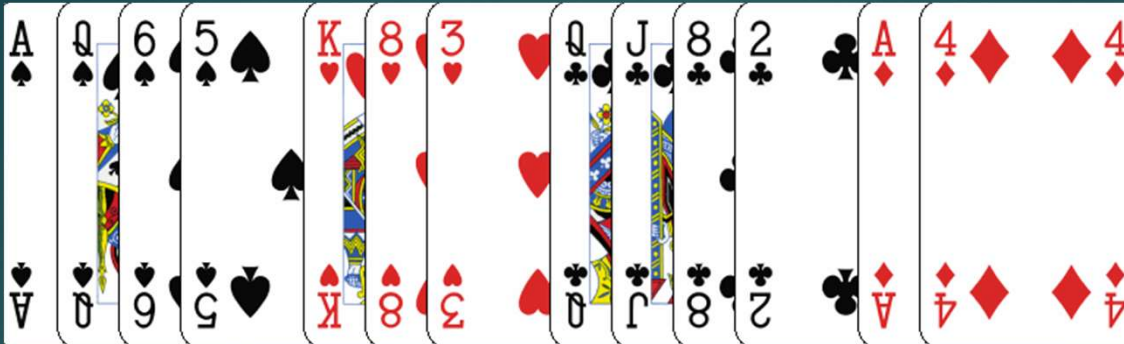
Here we will play the 2 and risk the queen.

♥ 5 3 2

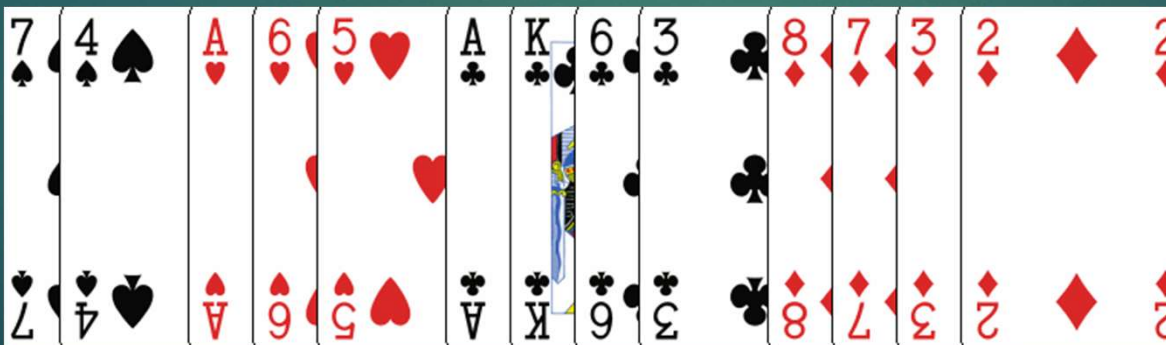
Again, we have a 50% chance of success.

3NT


Lead



We have 8
immediate
tricks.



If the queen of
spades finesse is
successful we will
reach 9 tricks.



End of 2nd lesson

Pedro Miguel Durão

March 2022



Lesson 3



Answering the 1NT opening

Card play in trump contracts

Answers to the 1NT opening

This opening promised 15-17 points and a balanced hand.

Without interest in the major suits	0-7 points	Pass	There are no hopes to reach the 25 points.
	8-9 points	2NT	Inviting partner to bid 3NT if he has 16-17 points.
	10-15 points	3NT	We are assured of 25 points between the two hands, so we bid game.

With at least four cards in  or 

This will be studied later

Planning the play in trump contracts

- 1 – Choose the hand with more trumps to make the game plan.
- 2 - Identify the losing tricks.

Trump contract techniques

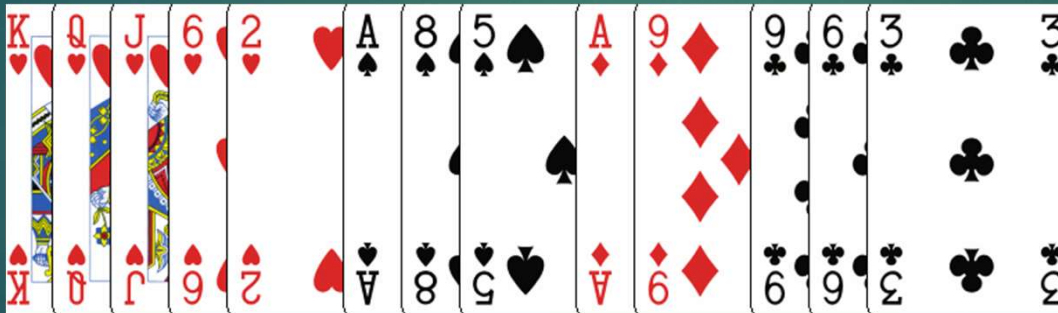
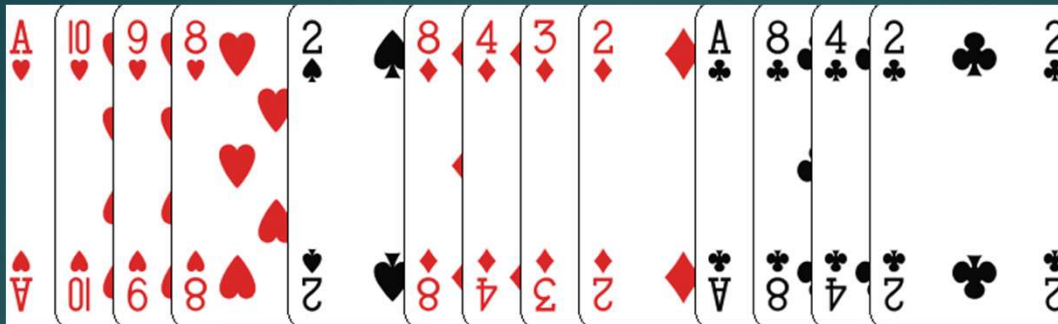
- ▶ Ruff the losers with the shorter trump hand(usually the partner).
- ▶ Discard the losers in winning tricks from partner.
- ▶ Make a successful finesse.

As a general rule we should **start the play pulling trumps from opponents**, unless some dummy trumps are needed to make ruffs, we have too many fast losers or other specific situations.

Contract



Lead



Losers

Hearts : 0

Spades : 2

Diamonds : 1

Clubs : 2

Total : 5

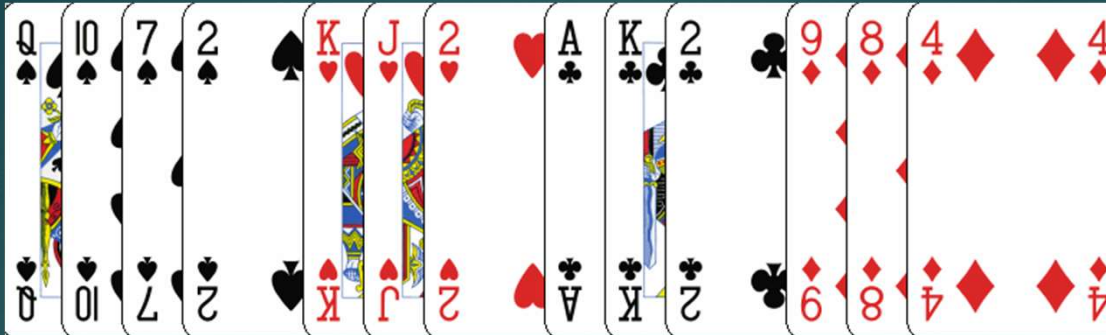
Plan to reduce the number of losers:

Ruff the spade losers in dummy.

Contract



Lead



Losers

Spades : 1

Hearts : 0

Diamonds : 2

Clubs : 0

Total: 3

Plan to reduce losers

Discard the diamond losers on the extra winners in clubs and hearts from dummy.



Beware of the fast losers !



End of 3rd lesson

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March 2022

Lesson 4

Answers to the opening of  or 

Introduction to defence play

Answers to the opening of 1♥ or 1♠

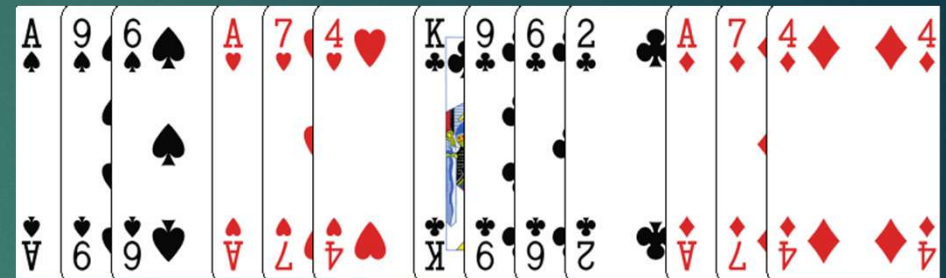
If we have a fit, we should support partner's opening suit.

What is the fit ?

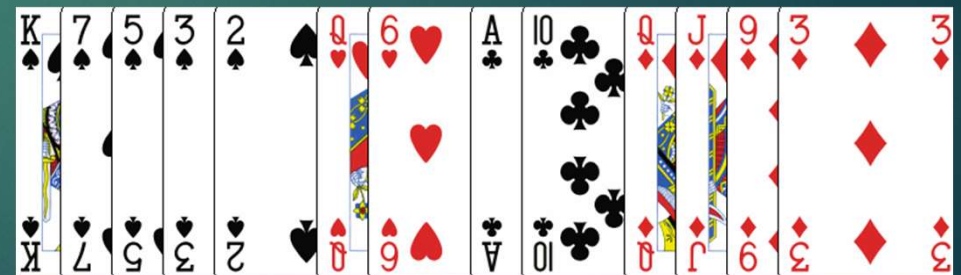
Without a fit, we will announce our best suit or bid no trump.

To have a fit the partnership must have at least 8 + cards in a suit.

N



NS has a fit of 8 cards in spades



S


Answers to the opening of or

With fit with partner (3+ cards in his suit)

Example :

West	North	East	South
	1♠	pass	??

7♠	6♠	3♠	♠	A♥	8♥	4♥	♥	K♣	3♣	♣	J♦	9♦	6♦	4♦	2♦	♦	2♦
7♥	6♥	3♥	♥	A♠	8♠	4♠	♠	K♥	3♥	♥	J♣	9♣	6♣	4♣	2♣	♣	2♣

We have support in the minimum zone, our bid is 

Answers to the opening of or

With fit with partner (3+ cards in his suit)

0 to 5 points - Pass

There isn't hope for the partnership to reach the 25 points needed for game.

6 to 10 points -  / 

Minimum support

11-12 points -  / 

Medium support

13-16 points -  / 

Maximum support

With a fit and a guarantee of a minimum of 25 points we bid game directly.

Answers to the opening of or

Without a fit with partner

6 to 10 points- Bid a new suit at level 1 or bid 1NT

11+ points - Bid a new suit at level 1 or 2 if necessary

11 to 12 points balanced hand – Bid 2NT

13 to 15 points balanced hand – Bid 3NT

The answer of 1NT is a “break bid” trying to avoid the rise of the auction without a fit.

We will just bid our suit at level 2 if we are unable to do it at level 1.

Introduction to defense play

Defensive play is considered the hardest part in bridge.

The main objective for defenders is to prevent declarer from fulfilling his contract .

Declarer can see both his hand and partner's.

Each defender can see their hand and dummy having a diminished perception of what's going on.

Example : If in a contract of 3NT declarer just make 7 tricks, we say "he went down two".

There are several strategies for defenders , some of which will be learned throughout this course.

Defensive strategies in no trump contracts

Establishing a long suit.

As a general rule the chosen strategy will influence the choice of the leading card.

Promoting intermediate honours.

General rules for the leading card

Choose our longest suit.

Interfering with declarer plan.

If we have a sequence like KQJ ou QJ10 we should lead the highest card.

Without a sequence , but a high card we should lead our 4th best.

Examples

With K 7 5 3 - lead the 3

With Q 8 6 4 2 - lead the 4



End of 4th lesson

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April 2022



Lessons 5/6

Distribution Points

Opener rebid

Defensive strategies in suit contracts

Defence – Third hand play


Answers to the opening of or

To give partner the fit is no long a priority !

To announce our best suit is now more important.

If we are unable to find a fit in a major suit, we can give him the fit on a second opportunity.

West	North	East	South
	1♦	pass	??
3♠ 2♠ A♥ 10♥ 3♥ 2♥ Q♣ 10♣ K♦ 10♦ 9♦ 5♦ 3♦ 3♦ 2♠ A♥ 10♥			

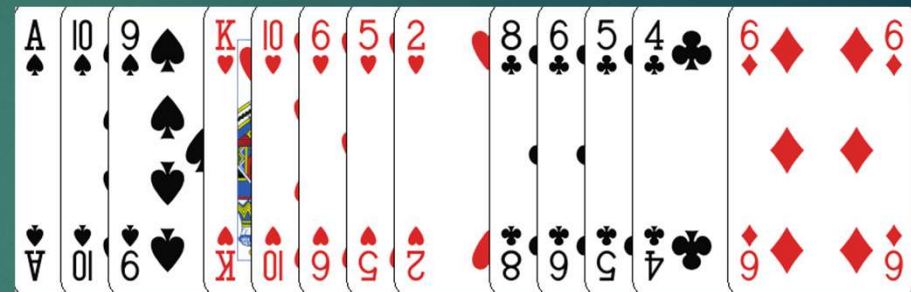
On this example our answer should be  despite the fact we have excellent support in the diamond suit he has announced.

Distribution Points

Extra points added to honour points (Ace – 4, King – 3, Queen -2, Jack -1).

An example

They are used to put a value on the ruffing potential of a hand in a suit.



Doubleton – 1 point

Singleton – 2 points

Void – 3 points

These points can only be counted when we are assured to be playing in a suit contract.

Considering partner opened 

We have 7 honour points but can add 2 extra points for having just one Diamond.
So, our hand is now evaluated with 9 DH points.

Opener Rebid

In his second bid opener will try to give additional information about his shape and honour strength.

In terms of shape he can :

Support partner's suit.

Announce another suit of 4+ cards.

Repeat his opening suit (with 6+ cards).

Bid no trump with a balanced hand.

In terms of honour strength (points) he can:

Bid at the cheapest level : minimum zone.

Make a jump to show extra strength

These are the general rules but there are exceptions.

Opener point zones

Supporting partner's suit

Minimum 12-16 DH

Cheapest level

Medium 17-18 DH

Jump bid

Maximum 19-21 DH

Double jump bid

Bidding a new suit

Minimum 12-16 H

Cheapest level

Maximum 17-19 H

Jump bid

You don't need to memorize this !

There are several exceptions that will be explained during the course

Opener point zones

Rebidding the opening suit

Minimum 12-16 H

Cheapest level

Maximum 17-19 H

Jump bid

Showing a balanced hand

Minimum 12-14 H

Cheapest level

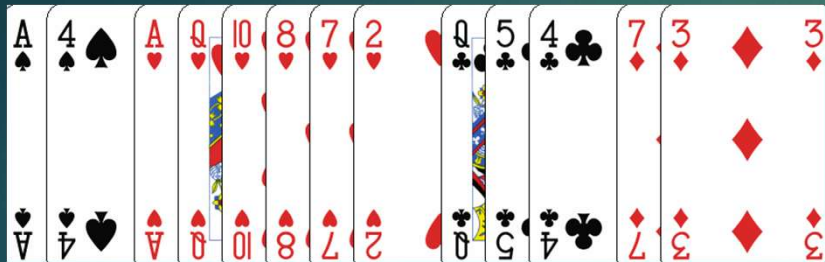
Maximum 18-19 H

Jump bid

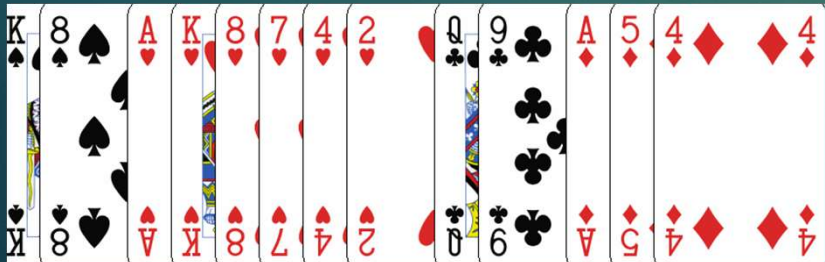
You don't need to memorize this !

Examples

West	North	East	South
pass	1 ♠	pass	1 ♥
			??



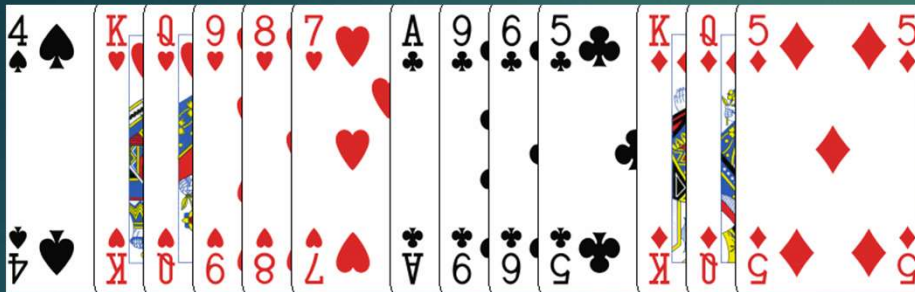
We have 6 cards in hearts and a minimum hand, our bid is **2 ♥**



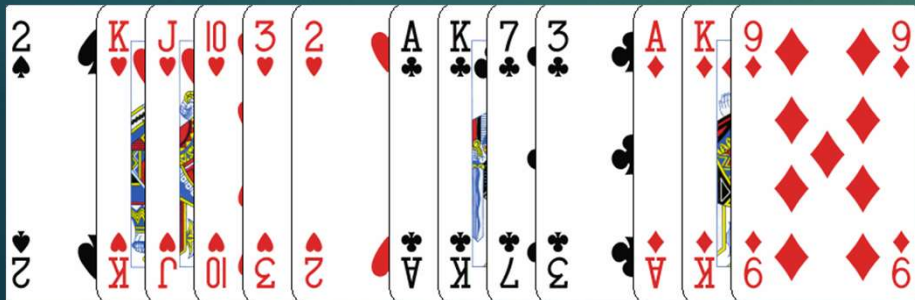
This hand is stronger, we must give a jump in our bid **3 ♥**

Examples

West	North	East	South
pass	1 ♠	pass	1 ♥
			??



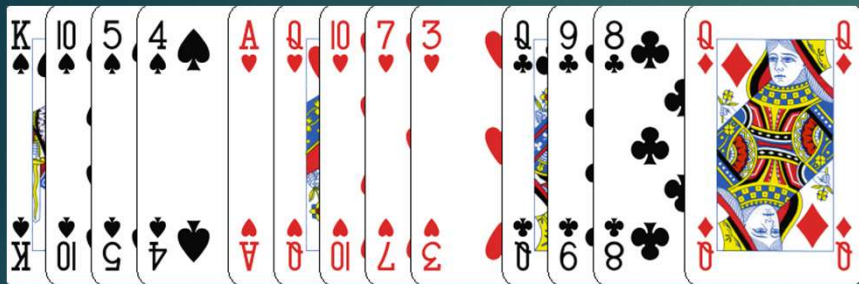
We will announce our second suit, since we are in the minimum zone our bid is **2♣**



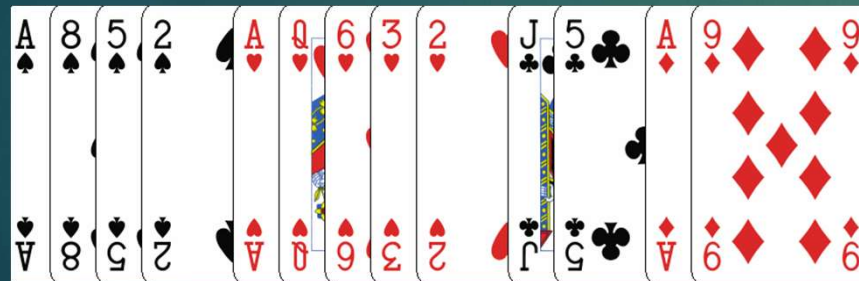
Here we must jump to show partner we are maximum : **3♣**

Examples

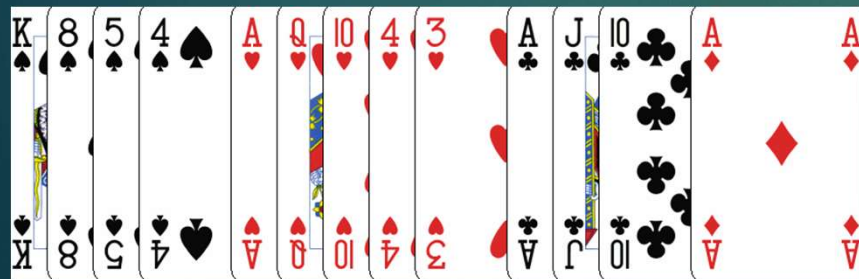
West	North	East	South
pass	1 ♠	pass	1 ♥
			??



With a minimum opening we will support partner's suit at the cheapest level. **2 ♠**



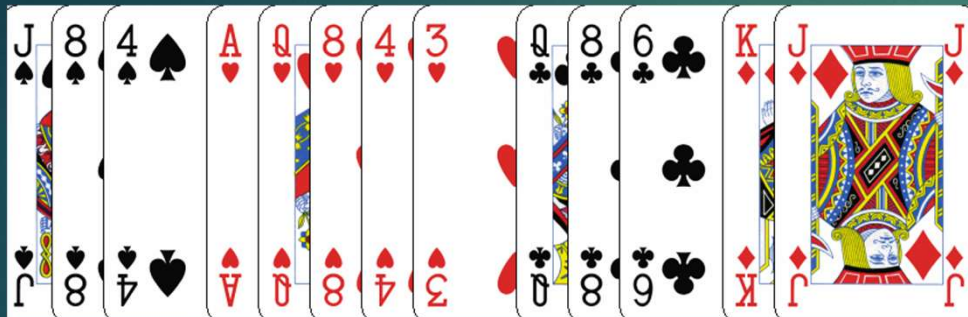
When we support partner's major suit we have space to show a medium hand. **3 ♠**



We are maximum and want to bid game even if partner has just 6 points. Our bid is **4 ♠**

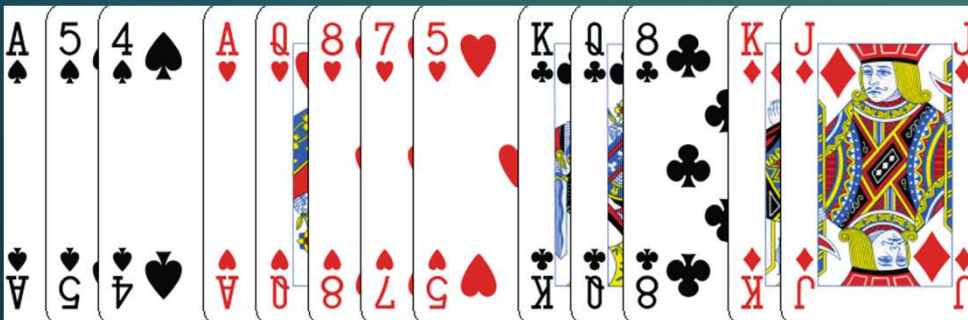
Examples

West	North	East	South
pass	1 ♠	pass	1 ♥
			??



We don't have support for partner, a second suit or extra cards in our first suit.
This is a balanced hand.

Our bid should be **1NT**



A similar hand but stronger,
we must jump to **2NT**

Defensive strategies in suit contracts

Establish a long suit is no longer the main plan because now declarer can ruff our winners.

This way the main defensive strategies are:

Making ruffs before declarer pull our trumps.

Promoting intermediate honours.

Disrupt declarer plans.

General rules for the lead:

Usually we should avoid lead a suit bid by the opponents.

Lead a singleton or a suit having AK are considered the best leads.

We shouldn't lead an ace if we don't have the king !

Sequences like QJ10 ou KQJ are also excelente leads.

When we don't have a sequence we should use the rule "1st, 3rd and 5th".

Examples

With 9 4 lead the 9

With 9 7 5 lead the 5

With 9 7 5 3 lead the 5

With 9 8 7 6 4 2 lead the 4

Defence – Third hand play

Third hand play is when our partner played a card and it's our turn.

The general rule is to play our highest card trying to win the trick.

There is an important exception when we want to keep a high card in our hand to cover a dummy or declarer honour.

Rules to play sequence cards (like QJ10 ou KQJ)

When leading (1st position) we should play the highest card of the sequence.

In 2nd,3rd and 4th position we should play the lowest card of the sequence.



End of 5/6th lessons

Pedro Miguel Durão

April 2022



Lesson 7

Responder second bid

Training of complete auctions

Defence - Second hand play

Responder second bid

If we are still missing data to decide the final contract, we should continue describing our hand to partner.

Minimum zone: 6-10 points

We will bid at the cheapest level.

Medium zone: 11-12 points

We will make a jump bid to make a difference from the minimum zone.

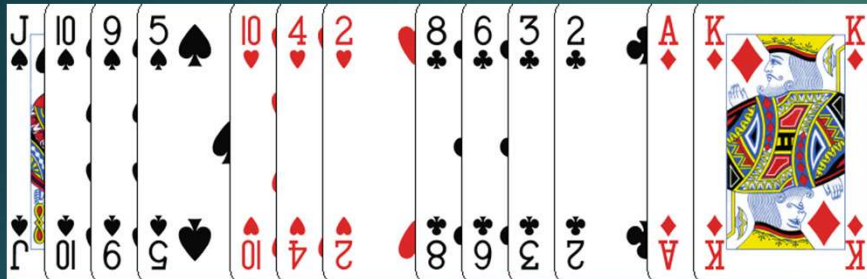
Maximum zone: 13+ points

We bid game or make a forcing bid forbidding partner to pass on this round.

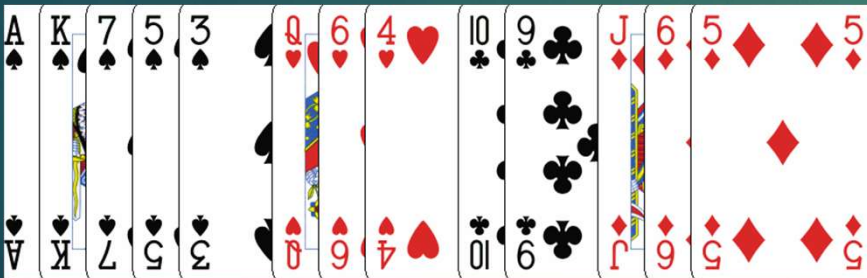
Advanced subject

Examples

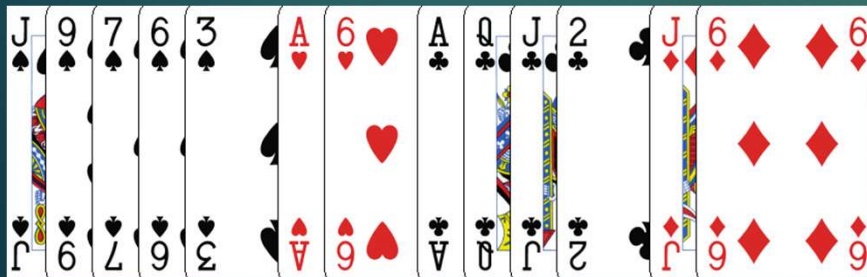
West	North	East	South
	1♦	pass	1♠
pass	2♠	pass	??



Partner has a minimum hand so we cannot reach the 25 points. Our bid is **pass**



Now we have a better hand, it's possible our partnership can reach the 25 points. We should invite partner to game bidding **3♠**

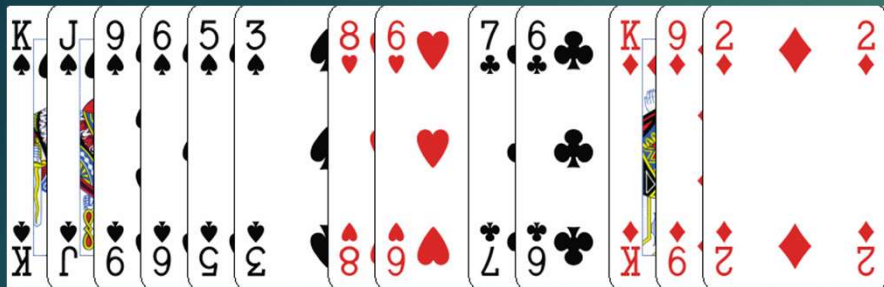


Since partner promised a minimum of 12 points we have at least 25 points, so we can bid immediately game with **4♠**

Examples



West	North	East	South
	1♥	pass	1♠
pass	2♣	pass	??



We want to repeat our spades, since we are in the minimum zone our bid is **2♠**



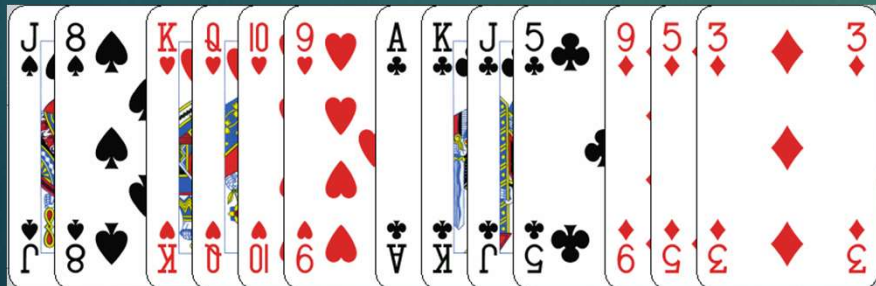
We also want to repeat the spades, but with a stronger hand our bid should be **3♠**

Examples

West	North	East	South
	1 ♠	pass	2 ♣
pass	2 ♦	pass	??



We didn't find a fit with partner. We must look for a No trump contract, since we aren't sure of having 25 points we will invite with **2NT**



A similar situation, but now we are assured of 25 points between the two hands. Our bid will be **3NT**

Answers to partner opening at level 1

A

Opening in a major suit

Without fit → Bid another suit
→ Bid No Trump

With a fit → Support partner

Level 1 – 6 + HCP

Level 2 – 11+ HCP

1NT 6-10 HCP

2NT 11-12 HCP

3NT 13-15 HCP

6 - 10 DH Level 2

11-12 DH Level 3

13-16 DH Level 4

B

Opening in minor suit

Give preference to bid another suit.

C

Opening in 1NT

→ No interest in major suits
→ With interest in major suits

Pass 0-7 HCP
2NT 8- 9 HCP
3NT 10-15 HCP

Subject to be adressed later in the course

Defence – second hand play

Second hand play is when declarer or dummy played and it's our turn.

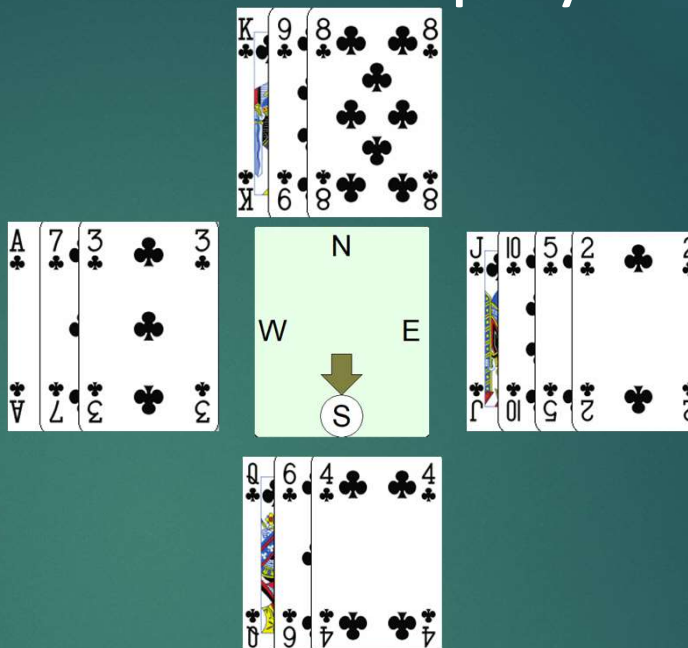
Since partner hasn't played yet, the general rule is to play a low card.

The main exceptions are:

We want to assure an immediate trick.

Applying the principle "honour over honour".

We have a sequence and want to guarantee a future trick.



If south plays the 4, west should avoid playing the ace at once because that would guarantee two tricks to the opponents.

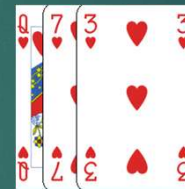
Never generalize these kind of rules!

“Honour over honour”

This is an important general rule in defensive play.
(With some exceptions!)

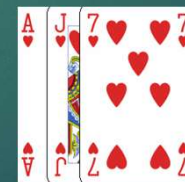
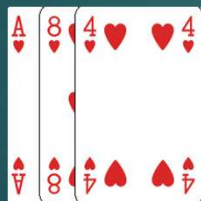
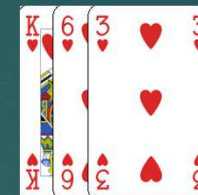
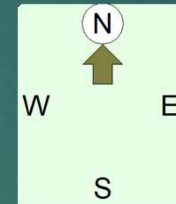
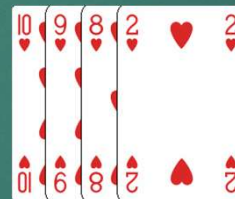
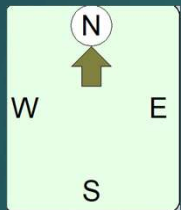
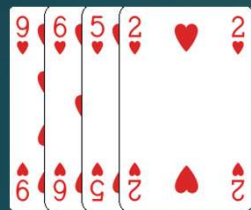


If North plays the queen it's obvious
East should play the king to avoid
offering a trick to the opponents.



When the queen is played it's
not so obvious to East that he
must play the king.

“Honour over honour”



In this example if East
doesn't play the king, E-W
will make 0 tricks in the suit.



End of 7th lesson

Pedro Miguel Durão

May 2022

Lesson 8

Introduction to competitive auction

Introduction to competitive auction

Overcall – To bid after opponent

Overcalls can be :

Examples

a) In a suit

West	North	East	South
		1 ♥	1 ♠

b) No trump

West	North	East	South
		1 ♠	1NT

c) with a double

West	North	East	South
		1 ♦	dbl

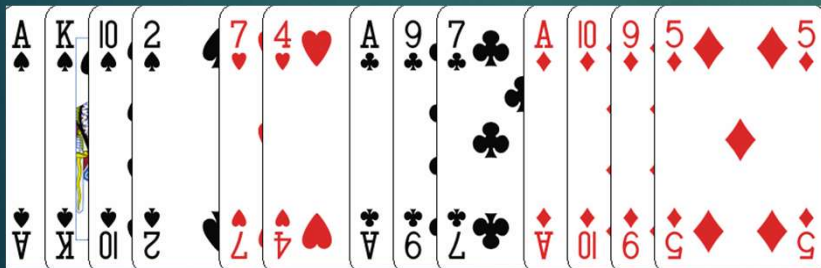
The double

When bridge rules were developed the double was intended to punish opponents if they overbid during the auction.

Penalties for failing to make the contract are aggravated after a double.

Example

West	North	East	South
1 ♠	pass	3 ♠	pass
4 ♠	pass	pass	??



South isn't 100 % sure he will make 4 tricks, but feels it's highly probable opponents will fail their promise to make 10 tricks so he will double the contract.

This is the "classic" punitive double.



The double

Over the years additional utilities were found for the double

In modern times everytime the contract is under game level and partner hasn't bid most doubles **aren't punitive**.

Usually they show a hand that wants to dispute the auction asking partner to bid his best suit in order to find a fit.

Examples

West	North	East	South
		1 ♦	dbl

West	North	East	South
		1 ♥	pass
2 ♥	pass	pass	dbl

West	North	East	South
	1 ♥	1 ♠	dbl

These doubles aren't punitive

Suit overcall

At level 1 promises around 8-16 points.

At level 2 around 10-16 points.

We need a minimum of 5 cards in the suit for a level one overcall.

And a minimum of 6 cards for most of overcalls at level two.

The lower our point count, the higher our suit quality should be.

We need less points to make an overcall than to open the bidding.

West	North	East	South
		1 ♦	1 ♠
A ♠ K ♣ J ♣ 7 ♣ 6 ♣ A ♥ K ♥ J ♥ 7 ♥ 6 ♥	9 ♥ 8 ♥ 7 ♥ 6 ♥ A ♠ K ♣ J ♣ 7 ♣ 6 ♣ A ♥ K ♥ J ♥ 7 ♥ 6 ♥	9 ♣ 4 ♣ A ♥ K ♣ J ♣ 7 ♣ 6 ♣ A ♥ K ♥ J ♥ 7 ♥ 6 ♥	5 ♦ 2 ♦ A ♠ K ♣ J ♣ 7 ♣ 6 ♣ A ♥ K ♥ J ♥ 7 ♥ 6 ♥

In this example we have just 8 points but we have a good suit quality.

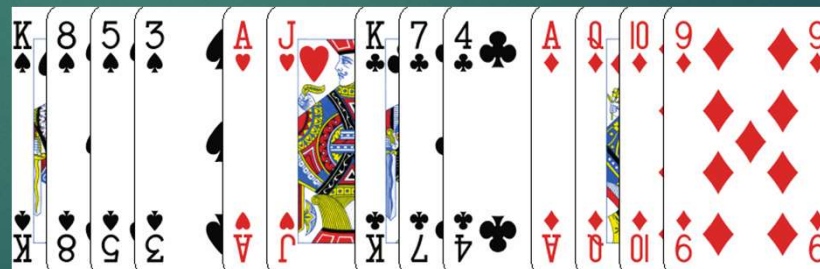
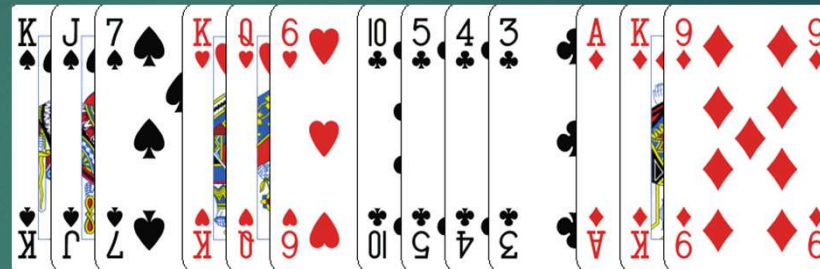
The 1NT overcall

It promises a balanced hand as the 1NT opening.

The point count range is similar: 15-18

But we have the obligation of having a stopper in opener's suit.
This means we guarantee partner they won't easily make all tricks in their suit after the opening lead.

West	North	East	South
		1 ♠	1NT



Both games respect the rules for a 1NT overcall.

The double overcall

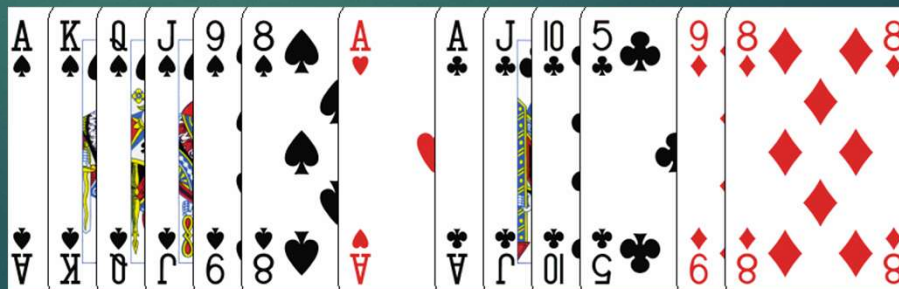
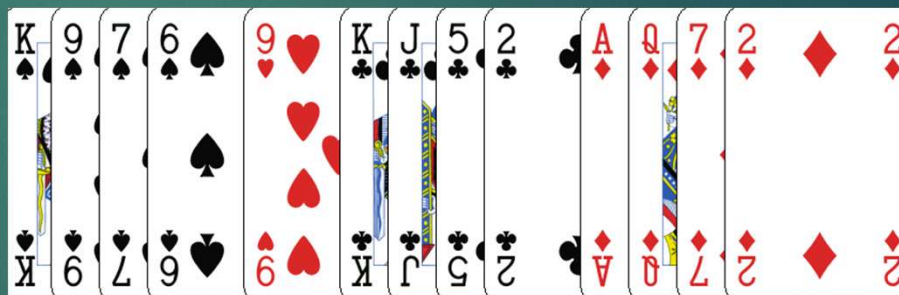
It can have two meanings:

1 – In the majority of cases promises a hand with opening values (12+) and asks partner to choose his better suit.

We should have a minimum of 3 cards (ideally 4) in all unbid suits.

2 – In some situations the double can be made with a hand of 17+ points, too strong for a suit overcall.

West	North	East	South
		1 ♥	dbl



Answering partner's double

Assuming partner's opener passes the double, our answer should be :

0-8 points DH : Bid our best suit at the cheapest level.

9-11 DH : Make a jump bid in our best suit.

12+ DH : Make a "cue bid" bidding opponent's suit.

With a balanced hand and a stopper in opener's suit we can make a No Trump bid with a minimum of 8 points.

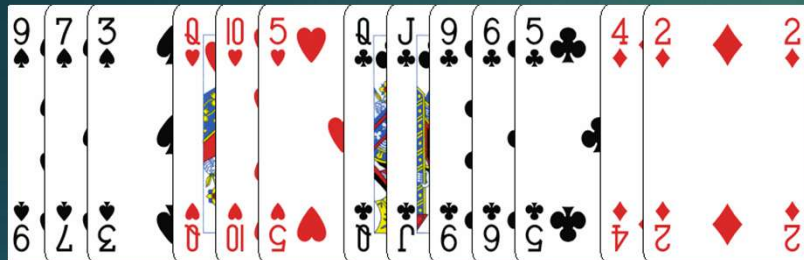
8-10 : 1NT

11-12 : 2NT

13-15 : 3NT

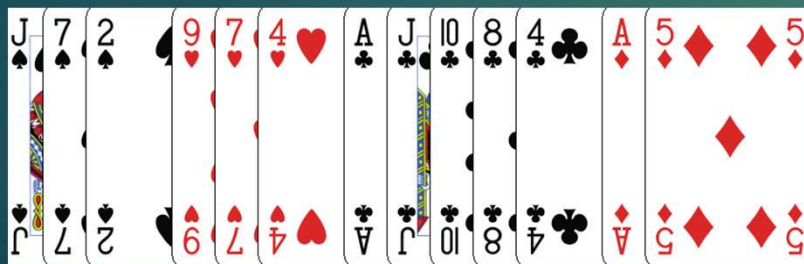
Answering partner's double - Examples

West	North	East	South
1 ♥	dbl	pass	??



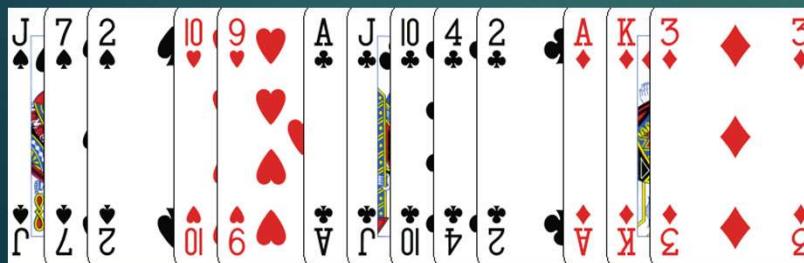
2♣

Clubs is our best suit and we are in the 0-8 DH zone.



3♣

Since we are in the 9-11 DH zone we will make a jump bid.

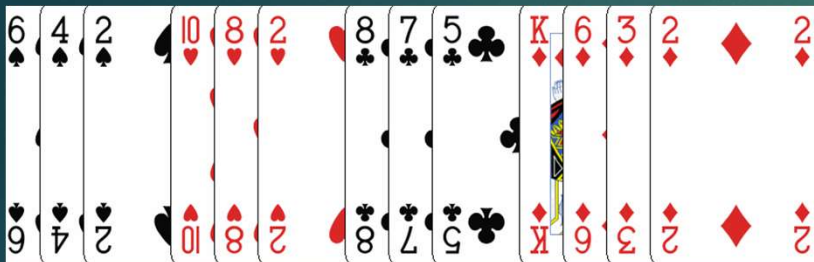


2♥

With 13 points it's highly probable our partnership have game, since we are unsure what will be the final contract we start telling partner we also have a strong hand.

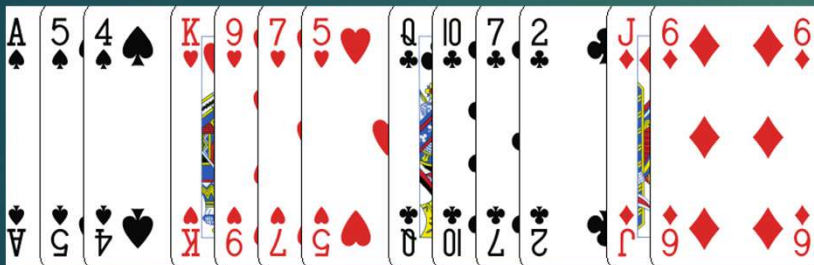
Answering partner's double - Examples

West	North	East	South
1♦	dbl	pass	??



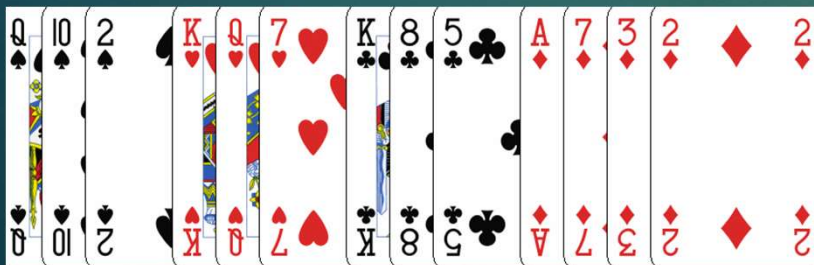
1♥

A complicated bid. We can't pass partner's double or bid No Trump because it would promise 8-10 points.



2♥

We choose the hearts but will make a jump bid to show 9-11 DH.



3NT

After partner's double we have enough points to bid game. Having a stopper in diamonds we can jump to a No Trump game.



End of 8th class

Pedro Miguel Durão

May 2022



Lesson 9

Openings at level two and three

Signalling in defence

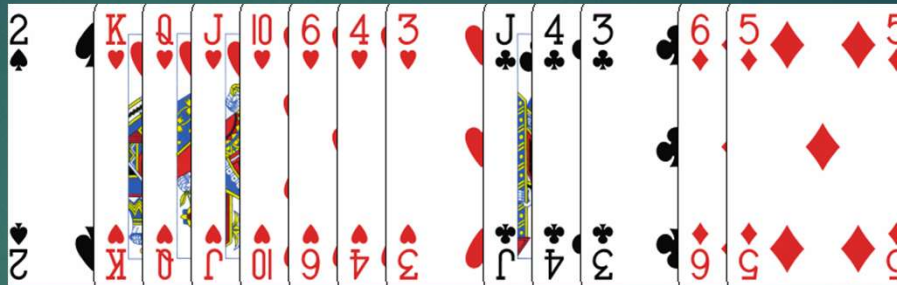
Openings in a suit at level three

Examples

They are called “preempts” and their main objective is to disrupt opponents’ auction.

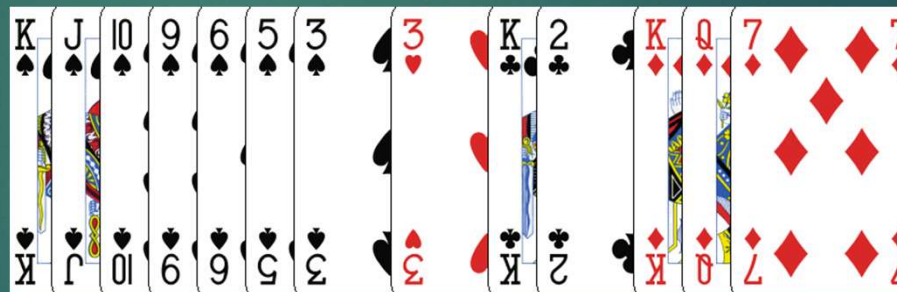
They require around 6-10 points and 7 cards in the announced suit, preferably with 2 big honours.

As a general rule the pre-empter won’t participate again in the auction unless partner forces him to bid again.



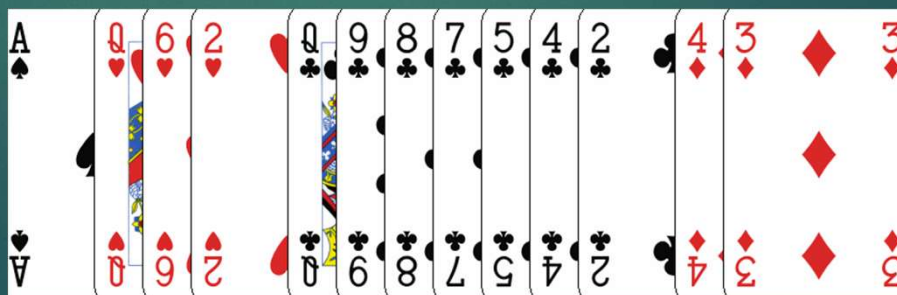
3♥

A typical preempt hand.



1♠

Too strong to open at the third level.



PASS

Insufficient suit quality.

Openings in 2♦ 2♥ 2♠

Examples

They are called “weak two” and have similar features to the preempts.

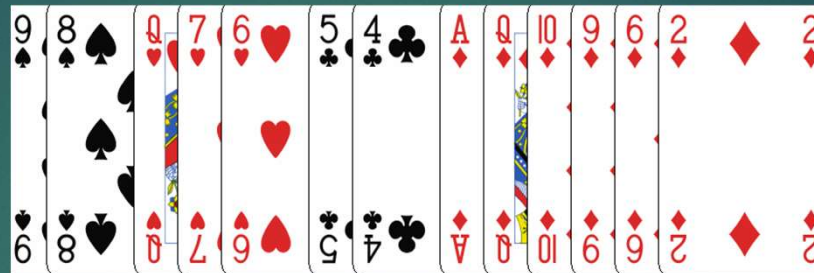
They also promise 6-10 points.

Because they are made at level two, just require a 6 card suit.

If our partner isn't a passed hand we are expected to follow two additional rules :

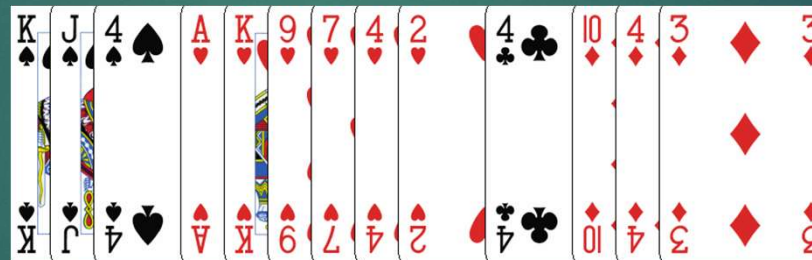
We don't have 2 aces.

We shouldn't have another major suit of 4+ cards.



2♦

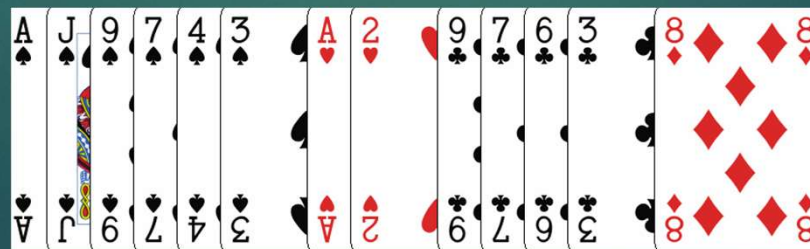
A typical weak two opening.



1♥

Too strong to open as a weak two.

We should make a level 1 opening.



PASS

We shouldn't open a weak two with 2 aces.

Answering a weak two opening

Because partner has a weak hand the general rule is to pass or prolong the preempt unless we have a strong hand and game or slam ambitions.

West	North	East	South
	2♥* 1	pass	??

A♠ K♠ 10♠ 2♠	10♥ 9♥ 8♥ 7♥	K♣ J♣ 9♣ 8♣	Q♦ 9♦ 7♦ 4♦
A♥ K♥ 10♥ 2♥	10♥ 9♥ 8♥ 7♥	K♣ J♣ 9♣ 8♣	Q♦ 9♦ 7♦ 4♦

PASS

Even though we have 13 points we don't have game prospects.

6♠ 5♠ 4♠ 3♠	K♥ 10♥ 3♥	A♣ K♣ 5♣ 4♣	10♦ 3♦
6♠ 5♠ 4♠ 3♠	K♥ 10♥ 3♥	A♣ K♣ 5♣ 4♣	10♦ 3♦

3♥

This bid isn't an invitation, we just want to increase the preempt from partner.

West	North	East	South
	2♥* 1	pass	??

A♠ Q♠ 10♠ 4♠	K♥ 9♥ 3♥	A♣ 9♣	Q♦ 9♦ 8♦ 6♦
A♥ Q♥ 10♥ 4♥	K♥ 9♥ 3♥	A♣ 9♣	Q♦ 9♦ 8♦ 6♦

2NT

This is an "artificial bid" showing ambition of playing game in 4♥

If partner refuses the game invitation he will simply bid 3♥

The strong 2♣ opening

Examples

This is an “artificial bid” and doesn’t promise any cards in the club suit.



2♣

A typical strong opening.

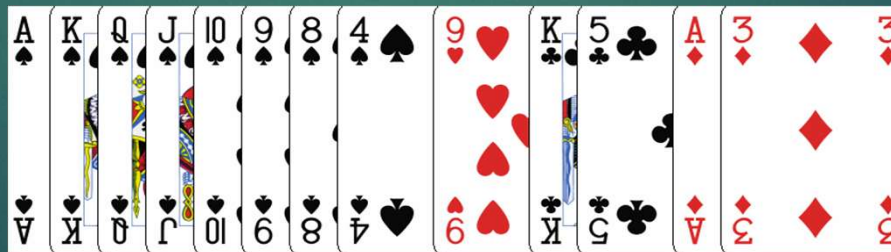
It shows a very strong hand with at least 20 points or a maximum of 4 losers.



2♣

23 points, too strong to open 2NT that would show 20-21 points.

Our strongest suit is unknown, can be in clubs, diamonds, hearts, spades or even a balanced hand with more than 21 points.



2♣

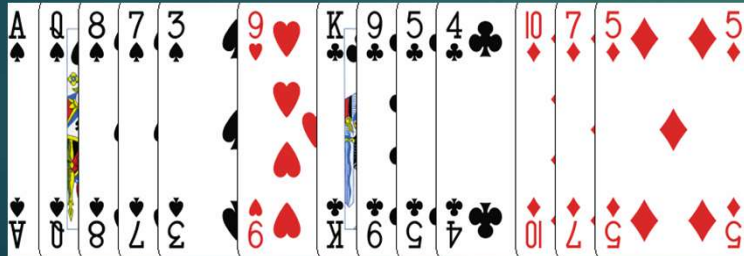
Less than 20 points but just 3,5 losers.

With some very rare exceptions, this forces the partnership to bid at least a game contract.

Sequences after the **2♣** the opening

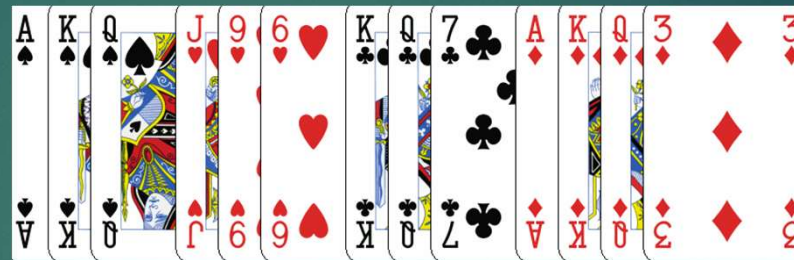
As a general rule the responder should bid **2♦**, a relay waiting for partner to make a better description of his hand in the next bid.

The exception is when responder has a good 5+ card suit and 8+ points.



With this hand we can bid **2♠** to respond to partner opening of **2♣**

West	North	East	South
pass	2♦* 2	pass	2♣*
			??



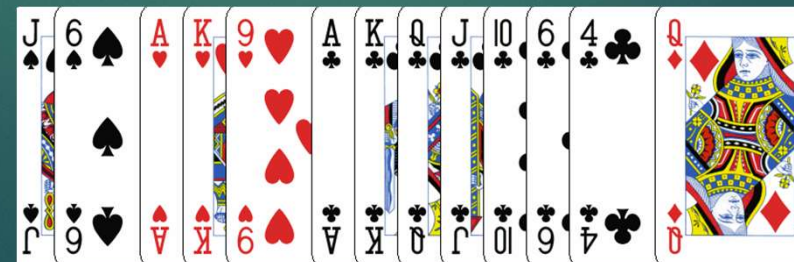
2NT

22-24 points and a balanced hand.



2♠

Strong with spades.



3♣

Strong with clubs.

Defensive signaling

There are different signalling systems, we will recommend one, but in the future any player can agree another one with his partner.

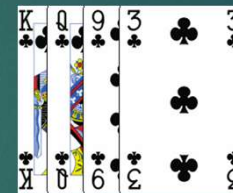
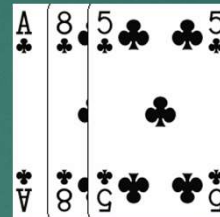
Unlike declarer that can see partners game, defenders don't have that possibility.

Our recommended system is "low-high" (UDCA-Upside down carding).

So, it becomes very important to give partner information about our game.

The first opportunity to signal is in the lead when the player in 3rd position doesn't need to play for the trick. (It's already won by partner or dummy).

The system also applies when we make the first discard.



Partner led the



and declarer played the ace.

We should play the



telling partner we want a future continuation in the suit.

Signaling – Additional examples



We should play the  because we want partner to switch to diamonds.



We should play the  because we want partner to continue the suit next time.



End of lesson 9

Last class:

Slams– The Blackwood convention

The Stayman convention

Jacoby transfers

Pedro Miguel Durão

May 2022



Lesson 10

Slam Bidding –The Blackwood Convention
Stayman Convention
Transfer Bids over 1NT opening

Slam bidding

A slam is a contract bid at level 6 or 7, if we make it we will win extra points.

In suit contracts, we need around 32-33 DH to make a small slam (level 6) and 36-37DH for a grand slam (level 7).

In no trump contracts we need around 33 H for a small slam and 37 H for a grand slam.

Due to the high card concentration, opponents have less power to disrupt a slam contract. This means they are easier to play than low level contracts.

Beginners shouldn't be afraid to risk these kind of contracts to avoid gaining bad bidding habits.

In competition bridge over careful players rarely have success.

4NT Blackwood convention

When we are trying for a slam one of the main risks is missing 2 aces and having the contract defeated after two tricks.

Easley Blackwood a North American player invented in 1933 the artificial bid of **4NT** with the intent of asking how many aces partner has.

The answers are:

5♣ 0 or 4 aces

5♦ 1 ace

5♥ 2 aces

5♠ 3 aces

Anytime we are missing 2 aces we can signoff at the five level in the agreed trump suit.

Following the initial Blackwood we can bid **5NT** asking partner how many kings he has. The answers are similar.

6♣ 0 or 4 kings

6♦ 1 king

6♥ 2 kings

6♠ 3 kings

We will only use the **5NT** bid if we have all the aces and plan to bid a grand slam.

As a general rule we shouldn't bid a grand slam without all the aces and kings.

Additional answers to the 1NT opening

When we have a four card suit in hearts or spades we should use the **2♣** Stayman convention.

This convention asks partner if he has 4 cards in either of the majors.

The answers are:

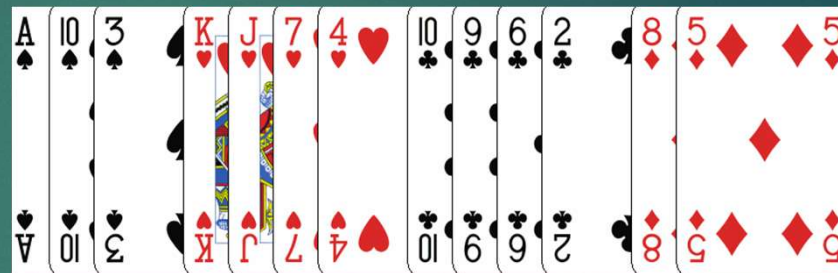
2♦ I don't have a 4 card suit in the majors.

2♥ I have 4 hearts and can still have 4 spades.

2♠ I have 4 spades and deny 4 hearts.

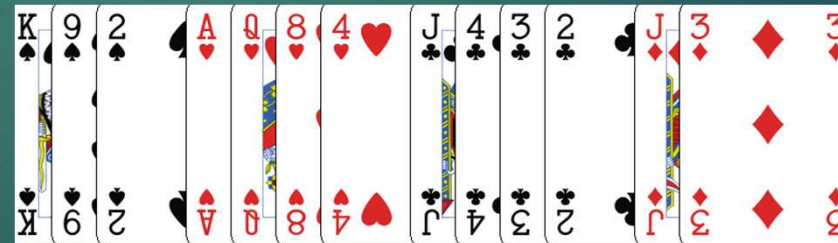
In this simple version of Stayman we will use it with game or slam ambitions (8+ points).

West	North	East	South
	1NT	pass	2♣*
pass	2♥	pass	??



3♥

We found the fit, but with just 8 points we need to invite partner to game.

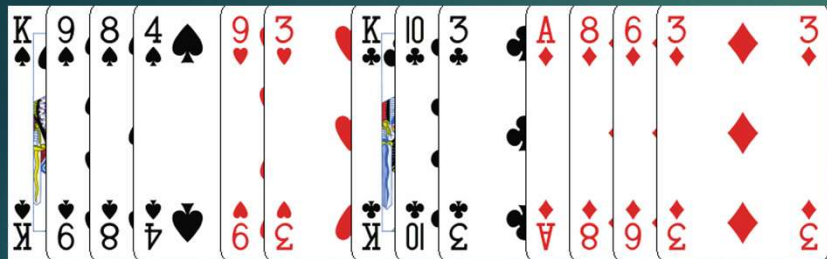


4♥

We are assured of having 25+ points and found the heart fit.

Stayman convention— additional examples

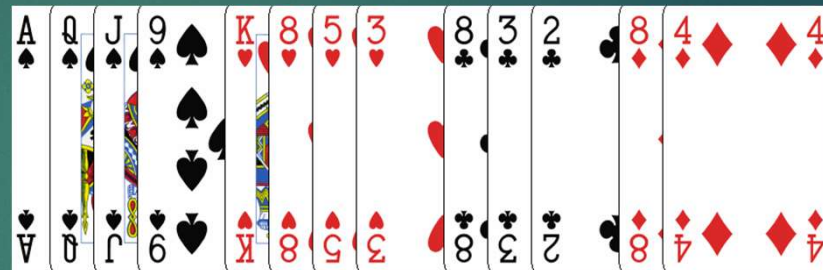
West	North	East	South
	1NT	pass	2♣*
pass	2♥	pass	??



3NT

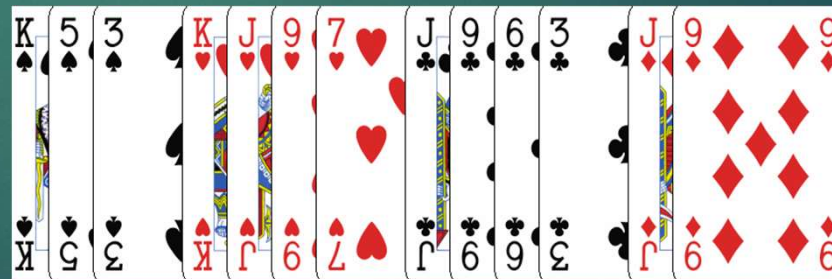
We have game values but dislike partner's hearts. If he has 4 spades he can still change to **4♠**

West	North	East	South
	1NT	pass	2♣*
pass	2♦* ²	pass	??



3NT

We didn't find a fit in the majors but we have enough points for game.



2NT

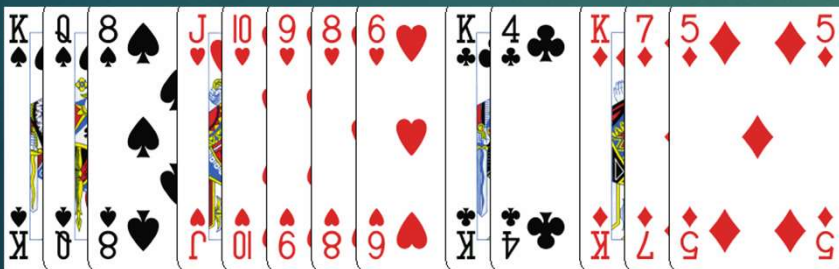
Without a heart fit and just 9 points we let partner decide if we should go to **3NT**

Jacoby transfers

When we have 5+ cards in a major suit there are increased chances to find a fit since partner promised a minimum of two cards when opening in **1NT**

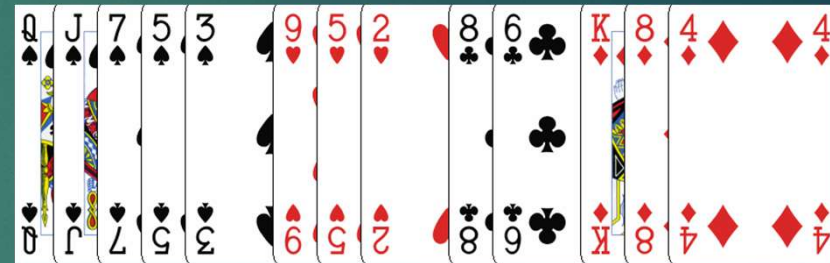
To allow for the stronger hand to be hidden and receive the opening lead the Jacoby transfers were created over 50 years ago.

West	North	East	South
	1NT	pass	2♦*



We have a 5+ heart suit and ask partner to bid **2♥**

West	North	East	South
	1NT	pass	2♥*



We have a 5+ spade suit and ask partner to bid **2♠**

Jacoby Transfers - continuation

Answering the transfer the opener is obliged to bid partner's suit.

It's a different situation from Stayman where we are asked if we have 4 cards in a major.

The player that made the original transfer will then decide what course the auction will take.

West	North	East	South
	1NT	pass	2♥*
pass	2♠*	pass	??

Q J 7 5 3	9 5 2	8 6	K 8 4 4
♠	♥	♣	♦
10 J 7 5 2	6 5 2	8 6	K 8 4 4
♥	♠	♣	♦

K J 8 7 5	K 3 2	8 4	A 5 3
♠	♥	♣	♦
10 J 8 7 5	6 5 2	8 4	K A 5 3
♥	♠	♣	♦

K 8 6 5 4	A 9	J 9 2	J 9 3
♠	♥	♣	♦
10 8 6 5 4	6 5 2	J 9 2	K 9 3
♥	♠	♣	♦

PASS

We don't have points to bid game but at least we will play in our favourite suit.

3NT

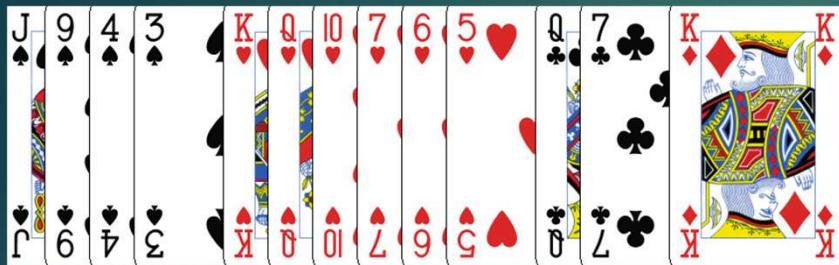
We have enough points to bid game, but will give partner the option to choose between no trump and spades.

2NT

Partner will decide if he wants to bid game and choose between spades and no trump.

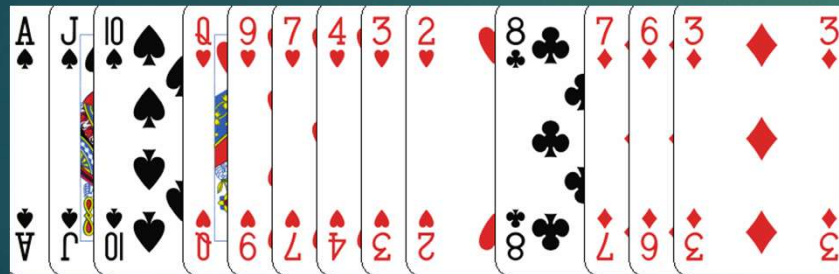
Jacoby Transfers - continuation

West	North	East	South
	1NT	pass	2♦*
pass	2♥*	pass	??



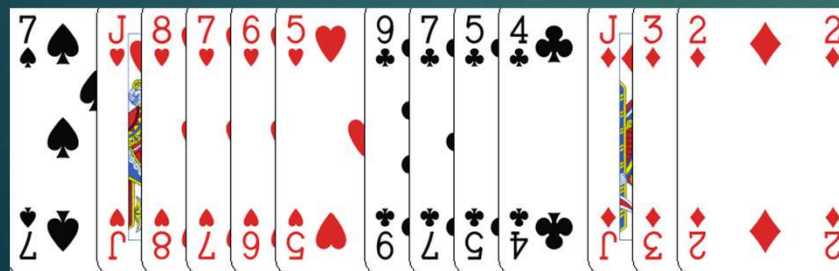
4♥

With 6 hearts we have an assured fit because partner has a minimum of 2 cards due to his opening bid.



3♥

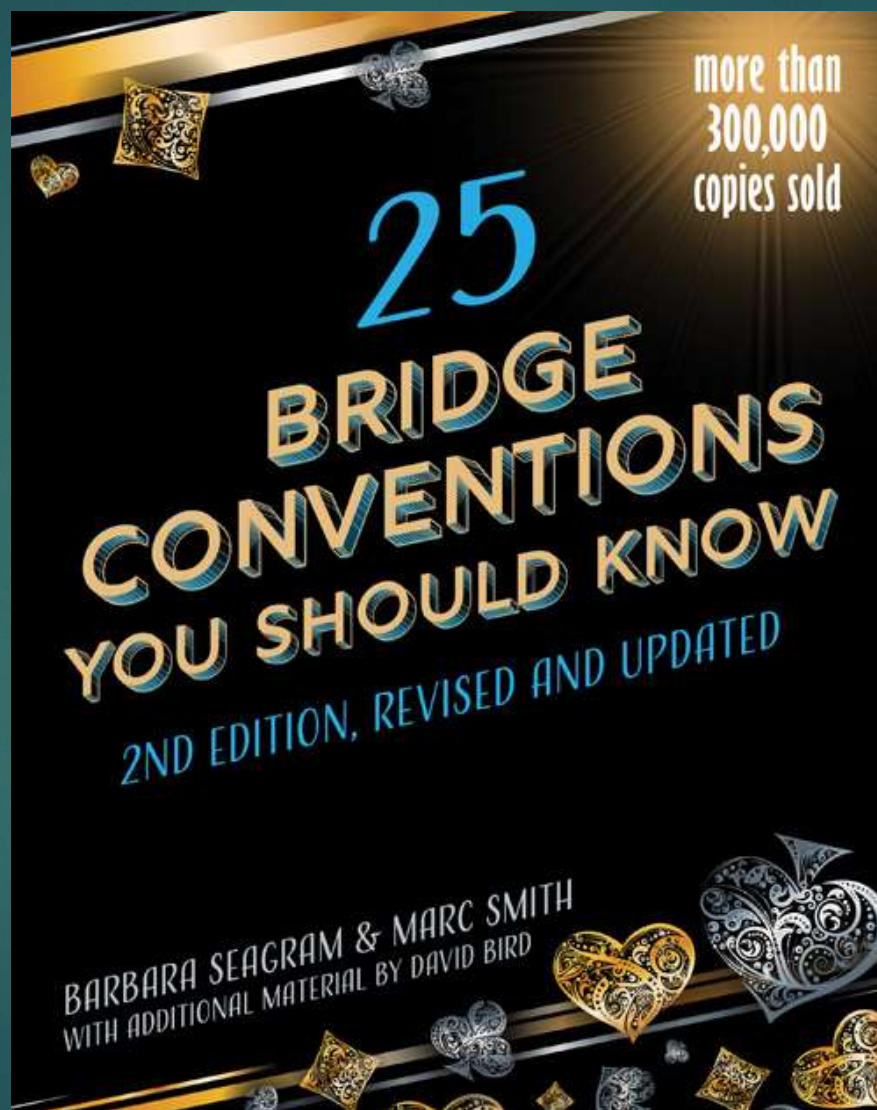
Game invitation in hearts.



PASS

Transfers can also be used to avoid playing in no trump with very weak hands.

On this hand we may not have a heart fit (it will depend how many partner has), we just know 1NT would be a terrible contract because our hand would be worthless.







End of course

Pedro Miguel Durão

June 2022