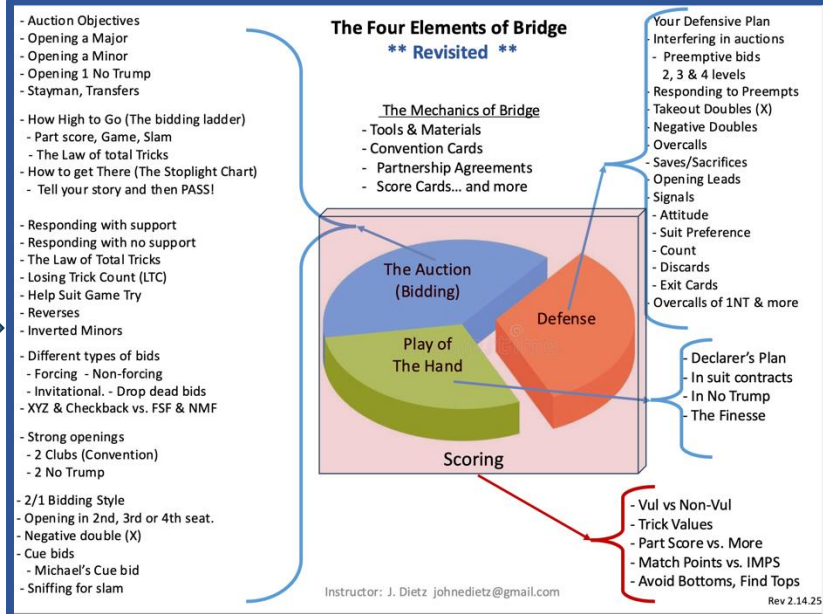
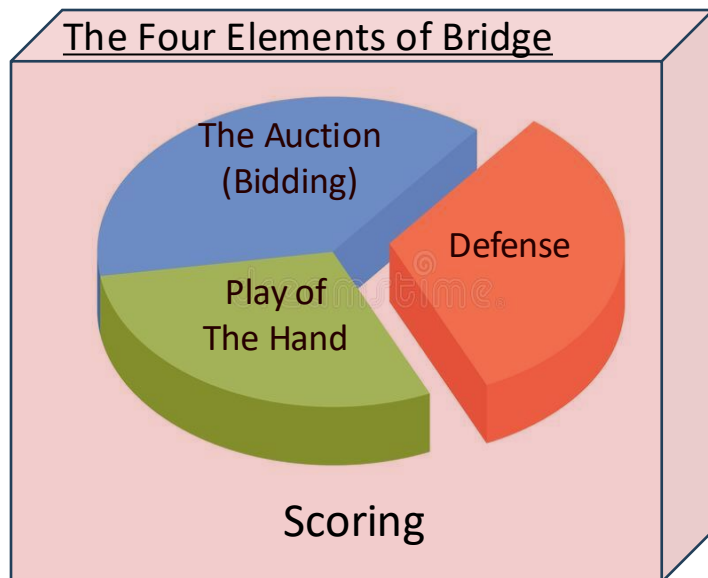




Beginning Bridge II - Lesson 2.6

March 3 – April 14, 2025

9:00am – 12:00 pm



Lesson 2.6:

**Opening Big Hands & Responses,
Preempts & Responses,
Losing Trick Count (LTC)
Heads Up on Week 7 Game!**

Warm Up Hand – 2.6.

Think about how you would bid this hand.

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

Dealer: W

Vul: N/S

W

S K Q J 7 2
H A 10
D Q 9 8 4
C 9 6

N

S 5 3
H J 9 5
D A K 10 6 5
C 10 8 2

S

S A 10 9 8 6 4
H Q 3
D J 3 2
C A Q

E

S ----
H K 8 7 6 4 2
D 7
C K J 7 5 4 3

Final contract 4C S for +130 & Top.
Board!

See if you can figure out how to make
4C East after a lead of the Jack of
Diamonds.

Hint: Think cross ruff!



Distributional hands have great ‘potential’ provided you can find a fit!

They can be tricky to bid, you must communicate with Pard!

General rule is to bid longest suit first!

If you are distributional, likely others are as well.

Week 6 (Apr 7) – Play of the Hand, Defensive Signals and Preemptive Bids



- Warm up hand 2.6.1
- Review of previous week. (Questions) Michaels Cue Bid and Unusual 2NT, Play of the Hand
- Opening Big Hands & Responding to them
- Preemptive Bids: Opening at the 2, 3 and 4 levels!
- Defensive Signals
 - Attitude
 - Count
 - Suit Preference
- Preview of Next week's Game!

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

Week 6 (Apr 7) – Opening Big Hands & How to Respond!

There are only a couple of hands large enough to open at the 2 level.

- **2NT** – This shows exactly 20-21 HCPs and balanced or semi-balanced hands, with no Void or singleton and only 1 doubleton.
- **2 Clubs** - This is the Grand Daddy of them all. It can be unlimited on the upper end. It is so big that you may have a game right in your own hand! There are several criteria used to help determine whether to open 2C. You should be about 1 trick away from a game at most.
 - About 75% of the time, you will be balanced or semi balanced with 22+ HCPs. & 3 ½ losers
 - The other 25% of the time you may only have about 19 HCPs, but you will have one long strong suit. About 3 ½ losers and about 8-9 running tricks.



Responding to 2NT – Just like responding to 1NT. Except an invitational hand is 4-5 and 6 is Game Force

Responding to 2C – Many different responses, but you need to come to an agreement with your partner and then write it on your ConvCard!. I like 2H says Pard, no A or K! I could have several Qs & Js, so as the auction captain I will get pard to a game. 2D says Pard I have 'at least' 1 A or K, Game Forcing!

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

Week 6 (Apr 7) - Pre-emptive Bids

What is the criteria for opening at the 2, 3 or even 4 level in Bridge? AND what are the different considerations to ponder before bidding?

Purpose:

- Disrupt the opponents bidding
- Create a strong trump suit

First and Foremost, Consider Vulnerability

- Start with the Rule of 2, 3 and 4
- Unfavorability (Vul vs. not): Overbid two tricks
- Equal Vul (Both Vul or Both not). Overbid three tricks
- Favorable Vul (Not Vul vs. Vul). Overbid by four tricks.

Hand Requirements

- Long strong suit. 6 cards for 2 level, 7 for 3 level, 8 for 4 level.
- High cards should be in your long suits.
- Opening at 2, 3 or 4 DENYS an opening hand!

Few values outside of your long suit.

Responding to Pre-empts!

We use the Rule of 17 to determine if we are strong enough to sniff for a game.

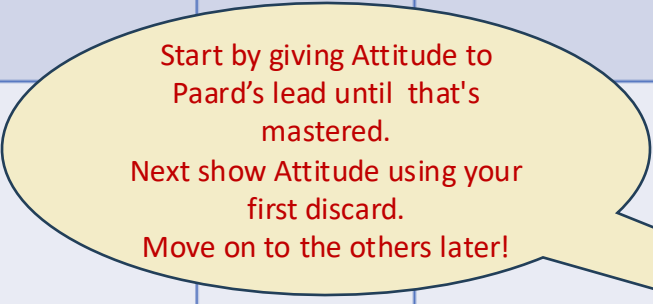
When we are also weak, but have support for Pard's suit, we can further the pre-empt. To help us decide how high to bid we use the Law of Total Tricks!



Remember that when the opponents have most of the points, and can get to a reasonable contract then you will likely get a poor score on that board. DO... Pre-empt whenever the conditions are right! It makes things difficult for them to find their best contract and frequently they must guess!

Week 6 (Apr 7) - Defensive Signals – Attitude, Count, Suit Preference, & First

The opportunity for Defensive signals occurs every single hand! There are 3 basic signals Plus First Discard

Defensive Signals Summary Sheet							
	<u>Attitude</u> Situation One	<u>Attitude</u> Situation Two	<u>Count</u> Situation One	<u>Count</u> Situation Two	<u>Suit Pref</u> Situation One	<u>Suit Pref</u> Situation Two	Notes 
When?	Pard Leads a new suit	You cannot follow Pard's or Opponents 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
<u>Pard Leads</u>	Play Hi card = Like suit Play low card = Don't Like suit	Discard Hi-ish card in suit you like, or low card in suit you don't like = Suit Pref			Play Hi card asks for switch to higher of 2 remaining suits low card = lower	Discard Hi-ish card in suit you like, or low card in a suit you don't like	
<u>Opponents Lead</u>		Discard Hi-ish card in suit you like, or low card in suit you don't like = Suit Pref	Play Hi card = Even Count, Low = odd	Play Hi card = Even Count, Low = odd		Discard Hi-ish card in suit you like, or low card in a suit you don't like	TIP: Don't give signals when opponent leads trump!
<u>Anyone Leads</u>		Discard Hi-ish card in suit you like, or low card in suit you don't Like = Suit Pref				Discard Hi-ish card in suit you like, or low card in a suit you don't like	TIP: Don't give signals when it will help opponent but not Pard, just play a middle card!
						Shortness in dummy or bidding suggests Declarer is out.	Shortness in dummy or bidding, sign Declarer is out.
<u>Signal Priorities:</u> 1 Attitude, 2 Count, 3 Suit Preference Use an 'Echo' to show relative Hi / Low, even with unexpected cards i.e. Play 4 then 2. The 4 becomes High saying I like it!							Rev 2.25.22



Week 6 (Apr 7) - Preview of Next Week's Game

No Lesson next week. Come prepared to play a fun game.

- This will be a fun game where you can receive some assistance but still win points!
- Most of you have played in at least 1 or 2 duplicate games and have a general idea of where pairs move to after the round is finished.
- When you check in, please see Greg B. to verify what Player Number you should load into the BridgeMates when we start the game.
- One of the most important things you can do is try to make a decision fairly quickly and then go with it. Don't ponder or agonize over you bids and plays, just do it!
- After the game we will go over the Hand Records and Game Summaries.
- Games are a lot of fun, and that is why you have been taking all of these lessons, TO **TO PLAY!**

We didn't get to the topic of Losing Trick Count (LTC).
This will be covered in my May 2/1 Course!

