



Beginning Bridge I Course - Lesson 1.4

Feb 3, 2025



Course Objectives:

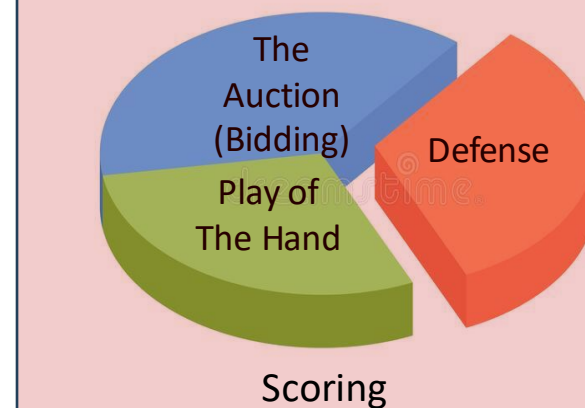
- Play several hands of bridge each lesson
- Have some fun
- Generate interest to learn more about the game of bridge
- Encourage students to meet others and find some new friends
- Begin learning the fundamentals, mechanics & language of Bridge
- Prepare students for Beginning Bridge II & to play games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

Take a Breath and Relax!

We have already covered 80% of the material that will be covered during this 6-week course!

Now we will review and practice what we have been exposed to.

The Four Elements of Bridge





- Hand Evaluation – **AND Reevaluation!** Length & Strength..... 40 High Card Point method...
 - Don't forget to add extra points for extra length initially and then reevaluate and give yourself shortness ;points once you find a fit. (you don't get points for both!)
- What does it take to open? AND.... What does it take to respond to Opener?
 - See handout on Opening Bids based on HCPs. You can look at your Stoplight Chart to see what it takes to respond. We always give opener a bid when they 4-hour and our RHO passes when we have at least 6 HCPS.
- Review Stoplight Chart and Bidding Ladder Handouts! These will help you in your bidding!
- Hand Re- Evaluation – Did the opponents bid? Did your hand get better or worse?
- Play of hands – Suit contracts, Review Strategy, (Handout)
- Who are the players & what are their roles? (Review Handout)
- Brief Introduction to 2 Over 1 Style of bidding. (Like opening 5 Card Majors is a 'Style')
 - Separate 4-hour class on 2/1 to be held later in the spring if you are interested.
- Interference a 12-letter word! What the heck is an Overcall? (Handout)



1. Stayman and Jacoby Transfers – Review hands in lesson 3...

1. To respond to Pards 1NT opener, you need at least one 4-card Major, **AND** 8 HCPs.
2. To respond to Pards 1NT opener you need a 5 card Major and **ZERO HCPs, REALLY!**

2. Defensive Strategies, including the Defender's plan

- Preemptive openings, Why we preempt! Weak 2, 3, and 4 bids
- Responding to Pard's preempt. **Further the preempt with support!**
- Interference – What should responder bid when openers bid was overcalled?

3. More Play of the hand

- **No Trump:** The Great Race for both the declarer and the defenders (**Handout**)
- **Suit Contracts:** Count expected losers first, played differently than No Trump

4. Overcalls..... And Responding to Overcalls. **Need a good 5 card suit and 7 HCPS to overcall at the 1 level, and you need 10+ HCPs to overcall at the 2 level.**

- Takeout Doubles. Opponent opens and you have **SOS!** **S**hortness in bid suit, An **O**pening hand, and **S**upport for the 3 unbid suits.

5. Forcing, Non-forcing, Invitational bids, Drop Dead bids. **We will cover this next time.**

Stayman Practice Hand – From Lesson 3.1..... Dealer: **N** Vul: E/W



Think about how you would bid this hand. Assume that N/S are Passing throughout. You have the **East** hand and your Pard has the **West** hand. Pard opens 1NT. Once you come up with a contract that you think is right, how might **West** go about playing out the hand?

W

S	K J 6 2
H	K J 3 2
D	A 6
C	A 10 8

N

S	A 7 3
H	A 9 8
D	7 5 4 2
C	Q 6 4

E

S	Q 10 4
H	Q 6 5 4
D	Q J 10
C	K J 7

S	9 8 5
H	10 7
D	K 9 8 3
C	9 5 3 2



S

Jacoby Transfer Practice Hand – From Lesson 3.2..... Dealer: W Vul: E/W



Think about how you would bid this hand. Assume that N/S are Passing throughout. You have the **East** hand and your Pard has the **West** hand. Pard opens 1NT (15-17 HCPs) Once you come up with a contract that you think is right, how might you go about playing out the hand as **West**?

W

S	A J 10
H	K 7 6
D	Q 10 7 4
C	A K 3

N

S	Q 6 3
H	A 10 8
D	J 9 2
C	10 9 8 7

S	9 7 2
H	Q J 9 3 2
D	K 5
C	6 5 4

E

S	K 8 5 4
H	5 4
D	A 8 6 3
C	Q J 2



S

Lesson 4 – Opening Large Hands and Pre-emptive Hands



Introduction: Most auctions (maybe 80%) start at the 1 level! For those Really big hands there are 2 special bids

- **2NT** for balanced and semi-balanced hands with **exactly** 20-21 HCPs
- **2 Clubs**. This hand is reserved for Monster Hands of 22 HCPs or more and balanced or semi-balanced, or..... In rare cases a player may have a hand with a long running suit with lots of winners and only a few losers, and about 19 HCPs. This hand can also be opened at 2 Clubs. i.e.

7 4 A K Q J 9 7 5 4 2 ---- A 6

This hand is far too powerful to open at the 1 level because it may be passed out by the other players. It has 10 sure tricks, so there is a game in Hearts with no help from Pard. All the opener needs for a slam is either the A K of spades, or the Ace of Spades and the King of Hearts.

Bidding Slams is fun, and you will learn more about them in Beginning Bridge II

Lesson 4 – Opening Large Hands and Pre-emptive Hands



Pre-emptive Bids: Can be scary for newer players.

- In first seat what would you do with this hand?

7 4 A Q J 9 7 5 4 8 10 8 6

You only have 7 HCPs, but you have 7 Hearts including 3 honors! If you look at your expected losers you have 2 in Spades, 1 in hearts, 1 Diamond and 3 Clubs. That makes just 7 losers which is the same as a typical opening hand, but you don't have many high cards, shouldn't you pass?

No. You should preempt! If you have a very long suit and few points, then it is likely that one or more of the other 3 players at the table have long suits and they have high cards. What if your opponents had long spades and lots of points? It would be pretty easy for them to sniff around and find their Spade game..... Unless someone interferes!

By bidding 2 Hearts in the first seat it makes it difficult for your opponents to find their best suit, and hard to determine if they should stop at 3 or go to game!

We will talk more about pre-emptive bids later in the courses.



Overcalls: (handout) When the opponent's open the bidding and you have points, sometimes it is good for your side to get into the auction. To bid over opener's 1 Vulnerable, bid you need a decent 5-card suit (a couple of honors). If you are Vulnerable, you should have a better hand to overcall with (2 of the top 3 honors or 3 of the top 5 honors). Remember that if the opponents get the contract that your partner is going to lead your suit, and if you are only Queen or Jack high that lead will not be successful!

When you don't have a 5-card suit to overcall, but you have a strong hand there is a way to enter the auction, it is called a **Takeout Double** (the X card). Think **SOS** to describe your hand. **S**hortness in opponent's suit, you hold something that looks like an **O**pening hand after including short points in opener's suit, and **S**upport for the other 3 suits.

When you make a Takeout Double, your Pard must bid something, usually his best suit at the cheapest level, and then you pass. If after you do a takeout X and the opener's Pard responds, then your partner is off the hook to bid unless he has at least helpful values, i.e. 5+ points. There is an exception called the Big Takeout X that we will discuss later.

Lesson 4 –

Forcing, Non-Forcing, Invitational and Drop-Dead Bids, A First Look!



Background: When you and your partner are in an auction, sometimes partner wants you to keep bidding, sometimes he wants to stop. There are different types of bids during the auction, some are:

- **Non-Forcing:** Pard may Pass if he chooses. i.e. Pard opens & you have >6 points, Pass!
- **Invitational:** You and Pard are in an auction and you have 11 or 12 points so you make an invitational bid like 3 Hearts, asking your partner to go to game if he is on the high end of his range, and to Pass if on the low end of his point range.
- **Forcing:** Pard opens, and you have 6 or more points. You must bid, something! Because Pard may have opened with 19 and needs very little to get to a game.
- **Drop Dead:** When one player has completely described her point count and has bid to game, they are saying I don't want to go any higher. i.e. 1NT – P 3NT by you (shows 10+ points, but not enough to try for a slam).

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