

# **Supervised Session**

## **Revision / Practice Rookies - Session 1**











# DECLARER PLANNING

- **A = Count your sure winners (& your losers in a suit contract), & decide how many tricks need to be developed.**
- **B = Decide how to develop extra tricks**
  - In NT via a) Promotion, b) Length, &/or c) the Finesse
  - In suit contracts, the above 3 methods & additionally
    - d) Use Trump Suit to reduce losers & develop side suits
    - e) Discarding Losers on Winners.
- **C = Consider the order of play, eg**
  - Which hand do you need to be in?
  - Do you have entries to reach your winners?
  - Should you draw trumps first?

# COUNTING WINNERS & LOSERS - Counting Losers

## Contract 4S.

Dummy	Declarer	Losers
 542	 AKJT9	1 - may avoid if able to finesse Q
 A543	 K62	1 - Ace covers 1 loser but 1 remains
 A5432	 76	1 - Ace covers 1 loser but 1 remains
 5	 A43	2 - look to trump in dummy early

- 5 possible losers, 6 sure winners + 2 extra spade winners. Look to trump clubs to make the contract (so do not draw trumps immediately)

## DEFENCE - KEY POINTS?

- **BOSTON** - lead should be **bottom of something, top of nothing**
- **ATTITUDE** - Encourage / discourage on partner's leads & if discarding
- **MID GAME** - Lead through strength, up to weakness

# OPENING LEADS AGAINST NT - WHICH SUIT?

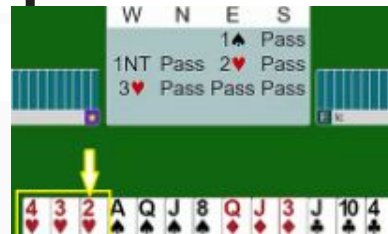
- If partner has bid, typically lead their suit
  - *E Kantar - only reasons not to lead partner's suit void or dead*
- Lead top of 3 card sequence of own long suit => promotion
- Lead 4th highest of your longest & strongest suit => length
- Do not lead suits that have been bid by declarer or dummy
- If bidding goes 1NT 3NT consider leading a major

On lead against 3NT holding ♠ T9762 ♥ 86 ♦ A943 ♣ KQ

- 1) Partner overcalls in ♥s. Lead partner's suit ♥ 8
- 2) No bidding from your side. Lead 4th highest in longest suit ♠ 6
- 3) One opponent opened the bidding 1S. Lead unbid suit ♦ 3

# OPENING LEADS AGAINST SUITS - WHICH SUIT?

- If partner has bid, typically **lead** their suit, else
- Lead a strong sequence (eg KQ) of own long suit=> promotion
- Lead a singleton if unbid suit or partner may have Ace
- Lead **4th** highest of your longest & strongest suit => length
- Lead an unbid suit. Typically do not lead suits bid by declarer or dummy
- Lead trumps if dummy has likely ruffs &/or other leads are unattractive. If opposition bid 3 suits or Declarer is playing in their second suit



=> lead a trump

# OPENING LEADS AGAINST SUITS - WHICH CARD?

## General

- Lead low if have honour in suit, lead top of nothing (BOSTON)
- With a doubleton lead high low **96**. With 3 small lead high **964**

## Against Suit Contracts

- **KQ75** - top of touching honours (only need 2) or **AKxx**
- **Q963** - lead fourth highest
- **A754** - Do not lead away from an Ace on opening lead. Try to find another suit to lead but, if have to lead suit, play Ace

## Against No Trump contracts

- **Q963** - same as suit (4th highest)
- **KQJ75** - need sequence of 3 in NT
- **A754** - OK to lead away from Ace in NT

# IMPROVE YOUR DEFENCE - ATTITUDE SIGNALS

- **Attitude - to tell partner you liked/disliked the lead**
- **If cannot win trick make attitude signal about partner's lead.**
  - Partner leads ♥3, dummy wins ♥A, you have ♥K92 encourage
  - Partner leads ♥A (shows ♥K) encourage if have ♥Q
  - Partner leads ♥Q (shows ♥J) encourage if have ♥A, ♥K or ♥10
  - Can encourage if have a doubleton & looking for a ruff
  - Discourage if want another suit, hold ♦AQTx over dummy's KJx
    - Watch those little cards to determine whether high or low - if partner plays 5 & you can see 432 it's low!
- **Sending an Attitude Signal When Discarding:**
  - When you have no cards left in suit that's being played signal to partner, via your first discard, what suit you'd like them to switch to/avoid if they win a later trick.



# IMPROVE YOUR DEFENCE - Attitude Playing Low to Encourage

Ptnr Dummy You  
73

**K** A 8 **2**

- Play 2 to encourage

Ptnr Dummy You  
9 8 3

**K** 6 4 2

- Play 6 to discourage

You hold:

♠ A Q 8 6 **2**

♥ **7** 5 3 2

♦ 6

♣ 9 8 7

On 2nd round of diamonds:

- how do you tell partner you like ♠s - discard ♠ 2
- how do you tell partner you do not like ♥s - discard ♥ 7

# IMPROVE YOUR DEFENCE - MID GAME

- Typically return ptnr's suit but if ptnr's lead was top of nothing => try another suit
- Still lead top of a sequence but can now underlead an Ace
- Play through Dummy's strong suits (looking for a finesse) or lead around to Dummy's weakness

<b>1. <u>Lead thru Strength</u></b>  <b>You West</b>	<b>1. Dummy North</b>  A K 8 6  A Q 7 5 - partner may have K  9 6 4  9 3	<b>2. Dummy North</b>  K 8 6 4  A K 7  Q 7 3  8 6 5	<b>2. <u>Lead up to Weakness</u></b>  <b>You East</b>
 J 7  8 6 3  A 10 2  K J 7 6 2	<ul style="list-style-type: none"> <li>• Initial lead  6</li> <li>• If get lead again lead  8 (top of nothing) thru Dummy's strength</li> </ul>	<ul style="list-style-type: none"> <li>• Assume win with  A</li> <li>• Next lead  2 (low from honour) up to Dummy's weakness</li> </ul>	 A 5  J 6 4  K J 8 4  J 7 4 2

## **OVERCALLS - Tells partner your best suit**

- **Overcall with 8-16pts (care vulnerability) & good 5+ card suit:**
  - **Reach our own contract**
  - **Cramp opponent's bidding space**
  - **Suggest a good lead**
  - **Force opponent's too high**
- **Bid at 1 level if good (AK<sub>xxx</sub>, AQ<sub>xxx</sub>, KQ<sub>xxx</sub>) 5+ card suit & 8+pts**
- **Suit can be a bit weaker if 10/11pts at the 1 level**
- **Overcalls at 2 level need opening pts & good suit - care if vulnerable**
- **Overcall 1NT if balanced 15-17/8pts with stopper in oppo. suit**

## OVERCALLS: Responding

An overcall may be a few points weaker than an opening bid

- so overcaller's partner may need to be stronger
- overcall is always a 5+ card suit - only need 3 cards to support
- A single raise can be 6-9/10 points (care Qs & Js) **1D 1H P 2H**
- Jump raise 10/11-13pts (care Qs & Js, extra pt if 4th trump)
- 4 trumps & 4-6pts jump raise **1D 1H P 3H**
- 1NT 8-11 pts, 2NT 12-14 pts with stopper in opponent's suit
- New suit shows 8-14pts (must be good quality, not forcing)
- A jump in a new suit is forcing, showing 15+HCP

After 1NT overcall Stayman & Transfers are on

# TAKEOUT DOUBLES - Asks partner to bid their longest suit

- After opponents open the bidding & you hold:
  - opening points (12+HCP)
  - no obvious 5 card suit to bid
  - shortage in opponent's suit (max. doubleton)
  - support for 3 unbid suits (3+ cards)

North 1H East ?

1 East **X**

 K542  
 4  
 AK54  
 Q532

2 East **X**

 K542  
 43  
 AK54  
 Q53

3 East **Pass**

 K54  
 543  
 AK54  
 Q53

4 East **1** 

 KJ854  
 3  
 AK54  
 Q53

# TAKEOUT DOUBLES

- Used at all levels, eg over 1♥, 2♥ (weak 2), 3♥ (preempt)
  - forcing
  - asks partner to bid their longest suit
  - often doesn't occur to people to use but it is very useful.

**Rule: 1. Beginners Agreement: If opponent opens a Major, we will always have 4 cards in the other Major if we X.**

**Rule:2. If opponents open a Minor, our X guarantees 7+ cards in the Majors suits. (at least one 4 card major)**

## ADVANCED

Count shortage points - so 10HCP + singleton is enough to X












- Strong hands (17+) X first then bid your suit
- May pass a X if hand has good 5+ cards in opponent's suit & think can get contract down, eg 1H X P P (becomes a penalty double if no further bids)

# TAKEOUT DOUBLES - Overcalls vs Take-Out Doubles

<b>1. Have you got opening points?</b>	<b>If NO - consider Overcall at 1 lvl if 8+pts &amp; good 5 card suit</b> <b>If YES then:</b>
<b>2. Have you got a good biddable 5+ card suit?</b>	<b>If YES, then OVERCALL</b> <b>If NO, then:</b>
<b>3. Have you got 3+ cards in each other suit?</b>	<b>If YES, then DOUBLE</b> <b>If NO, then PASS (even with points!)</b>

# TAKEOUT DOUBLES - Responses

- May pass X if RHO bids, eg 1H X 1S ? Otherwise must bid.
- Assume a fit if have 5+ cards in a suit so count shortage points
- If RHO bids need 6+pts & 4+card suit to bid, eg 1D X 1H **1S**

0 - 8TP	bid your longest or best suit, especially a major, at the cheapest level (eg 1  X pass 1  /  /  ).
9-11TP	<b>jump a level</b> , and bid your best suit (eg 1  X pass 2  /  /  ). Shows 4+ cards
12+TP	bid to game (eg 1  X pass, 4  /  ). Important to bid game if have sufficient points as partner may Pass.