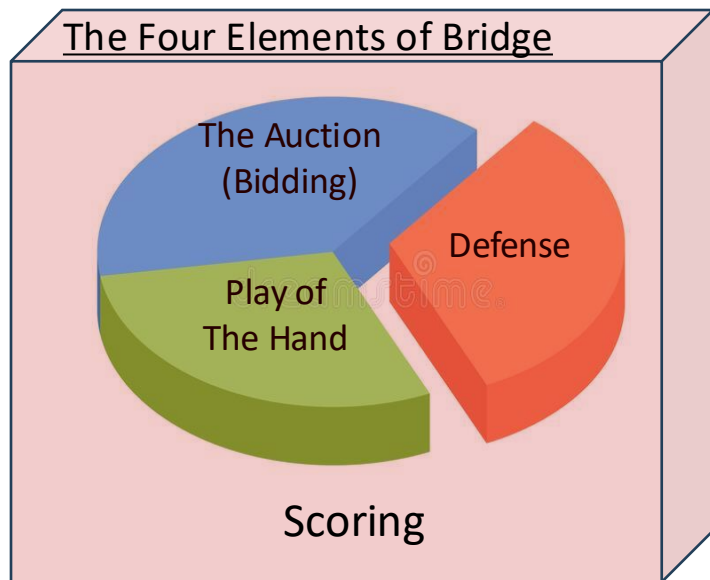


## Beginning Bridge II - Lesson 2.1

March 3 – April 14, 2025

9:00am – 12:00 pm



**The Four Elements of Bridge**  
**\*\* Revisited \*\***

The Mechanics of Bridge

- Tools & Materials
- Convention Cards
- Partnership Agreements
- Score Cards... and more

**The Auction (Bidding)**

- Auction Objectives
- Opening a Major
- Opening a Minor
- Opening 1 No Trump
- Stayman, Transfers
- How High to Go (The bidding ladder)
- Part score, Game, Slam
- The Law of total Tricks
- How to get There (The Stoplight Chart)
- Tell your story and then PASS!

**Defense**

- Your Defensive Plan
- Interfering in auctions
- Preemptive bids 2, 3 & 4 levels
- Responding to Preempts
- Takeout Doubles (X)
- Negative Doubles
- Overcalls
- Saves/Sacrifices
- Opening Leads
- Signals
- Attitude
- Suit Preference
- Count
- Discards
- Exit Cards
- Overcalls of 1NT & more

**Play of The Hand**

- Responding with support
- Responding with no support
- The Law of Total Tricks
- Losing Trick Count (LTC)
- Help Suit Game Try
- Reverses
- Inverted Minors
- Different types of bids
- Forcing - Non-forcing
- Invitational. - Drop dead bids
- XYZ & Checkback vs. FSF & NMF
- Strong openings
- 2 Clubs (Convention)
- 2 No Trump
- 2/1 Bidding Style
- Opening in 2nd, 3rd or 4th seat.
- Negative double (X)
- Cue bids
- Michael's Cue bid
- Sniffing for slam

**Scoring**

- Declarer's Plan
- In suit contracts
- In No Trump
- The Finesse
- Vul vs Non-Vul
- Trick Values
- Part Score vs. More
- Match Points vs. IMPS
- Avoid Bottoms, Find Tops

Instructor: J. Dietz johndietz@gmail.com  
Rev 2.14.25

**Course Objectives:** Over the next 7 weeks we will put more **'Meat on The Bones'** to our Four Elements of Bridge! You will receive **HELP** = **H**andouts, **E**xercises, **L**ecture, and **P**lay of the hands to practice those skills that you are learning.



*In addition, we will have more fun, encourage students to meet others and find new friends, and generate more interest in learning the game of bridge! - John Dietz*

# How to get ready for Each Class

## What are we going to do for three hours each lesson?

- Q&A before class to answer your questions
- Recap the previous lesson
- 30+ minutes of lecture and demonstration of hands on the white board
- Break
- **About 45 minutes of playing bridge at the tables**
- 30 minutes lecture and discussion
- **30 more minutes of playing bridge at the tables**
- Recap of key concepts covered



## What should I do to prepare for class?

Review the previous lessons. Come to class with questions from previous lessons!



**The Concepts in Bridge are not difficult to learn.**

**The math is simple, you only need to be able to count up to 40  
So then why does it take so long to become an expert bridge player?**

Although the concepts aren't difficult to learn, there are many, many concepts to learn about bidding, playing out hands, scoring and defense in bridge.

Think of learning bridge as learning a new language. Keep increasing your vocabulary.

Poor players still have fun at bridge

Better players have lots more fun at bridge

The more effort you put into learning the game, the better you will become!

## Week 1 (Mar 3) - Review of Key Concepts Covered in Beginning Bridge I Course

- **Course Objectives** - Intros, Syllabus, logistics, what to expect!
- Warm up Quiz, how to bid and play this hand
- The Materials and Tools of bridge
- The Four Elements of Bridge
  - - Auction Objectives, where & how high
  - - Play of Hand Objectives, Don't be satisfied just making your contract
  - - Be a Tough Defender, communicate your defensive plan & holdings with pard
  - - Understand Scoring & Vulnerability to bid strategically
- Hand Evaluation and Re-evaluation... and more reevaluation
- The Key Roles in bridge
- The importance of partnerships in bridge
- Bidding Styles - Opening 5-Card Majors and 2 Over 1

A 50,000-foot  
overview in 3  
hours!



Ex2.1.1

May be the single  
most important skill  
you can learn

**HELP** = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.

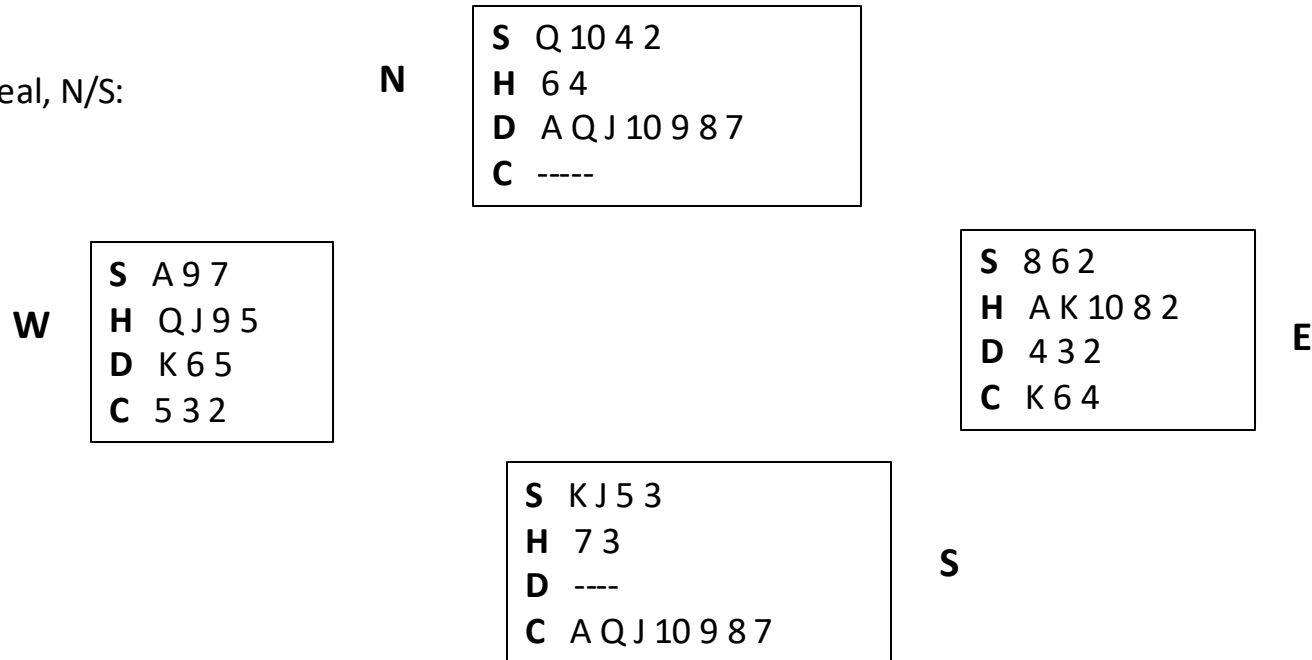
- **What went well** \_\_\_\_\_
- **What didn't go well** \_\_\_\_\_
- **What was missing** \_\_\_\_\_

## - Exercise 2.1.1

Instructions: Each of you will receive a slip of paper with your bridge hand on it. Don't show it to anyone or talk about it with other students. Half of the class will have North's hand and half will have south's hand. Your opponents are silent throughout..... thankfully.

- What are your initial thoughts about your hand? South? North?
  - Be thoughtful and describe it in as much detail as you can, don't just say it's great, or lousy!
- Did your hand get better or worse after Pard bid? Did you Re-evaluate your hand?

Complete Deal, N/S:  
DLR: S  
VUL N/S



**Take Away:** Bridge is a Partnership, Trick Taking game!

**The sooner you embrace these two concepts, the quicker you will improve.**

**HELP = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.**

# - The Materials and Tools of Bridge

## • Bidding Box

- Pinch all of the cards and place in front of you so others can see.

## • BridgeMates

- Simple to use. You will want to learn how to do use these, soon!

## • The Boards

- Shared by everyone in the game. Put the cards back in their slots.
- Boards show: **Dealer, Vulnerability, Direction Board #**, all very important.

## • Table Mat

- Mats Show: Table number, Direction, Movement type, Next Table.

## • Convention Card

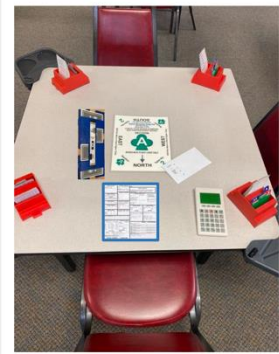
- Shows: Partnership agreements on specific conventions and more.
- Each partnership is required to have matching Convention cards filled out at the table so the opponents can view them.
- Newer players will not have much filled out on their cards, and that's okay! But you still need them.....

## • Score Card

- Optional, but nearly all players keep score so they can review hands with Pard after the game.

## • Envelope

- Some Directors use envelopes to collect table fees at the table., mark the envelope if you need change back.



The Tools of Bridge - Your table will have 4 chairs, and maybe some drink holders on the corners.

It will include one BridgeMate to keep score and record player information. There will be a standard 52 card deck loaded into a bridge 'board'.

Each table will have a bridge Table Mat with information describing the table number and directions, and it will have information telling each player where they should move to after the round has ended.

There will be a bidding box for each player to make the bids at the beginning of each hand. Some tables will have an envelope to collect player fees.

As you learn more about bridge, we will fill out your Convention Cards. These show your Partnership Agreements & Conventions played. Each player has a Convention Card.... More on these later..

Just 16 words are used when bidding during an auction in contract bridge, yet these words can have many, many different meanings.

- Pass
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- Clubs
- Diamonds
- Hearts
- Spades
- No Trump (NT)
- Double (X)
- Redouble
- Alert (A)

• The Stop (S) card is no longer used.



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Rev 1.4.25

# - The Auction – Bidding!

The Auction happens every hand, so it is darned important!

This is a dialogue between you and your partner with two purposes.

How high should we bid, and Where should we play the contract.

- How High is less about bidding at the 1,2,3..7 level as much as bonus levels!
  - Part Score, Game Slam, Grand Slam
  - Sometimes when you are competing you need to go one over each level to win the contract.
- Where the auction is played means which suit, or No Trump!
  - We always look at the ‘best paying’ contracts as a priority – No Trump, Majors, then minors.
- The conversation between opener and responder tell the strength and shape of their hands
- Bridge is like learning a foreign language, and the bigger your vocabulary the more you can tell!

The image contains three reference cards for bridge bidding. The top card, 'How High Do We Bid?', features a traffic light graphic and explains the point ranges for Opener and Responder. The middle card, 'Bridge Bidding Ladder', shows a ladder of bids from 1NT to 7NT with associated point ranges and contract types. The bottom card, 'Opening Bids Based on HCPs & Shape', is a table with columns for HCPs, Balanced or Unbalanced, and Contract, listing various opening bids and their characteristics.

**Take Aways:** One of the most important skills you can learn is to bid properly.

If you can get to a reasonable contract there is a good chance for a plus score!

A bad contract will almost always lead to a bad score.



# - Play of the Hand, an overview of the processes to use

Planning & Playing suit contracts is much different than No Trump contracts.

**Why?**

## Suit Contracts

- A suit is 'chosen' as the trump suit through bidding.
- The trump suit's cards outrank all other suits' cards.
- Any card in the trump suit can win a trick over any card in another suit.
- Trump cards must be managed, but they can also be used as a safety net

## No Trump Contracts

- No suit is designated as the trump suit.
- The highest card played in the led suit wins the trick.
- Tricks cannot be ruffed.
- No trump contracts are often played as a race between the declarer and the defenders to establish a suit.
- There is no safety net! Once the opponents establish their long suit (5, 6 or more cards), then even their small cards will take tricks. You will be forced to throw off valuable 'protector' cards, or worse - winners.

**Food for Thought:** What is your goal while playing out each hand?

**5 Steps to Playing out a No-Trump Contract Well!**

Answer each question, and then begin playing! My contract is \_\_\_\_

1. **What did the Auction tell you?** \_\_\_\_\_
2. **Read the Lead.** How will the suit split? \_\_\_\_\_ where do the honors lie? \_\_\_\_\_ How high of 12 to first winners & danger cards?
3. **Count your own winners.** How many may you win without being ruffed?
  1. How many tricks to develop before opponents are gone? \_\_\_\_\_
  2. \_\_\_\_\_
  3. \_\_\_\_\_
  4. **Weight Options** - to develop extra tricks while still in control.
4. **Weight Options** - to develop extra tricks while still in control.
  1. This sequence means going on the lead early. Consider!
  2. Make sure you get back in the lead late. BE IT! You lead!
5. **Start with your longest combinable suits** - Those which have potential to yield six tricks. Why?
  1. Take the shortest suit to develop your winners
  2. Consider a 'hold up' play when you only have 3 stoppers in one suit. Try using the Rule of 11 to decide on holding up.
  3. Continue chances when possible.
  4. Determine which is the 'strong hand' plan accordingly.

To use an **EXIT** sequence take a chance you will win! (Exit 100%)  
Exit 100% = 100% of the tricks that your side deserves.

**7 Steps to Playing out a Suit Contract Well!**

Answer each question, and then begin playing!

1. **What did the Auction tell you?** \_\_\_\_\_
2. **Read the Lead.** How will the suit split? \_\_\_\_\_ where do the honors lie? \_\_\_\_\_ Why did they lead that suit? \_\_\_\_\_
3. **Weight options on how to eliminate losers**
  1. Ruff in the SHORT Trump hand
  2. Discard losers in hand on dummy's winners
  3. Promote winners and length tricks (once trump is pulled)
  4. Ruff in order to take a trick when a higher card is led.
4. **Decide how to handle pulling trump**
  1. Pull all trump first
  2. Pull some trump
5. **State your Plan** to yourself a couple of sentences. (i.e., I will play 3 rounds of hearts ruffing the 10 to dummy then pull all Trump. Then I will set up my last side suit winners.
6. When I get to 1-1 I'll immediately pull off Trump. Then set up my long side suit.
7. I will pull 2 Trump (hearts), then ruff my Spade queen.
8. I will win in my hand, cross to dummy and ruff the Trump 10.

**My Plan:** [.....]

7. **Follow your Plan!** Only adjust if needed!

Taking and following a plan takes practice. But you will improve your card play if you consistently try to follow these steps!





# - Roadmap for the Defense

## Your Defensive Strategy - The Defensive Plan

- When the opponents win the contract what does declarer immediately do?
- The defenders should also be making their defensive plan!
- The declarer sees half the desk! So do the defenders.... But they don't see each other's cards
- You must figure out what your partner is holding, Why?
  - If you know what Pard has, then you have a really good idea what declarer has, why?

**Roadmap for the Defense**

- Defensive Bidding**
  - Preemptive Opening Bids
    - 2 & 3 Level, & higher
  - Weak Jump Overcalls
  - Furthering Pard's Preempt
  - Simple Overcall
  - Balancing Seat openings
  - Reopening X
  - Weak Jump over Opponents Bid
  - The "Save" or "Sacrifice"
  - Weak 3<sup>rd</sup> Hand Openings
  - Bidding over INT
  - When to bid, Rules of 2 & 8
  - What to bid, Meckwell
- Defensive Strategy**
  - **The Defensive Plan**
    - How to Set the Contract
    - When to take my tricks?
    - Dummy Types
    - STP - Shape, Tricks, Points
    - How to Select which Defense
    - Active Defense
    - Passive Defense
    - Forcing Defense
    - Trump Defense
- Defensive Card Play**
  - **Defensive Carding**
    - ATTITUDE
    - Count
    - Suit Preference
    - First & Subsequent Discards
    - Smith Echo
    - Trump Suit Preference
- Leads**
  - Opening Leads (then for clues)
  - Review the bidding
  - Subsequent Leads
  - Exit Cards
  - When to change suit Pref
  - Signaling Pard suit Pref
  - When to Duck a Trick
  - Placing Opponents Cards
  - Counting Opponents Cards
  - 2<sup>nd</sup> & 3<sup>rd</sup> Hand Play
  - Which card to hold to the end

So, if you think communicating with partner during the auction is crucial, Then consider communication with partner on defense as "Crucial Communication on Steroids!"

**Defense is Totally a Partnership Affair!**

## Defensive Card Play

- Every card a defender plays can provide valuable information! Think about that!
  - So many newer players tell me that 'carding is too hard'.....
  - Start by sharing your ATTITUDE, then SUIT PREFERENCE, and then COUNT

	Attitude Situation One	Attitude Situation Two	Count Situation One	Count Situation Two	Suit Pref Situation One	Suit Pref Situation Two	Notes
<b>When?</b>	Pard Leads a new suit	You cannot follow Pard's or Opponent's lead!	Let Pard know when to win Trick	Help Pard know Declarer's Distribution	Obvious that Pard is going to switch suits	You cannot follow suit	TIP: Play a middle card if No strong preference
<b>Pard Leads</b>	Play W/ card = like suit - Play low card - Don't like suit	Discard H/ suit, card in suit you like, or low card in suit you don't like you don't like that suit!			Play W/ card asks the switch to higher of 2 remaining suits low card = lower card = trumps		
<b>Opponents Lead</b>		Discard H/ suit, card in suit you like, or low card in suit you don't like you don't like that suit!	Play W/ card = Even Count, low = odd	Play W/ card = Even Count, low = odd	Discard H/ suit, card in suit you like, or low card in suit you don't like you don't like that suit!		TIP: Don't give signals when opponent leads trump!
<b>Anyone Leads</b>		Discard H/ suit, card in suit you like, or low card in suit you don't like you don't like that suit!			Discard H/ suit, card in suit you like, or low card in suit you don't like you don't like that suit!		TIP: Don't give signals when suit fully agreement but card in hand and you don't like a middle card!
<b>Special Directions:</b>	1 Attitude, 2 Count, 3 Suit Preference (Use an Extra to show partner 10 Tr, even with unopened suits. i.e. Play 6 then 2. That becomes high-asking 10 then 6)		Shortness in dummy - ask bidding suggest Declarer's hand.		Shortness in dummy - ask bidding suggest Declarer's hand.		Nov 13, 2017

## Leads

- Opening leads often make the difference in the declarer making contract or going down!
- Subsequent leads and 'exit cards' are often just as important.

## Defensive Bidding

**Take Away:** Improve slightly on your defense and your scores will climb

You must also commit to communicating with and trusting Pard!

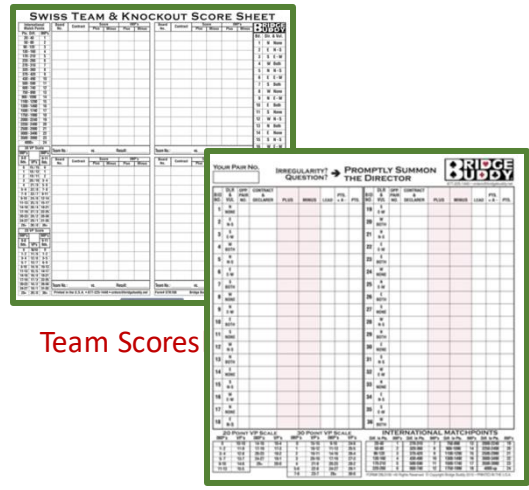




# - Scoring and Vulnerability

There are 2 primary Scoring methods

- Match Points & International Match Points or IMPs
- Pairs games typically use Match Points, Teams use IMPS for scoring.
- The scoring methods are **very** different with different strategies for each.



Team Scores

Pairs Scoresheet

Scoring Starts with the Auction and ends with Play of the Hand

- Bad auctions almost always guarantee bad results!
- If you can get to a reasonable contract your chance of a good score, go up!
- The second piece of scoring is your Play of the hand.
- Remember - Making your contract doesn't guarantee a good score!

Vulnerability comes in 4 different flavors..... and each may require a different strategy\*\*

- None, N/S, E/W, Both. These change every 4 boards in a specific pattern.
  - None Vul: Be most aggressive her, particularly competing for part scores
  - Favorable Vul: Opponents are vulnerable, and you are not. Bid higher and consider sacrifices where it makes sense.
  - Non-Favorable Vul: Be extra cautious here. You are Vul and opponents are not. They will bid aggressively.
  - Both Vul: Everyone is typically cautious here, especially with competitive part score bidding

**Take Aways:** Vulnerability is **critical** in your strategy for every auction!  
 If you mis-bid your auction, your score will rarely be good.  
 If you leave tricks on the Table your score will not be good.  
 A -200 is almost always a near bottom board!



\*\* Strategy will change whether you are playing match points or IMPS as well.

## - Hand Evaluation and..... Reevaluation

- This may be the single most important skill you can learn in bridge
  - **Why?**
- The ability for you to communicate with your partner your card holding will help you get to the best possible contract.
- When your pair consistently finds reasonable contracts, your scores will improve
- So, what are the key elements of hand evaluation? And Re-evaluation?

**DAYTONA REGIONAL - Guest Speaker Series**

**Improving Your Hand Evaluation – Who Cares?**  
JohnDietz@gmail.com

**Course Objectives**

- Help you improve your game
- Entertain you!
- Emphasize the importance of:
  - Evaluation
  - Re-Evaluation
- Introduction to various techniques
- Motivate you to want to learn more!
- Provide Tips, Examples & References
- Be available for Follow-up questions

Hand evaluation is very dynamic.  
It is based on the **working strength** in your hand, **plus** what you believe to be in your partner's hand, **and** what you believe is held by your **left and right** hand opponents.  
Your hand strength is not based on high card points nearly as much as it is based on **trick taking potential**, and in some cases the controls held in your combined hands.  
Simply put, better hand evaluation improves your auctions and contracts, leading to higher scores!

Let's take a little quiz to see how well you evaluate your hand!!!

Hand evaluation is very dynamic.

It is based on the **working strength** in your hand, **plus** what you believe to be in your partner's hand, **and** what you believe is held by your left and right hand opponents.

Your hand strength is not based on high card points nearly as much as it is based on **trick taking potential**, and in some cases the controls held in your combined hands.

Simply put, better hand evaluation improves your auctions and contracts, leading to higher scores!

## Improving Your Hand Evaluation – Warm up Quiz

## Hand Evaluation – Warm up Quiz: **INSTRUCTIONS**

- You sit down at the bridge table and the Director says to begin play.
- You pick up your cards.
- Take 30 seconds and list everything you do before making your bid

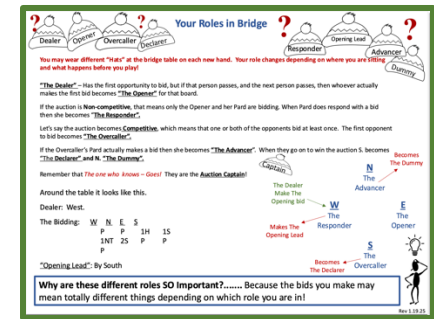
#	Questions Pondered & Considerations made before bidding	Comments
1	Note who the dealer is and what seat I am in.	Check boards – for proper direction
2	Check Vulnerability, make mental note!	Remember Vul throughout auction
3	Now, pick up my cards – face down and count them	Do you know people that don't?
4	Turn cards over , keeping them hidden. Put in order Red Black, high low etc.	Do whatever works for you.
5	Count HCPs and length points	i.e. 13+ 2. This number may change.
6	Do quick in and out evaluation. Are high cards in long suits, grouped honors?	Modify strength up or down
7	Count your quick tricks	Pass borderline hands w/o 2 Quick Tricks
8	State the shape of your hand to yourself. i,e, 4333, 5332.....	Balanced, semi, or distributional?
9	Look for red flags that could devalue your hand. ie. honors placed in front of ops suit	Single K or Q. Poorly placed strength.
10	Count potential losers (LTC)	Typical opener has 7 or less
11	Count Control Cards (A = 2, K = 1)	Typical opener has 5 or more
12	Did Pard open? If so, did my hand get better or worse?	How and how much?
13	Did the opponents open? If so, did my hand get better or worse?	How and how much?
14	Determine your initial “working Strength” (Trick taking potential) of your hand	A realistic estimate of tricks you can take
15	Reevaluate your hand after each bid to come up with a new “Working Strength”	Revise hand strength after <b>EVERY</b> bid
16	Does your hand have “Potential”. If you have a fit?	A weak hand can become a great hand!

Don't care for this list?  
 Make a list that works for you!  
 The key is that you use it every hand!

## - Key Roles in Bridge

Playing disadvantage; the same bid may mean different things.... Depending on??  
Depending on where you sit and who bid before you. disadvantage; it is very  
Important to understand what role you are in, or what 'hat your wear'.

- The Dealer –
- The Opener –
- The Responder –
- The Overcaller –
- The Advancer –
- The Dummy –
- The Opening Lead – The Defense is at a disadvantage; this lead is their chance to even things up.
- Subsequent Leads – Tells Pard a lot. **'Exit cards'** are also very important, don't give away tricks!
- The Auction Captain – This role is very important, because *The One that Knows Goes!*
- 



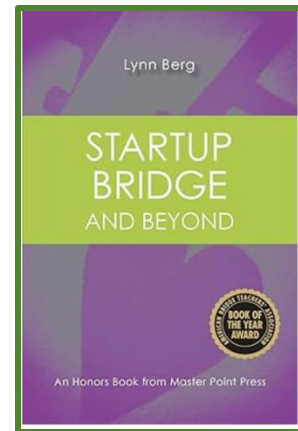
**Take Aways:** You must always understand what role you are currently in.  
The meaning of your bid will be understood by your Partner.



## - The Importance of Partnerships in Bridge

Let's review our warmup exercise! ...

.....How many fell in love with their hand?



Nothing is scarier than not knowing what to expect--as we all know, knowledge is power.

I'm here to inform you, encourage you and help you (and your partner) help yourselves. Use this book as a way to get into the mysteries of bridge and its most challenging form, duplicate.

Sure, knowledge of basic bidding protocols is necessary, but so is knowing what to expect, how to develop a partnership, what's going to happen as you play in various events, and how to deal with mistakes and setbacks.

Use this book like an extended glossary--it will give you the barebones start which will allow you to make an educated move to more information when you want it

.....Lynn Berg

### Take Away:

First and foremost, bridge is a **Partnership, Trick Taking game!**  
The sooner you embrace this concept, the sooner you move to intermediate bridge!



## - Bidding Styles in Bridge

### Opening 5-Card Majors Style

- In bridge, a widely method in the modern bidding system is when a player bids one of the major suits (Hearts or Spades) as their opening bid. They are **guaranteeing that they hold at least five cards in that suit**. Some European, and older Standard American methods only require a four-card major as the opening bid.
- When opener has both a 5-card major and a balanced hand and 15-17 points the preferred method is to open the hand 1NT, since it is more descriptive of the hand's shape and strength.
- Frequently when Opener's first bid is a minor they just have 4 or 3 cards in their suit, but have at least one 4-card major. They are hoping responder has four cards in their major.

### 2 Over 1 Style

- Simply put.... When playing 2/1 responder cannot make an immediate bid at the 2 level over opener's one level **suit bid** without holding an opening hand!
  - The key is that responder must have a hand that they would open in 1<sup>st</sup> or 2<sup>nd</sup> seats.
  - Over opener's 1D, 1H, 1S bid, if Pard bids at the 2 level **without jumping** its 2/1.
  - This bid says that we won't stop bidding until a game level is reached.
  - Very often responder must bid a default 1NT, which says nothing about their hand shape
  - There is no 2/1 bid over openers 1C bid. Can you see why?

**Take Aways:** If the only tool in the carpenter's toolbox is a hammer, then he often will go out looking for nails to pound.

**Translation:** Just because you and Pard play 2/1 and as responder you have an opening hand, doesn't mean that you will always use 2/1. Sometimes there are better initial bids!



## Practice Hand – 2.1.2

Dealer: **W**

Vul: None



Think about how you would bid this hand. Assume that N/S are passing throughout. You have the West hand and your Partner has the East hand. Once you land on a contract that you think is right, how might you go about playing out the hand?

We will go over the bidding and play of this hand in class next Monday.

	<b>N</b>									
<b>W</b>	<table border="1"><tr><td><b>S</b></td><td>A K J 4 3</td></tr><tr><td><b>H</b></td><td>10 3</td></tr><tr><td><b>D</b></td><td>Q 9 7</td></tr><tr><td><b>C</b></td><td>K 7 2</td></tr></table>	<b>S</b>	A K J 4 3	<b>H</b>	10 3	<b>D</b>	Q 9 7	<b>C</b>	K 7 2	<b>E</b>
<b>S</b>	A K J 4 3									
<b>H</b>	10 3									
<b>D</b>	Q 9 7									
<b>C</b>	K 7 2									
Your Hand										
	<b>S</b>									

	<b>N</b>									
<b>W</b>	<table border="1"><tr><td><b>S</b></td><td>Q 10 6 5</td></tr><tr><td><b>H</b></td><td>J 8 4</td></tr><tr><td><b>D</b></td><td>K J 3</td></tr><tr><td><b>C</b></td><td>Q 10 6</td></tr></table>	<b>S</b>	Q 10 6 5	<b>H</b>	J 8 4	<b>D</b>	K J 3	<b>C</b>	Q 10 6	<b>E</b>
<b>S</b>	Q 10 6 5									
<b>H</b>	J 8 4									
<b>D</b>	K J 3									
<b>C</b>	Q 10 6									
		Your Partner's Hand								
	<b>S</b>									

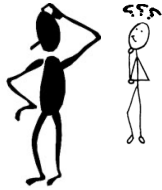


You will find that there isn't usually just one right answer in bridge bidding, or in the play of the hand. Your challenge is to find a good solution each hand.

The more experience you get, the better your solutions will become!



## Week 2 (Mar 10) - Five Basic Conventions & Bids Every Newer Player Must Master



- Review of previous week. Questions?
- Warm up Quiz, How to bid this Hand 2.2.1. Split class into 2 groups
- Stayman, and Puppet Stayman
- Jacoby Transfers, Texas Transfers, 4 Suit Transfers
- Cue Bids, many varieties
- Take Out Doubles, and the BIG takeout double, and Pards responses
- Negative Doubles,

**HELP** = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.

- What went well \_\_\_\_\_
- What didn't go well \_\_\_\_\_
- What was missing \_\_\_\_\_