

**BRIDGE FOR  
PLEASURE  
TEACHING  
SCHEME  
BRIDGE 2  
BUILDING  
YOUR SKILLS**

# **Declarer in a suit contract PLAN!**

- 1 Get the lead**
  - 2 Clear the Trumps**
  - 3 Create side suit winners**
  - 4 Get the lead back**
  - Repeat 3 & 4**
  - 5 Win tricks**
- 

**Create winners:**

**K Q 10 9**

**J 8 7 6**

**Play the suit until the Ace appears**

**A Q J 10**

**5 4 3 2**

**Lead low towards the "Gap"**

**A K Q 2**

**7 6 5**

**Look for third trick with no discards**

# Overcalls

**Opps Open 1 ♣/♦/♥/♠ (12+HCPs)**

| N | E | S  | W |
|---|---|----|---|
|   |   | 1♥ | ? |

**With:**

Five+ cards **AND**

Two+ honours in a suit

8-14 HCPs Overcall 1♦/♥/♠

10-14 HCPs Overcall 2♣/♦/♥/♠

**With:**

Six+ cards in a suit **AND**

11+ HCPs



Jump Overcall

2/3♣/♦/♥/♠

**With:**

No Five card suit **AND**

16-18 High Card Points **AND**

Honours in the opened suit

Overcall **1NT**

## Contract Made = Points to **Declaring Pair**

Trickscore PLUS  
Bonuses PLUS  
Overtricks

**Doubled (X)**

♣ or ♦ 20  
♥ or ♠ 30  
NT 40 + 30

Trickscore Each Trick Bid & Made

♣ or ♦ 40  
♥ or ♠ 60  
NT 80 + 60

Bonuses

Trickscore less than 100: 50  
Trickscore 100 or more:  
Non-vulnerable 300  
Vulnerable 500

Trickscore less than 100: 50  
Trickscore 100 or more:  
Non-vulnerable 300  
OR Vulnerable 500  
Making doubled contract: 50

Overtricks For each trick:

♣ or ♦ 20  
♥ or ♠ 30  
NT 30

Non-vulnerable 100  
Vulnerable 200

## Contract **NOT** Made = Points to **Defending Pair**

**Undertricks**

1: Non-vulnerable

Each trick below "target":

Defence scores 50

2: Vulnerable

Each trick below "target":

Defence scores 100

**Doubled (X)**

1: Non-vulnerable

1 trick below "target": 100  
2 tricks below "target" 300  
3 tricks below "target" 500  
4 tricks below "target" 800

2: Vulnerable

1 trick below "target" 200  
2 tricks below "target" 500  
3 tricks below "target" 800  
4 tricks below "target" 1100

# The Takeout Double (Any suit but that!)

## For a takeout double:

Opening points (11+)

- Void, Singleton, maybe Doubleton) in the suit opened
- Have support for the partner's choice of any other suit
- Four cards in unbid majors

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| 1♦           | X           |              |             |

### East

♠ K Q 10 8  
♥ K Q 10 8  
♦ -  
♣ A 8 7 6 5

## Replying to partner's take out double

Use the level of your bid to show your strength. With more than 6 HCP reply as though partner has opened your best suit. Often that means a jump bid.

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| 1♦           | X           | 3♠           |             |

### West

♠ A 9 7 6 2  
♥ 3 2  
♦ 10 4 3  
♣ A Q J

# Weak (12-14) Unbalanced Hands

**Open 1 ♣ / ♦ / ♥ / ♠ - THEN Bid**

Same suit again at two level

**OR** Partners suit at the next level

**OR** New suit below two of your first suit

## The Rule of Twenty

ADD the number of **high card points** in a hand...

TO the number of **cards in the two longest suits.**

If the **total** (11+10=21) comes to 20 or more, open the longest suit.

Two longest suits the same length? Open senior ranking one.

|                   |            |            |
|-------------------|------------|------------|
| ♠                 | K Q 10 7 5 | = 5        |
| ♥                 | 3          | = 0        |
| ♦                 | Q 10 9 8 6 | = 2        |
| ♣                 | A 2        | = 4        |
| <b>TOTAL HCPs</b> |            | <b>=11</b> |

|                    |            |            |
|--------------------|------------|------------|
| ♠                  | K J 10 7 5 | = 5        |
| ♥                  | 3          | = 0        |
| ♦                  | Q J 10 9 8 | = 5        |
| ♣                  | A 2        | = 4        |
| <b>TOTAL CARDS</b> |            | <b>=10</b> |

| N | E | S | W   |
|---|---|---|-----|
|   |   |   | 1 ♠ |

# Strong (15-19)

## Unbalanced Hands

**1 ♣ / ♦ / ♥ / ♠ - THEN**

Same suit again at three level  
**OR** Partners suit at three level  
**OR** New suit ABOVE two of first suit

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u>    |
|--------------|-------------|--------------|-------------|----------------|
|              |             |              | 1 ♥         | ♠ K Q          |
| PASS         | 1 ♠         | PASS         | 3 ♥         | ♥ K Q 10 8 7 6 |
|              |             |              |             | ♦ 6 5          |
|              |             |              |             | ♣ A K 7        |

Not Forcing but highly invitational

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u>  |
|--------------|-------------|--------------|-------------|--------------|
|              |             |              | 1 ♥         | ♠ K Q 3 2    |
| PASS         | 1 ♠         | PASS         | 3 ♠         | ♥ K Q 10 8 7 |
|              |             |              |             | ♦ 6 5        |
|              |             |              |             | ♣ A K        |

Not Forcing but highly invitational

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u>  |
|--------------|-------------|--------------|-------------|--------------|
|              |             |              | 1 ♥         | ♠ K Q        |
| PASS         | 1 ♠         | PASS         | 3 ♣         | ♥ K Q 10 8 7 |
|              |             |              |             | ♦ 6 5        |
|              |             |              |             | ♣ A K 3 2    |

Forcing for one round

# **Declarer in a No Trump contract PLAN!**

- 1 Get the lead**
  - 2 Choose tricks you must lose**
  - 3 Lose to establish winners**
  - 4 Get the lead back**
  - Repeat 3 & 4**
  - 5 Win tricks**
- 

## **Create winners:**

**K Q 10 9**

**J 8 7 6**

**Play the suit until the Ace appears**

**A Q J 10**

**5 4 3 2**

**Lead low towards the "Gap"**

**A K Q 2**

**7 6 5**

**Look for third trick with no discards**



# Stayman to Find Major Fit

**Partner Opens 1NT (12-14)**

Your hand has **11+ HCP**

**AND** 4 Hearts or 4 Spades or both

**BID 2 ♣ ASK FOR 4 CARD MAJOR**

East

♠ K Q 3 2

♥ K Q 10

♦ A 8 7 6

♣ 8 7

North

East

South

West

West

1NT

♠ K Q 2

♥ K Q 10

♦ 9 8 7 6 5

♣ A 7

PASS

2♣

PASS

2♦

Denies a four-card major

North

East

South

West

West

1NT

♠ K Q 3 2

♥ K Q 10 8

♦ 6 5

♣ K 4 3

PASS

2♣

PASS

2♥

4 hearts could have 4 spades

North

East

South

West

West

1NT

♠ K Q 3 2

♥ K Q 10

♦ 6 5

♣ Q 4 3 2

PASS

2♣

PASS

2♠

4 spades not 4 hearts

# Responders Second Bid Time to Decide!

Denomination: ♣ / ♦ / ♥ / ♠ / NT

Part-score / Game / Possible game

| <u>North</u>                | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u> |
|-----------------------------|-------------|--------------|-------------|-------------|
|                             | 1 ♥         | PASS         | 1 ♠         | ♠ K Q 4 3   |
| PASS                        | 2 ♣         | PASS         | 4 ♥         | ♥ K J 10    |
| Heart Fit and HCPs for game |             |              |             | ♦ 6 5 4 3   |
|                             |             |              |             | ♣ A 9       |

| <u>North</u>          | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u> |
|-----------------------|-------------|--------------|-------------|-------------|
|                       | 1 ♥         | PASS         | 1 ♠         | ♠ K Q 4 3   |
| PASS                  | 2 ♣         | PASS         | 2 ♥         | ♥ K J 10    |
| Heart fit and NO game |             |              |             | ♦ 6 5 4 3   |
|                       |             |              |             | ♣ 10 9      |

| <u>North</u>             | <u>East</u> | <u>South</u> | <u>West</u> | <u>West</u> |
|--------------------------|-------------|--------------|-------------|-------------|
|                          | 1 ♥         | PASS         | 1 ♠         | ♠ K Q 4 3   |
| PASS                     | 2 ♣         | PASS         | 3 ♥         | ♥ K J 10    |
| Heart fit - Invitational |             |              |             | ♦ Q 5 4 3   |
|                          |             |              |             | ♣ 10 9      |

# Defence Play Summary

Use the opening lead to

- give partner information and
- establish tricks

Plan the defence while declarer plans the contract

Estimate partner's hand strength

Look at the opening lead,

- work out what it says,
- remember it

Second Hand Plays Low

Third Hand Plays High

Later in the hand:

- return partner's suit;
- lead through dummy's strength;
- lead through declarer to dummy's weakness;
- avoid leading through declarer to "gaps" in dummy;
- give declarer obvious tricks.

Signal when following suit, if you can, to show whether you like or dislike that suit

Learn and use a discard system

Common sense applies, if the guideline seems wrong, then follow your judgement