



## Beginning Bridge I Course - Lesson 1.3

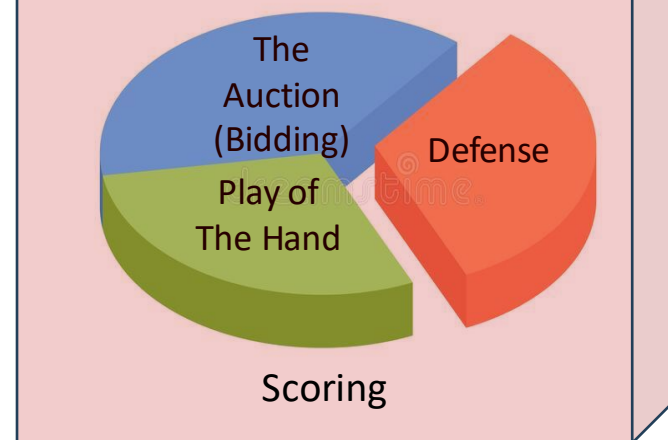
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### Course Objectives:

- Play several hands of bridge each lesson
- Have some fun
- Generate interest to learn more about the game of bridge
- Encourage students to meet others and find some new friends
- Begin learning the fundamentals, mechanics & language of Bridge
- Prepare students for Beginning Bridge II & to play games at the club

The Four Elements of Bridge



# Lesson 3 – Review of Lesson 1 & 2 Concepts



## Check for Understanding

- What are the 4 major elements of bridge! The Auction (Bidding), Play of the hand, Defense and Scoring
- What is a “Trick” in bridge? When a player has the highest card of the 4 played, or trump and wins.
- Bridge is a Partnership, Trick Taking game
- What are the two main events that happen EACH HAND (board) in bridge? The Auction resulting in a contract & the play of the hand totaling 13 tricks.
- What is the order of the suits and No-Trump in bridge, lowest to highest? Clubs, Diamonds, hearts, and spades, then No-Trump
- What is each trick worth in bridge? Minors (Clubs & Diamonds) 20 pts each, Majors (Hearts & Spades) 30 Pts each, and No-Trump, 40 for the 1<sup>st</sup> trick & 30 for all subsequent tricks.
- How many points earned winning tricks are needed to make a game? 100 Pts.
- What is “The Book” in bridge? The first 6 tricks taken during the play of the hand.
- How many tricks are needed for game in each suit & NT? 3 in No-Trump, 4 in Majors and 5 in Minors.
- When does an auction end? After 3 consecutive passes.
- Once you pass during the auction you may not bid again? T/F? F, you may always bid after passing
- Name the tools & materials used at the bridge table. Bidding boxes, Bridge Mate, boards, scoresheets...
- When evaluating hands, how many High Card Points (HCPs) are there in the deck? 40 HCPs

# Lesson 3 – Review of Lesson 1& 2 Concepts

## Major Concepts

- What is bridge and why do we want to learn it?
- Bridge is a foreign language, so let's learn some vocabulary!
- Bridge defined – “A Partnership, Trick Taking Game”
- Overview, The 4 Elements of Bridge
- The materials and tools of Bridge
- The Language of Bridge – A foreign Language
- What makes a strong hand? (Strength and length!). **The Golden Fit!**
- Suit Hierarchy vs. NoTrump – The bidding ladder
- What do I need to bid? – The 40 HCP (High Card Point) system, & a book of 6!
- Play of the Hand - NoTrump (no bidding)
- What does it take to bid? To respond? ..... (The Bidding Ladder)
- How high to bid? – Auction Objectives – The Stoplight Chart (more later)
- Opening a five card Major – Responding to Pard with a fit
- Recap, quick Q&A, preview of week 2



## Lesson 3 – Review Major Concepts.....

- Hand Evaluation – Length & Strength..... 40 High Card Point method...
- What does it take to open? (Exercise 2.1 Would you open this hand?)
  - AND.... What does it take to respond to Opener?
- What are Aces made for?
- Hand Evaluation – Adding for length initially, then after a fit, add for shortness!
- Review of opening a 5-card major, or NOT!
- Play of hands – Suit contracts
- Who are the players & what are their roles? (Handout)
- Why do we open a minor? Because we don't have a 5 card Major or the shape and strength to open 1NT.
- Brief Introduction to 2 Over 1 Style of bidding. (Like opening 5 Card Majors is a 'Style')
- Interference a 12-letter word! What the heck is an Overcall?
- More Play of the Play of hands – with Overcalls
- The Stoplight Chart (Handout). Concept of Min – Med – Max Hands



## Lesson 3 – Review – Would you open this Hand?

Instructions: You are the Dealer. Look at each hand below and decide if you would open it. If so, what would you open? Explain your logic. **Answers upside down below.**



1. A J 9 8 4    A 8    K J 5    6 3 2
2. ---            K Q 8    A 9 4 3 2    K Q 9 7 5
3. K 9 4        Q 8 5 4    A J 7    Q 9 6
4. J 7 3        A K J 9 8    6 3        K Q 8
5. K Q 6 4    A 8 4 2    A J 6    9 7 4
6. K    Q J    A Q 8 5 4    9 8 6 5 4
7. A K 7    A Q J 9 7    K Q J    A 3    (More in week 5)
8. A K 7    A Q 9 7    K Q J    Q 9 3    (More in week 5)

**Answers:** 1. Full minimum opener with 5 card major, **1Spade**. 2. Very distributional with lots of potential, 14 HCPs and only 4 expected losers, open **1Club**. 3. 12 HCPs, no 5-card suit, only one Ace, **Pass**\*. 4. 14 HCPs nice 5-card major, open **1Heart**. 5. 14 HCPs balanced hand two nice 4 card majors open **1Club** with 3-3 in the minors hoping that pard will respond with a major! 6. 11 HCPs, and two 5 card minors, however the king of Spades and the Q of Hearts are fools gold and likely worthless, **Pass** quickly! 7. 24 HCPs, this is a monster hand. We open these with a special bid at the 2 level, always **2 Clubs**! More on this bid later. 8. 21 HCPs and a balanced hand. We open these with 20 or 21 HCPs using another special bid at the 2 level, **2NT**. Hands 7 & 8 are the only STRONG bids made at the 2 level. The only other bid not opened at the 2 level are weak hands with long suits. These will be discussed next week.

\* More experienced players will open lighter with agreement with their partners. Better for newer plyers to pass.

## Lesson 3 – New Concepts



Instructions: You are the Dealer. Look at each hand below and decide if you would open it. If so, what would you open? Explain your logic.

- The "Law of Total Tricks": **Add your pair's total trump, i.e. 9. You should be able to 'compete' up to the 3 level (9 total tricks).**
- Opening at higher than the 1 level. Three exceptions are:
  - **2 Clubs**, a Monster hand typically with 22+ HCPs
  - **2NT** a balanced hand with exactly 20 or 21 HCPs
  - **2D, 2H, 2S, 3C, 3D, 3H, 3S, etc.** These are weak preemptive hands!
- Opening a minor – **We usually do this because we don't have 5 in a major.**
- What are Conventions? **Special bids that have a different meaning than their bid, i.e.**
  - Stayman
  - Transfers
- 2/1 Brief Introduction: **Pard opens, we don't bid at the 2 level w/o an opening hand**
- Forcing, Non-forcing, Invitational bids, Drop Dead bids. **These take practice to recognize**

Concepts: Opening Count, Adding for length, Quick Tricks, seat location, Opening a better minor, NT Opening High Card Count



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 come up with a contract that you think is right, how might you go about playing out the hand? We will go over the bidding & play of the hand next Monday.

W

<b>S</b>	K J 6 2
<b>H</b>	K J 3 2
<b>D</b>	A 6
<b>C</b>	A 10 8

N

<b>S</b>	A 7 3
<b>H</b>	A 9 8
<b>D</b>	7 5 4 <b>2</b>
<b>C</b>	Q 6 4

<b>S</b>	Q 10 4
<b>H</b>	Q 6 5 4
<b>D</b>	Q J 10
<b>C</b>	K J 7

E



<b>S</b>	9 8 5
<b>H</b>	10 7
<b>D</b>	K 9 8 3
<b>C</b>	9 5 3 2

S



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 come up with a contract that you think is right, how might you go about playing out the hand? We will go over the bidding & play of the hand next Monday.

W

<b>S</b>	A J 10
<b>H</b>	K 7 6
<b>D</b>	Q 10 7 4
<b>C</b>	A K 3

N

<b>S</b>	Q 6 3
<b>H</b>	A 10 8
<b>D</b>	J 9 2
<b>C</b>	10 9 8 7

<b>S</b>	9 7 2
<b>H</b>	Q J 9 3 2
<b>D</b>	K 5
<b>C</b>	6 5 4

E

<b>S</b>	K 8 5 4
<b>H</b>	5 4
<b>D</b>	A 8 6 3
<b>C</b>	Q J 2



S