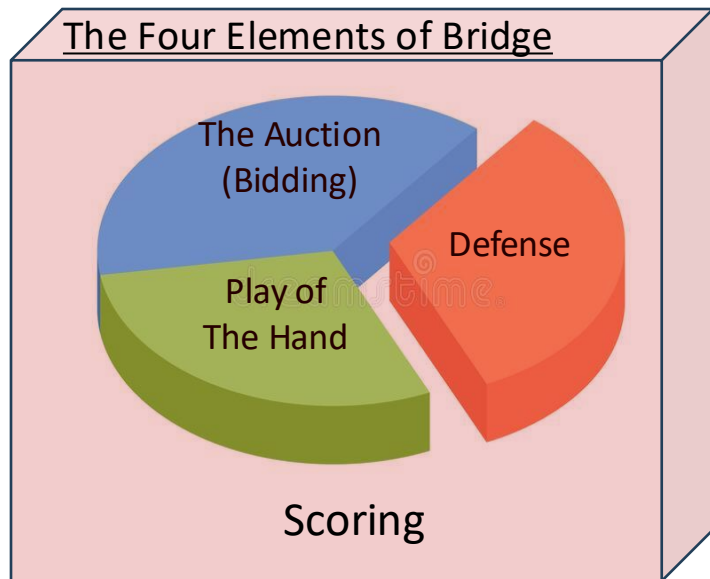


Beginning Bridge II - Lesson 2.2

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

- 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

Play of The Hand

- 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

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

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Rev 2.14.25

Lesson 2.2: The Five Key Skills Every Newer Player Must Learn First, AND Use!



You don't need to know a hundred conventions to become a Life Master. You just need to master a few critical ones, communicate with your partner on defense, and play sound fundamental bridge!

Stayman, Transfers, Takeout Doubles, Cue Bids and Negative Doubles!

Week 2 (Mar 10) - The Five Key Skills Every Newer Player Must Learn First, AND Use!

- Warm up Quiz, how to bid and play this hand
- Review of previous week. (Hand Eval quiz, (Bidding Styles: 5-Card Majors and 2/1).
- 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, Intro to 4 Suit Transfers
- **BREAK..... AND Play some hands!**
- Cue Bids, many varieties
- Take Out Doubles, and the BIG takeout double, and Pard's responses
- Negative Doubles,



We will cover
These next week

Please review so you
can get a headstart!

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 _____

Warm Up 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 Pard 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.

	N			N	
	S A K J 4 3			S Q 10 6 5	
W	H 10 3	E	W	H J 8 4	E
Your Hand	D Q 9 7			D K J 3	Your Partner's Hand
	C K 7 2			C Q 10 6	
	S			S	



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!

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 EVERY 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!

- Stayman, Puppet Stayman & Garbage Stayman

When Pard opens with a 1NT bid its exciting because you know Size and Shape!

Also, you know that if you have just 10 HCPs that you should be In a game!, and..... if you have 8 or 9 you should invite! Why?

But do you want to be in No Trump?

It's always best to try and find a Major fit! Why?

1NT – P – **2C*** kicks off Stayman, and says “Pard I have at least 8 HCPs , AND I have at least one 4-card Major, DO YOU”?

Now the opener tells you that they either have 1 or 2 4-card majors, or they have NONE. With none they bid **2D**, Why? Because that's the cheapest bid they can make and doesn't take up bidding space!



Bonus Question: Who is the Captain in this Auction?
Hint, #1: The Opener has the most points, exactly 15 – 17!
Hint, #2: This concept is really important!

Opener or Responder?



Take Aways: Stayman is used when responder has at least **8 HCPs, AND a 4-card Major**
It's usually much easier & safer for newer players to play in an 8 card Major fit than No Trump

2C* is a convention,, so the bid says nothing about Clubs. You may have 0 Clubs!

The 24-page Bidding Toolkit series is available online at www.40.org/play/conventions/learn/conventions.html.

THE BIDDING TOOLKIT

Puppet Stayman

Puppet Stayman is a specialized version of regular Stayman that is primarily used in response to a 2NT opening bid. Beginning an auction with 2NT has pros and cons. It is the plus column, opener gets to convey her strength (for the purposes of this article, we define 2NT as showing 20 to 21 high-card points) and declarer gets, which is of course, balanced. On the minus side, 2NT is awkward because it takes up a lot of bidding space. Also, the range of the hands that are candidates for 2NT openings will contain a five-card major. If you open 2NT on a hand that has five hearts or five spades, wouldn't it be easy to miss a 3-3 major-suit fit? This is why many pairs use Puppet Stayman, a bidding tool designed to diagnose such a fit.

Here's how it works: After a 2NT opening (the responses are silent), a 3♣ response promises at least one good suit and asks opener if she has a four- or five-card major. With five hearts, opener rebids 3♥. With five spades, she rebids 3♠. If opener has four hearts or four spades (or both), she rebids 3♦. With no four- or five-card major, you have a very thin 3-3 fit.

Partner is playing in 3♣. You can't play in 3♣. You can't play in 3♣. You can't play in 3♣. You can't play in 3♣.

Partner has 4♥, 5♥, 6♥, 7♥, 8♥, 9♥, 10♥, 11♥, 12♥, 13♥, 14♥, 15♥, 16♥, 17♥, 18♥, 19♥, 20♥, 21♥. You have 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣.

Partner has 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣. You have 4♥, 5♥, 6♥, 7♥, 8♥, 9♥, 10♥, 11♥, 12♥, 13♥, 14♥, 15♥, 16♥, 17♥, 18♥, 19♥, 20♥, 21♥.

Partner has 4♥, 5♥, 6♥, 7♥, 8♥, 9♥, 10♥, 11♥, 12♥, 13♥, 14♥, 15♥, 16♥, 17♥, 18♥, 19♥, 20♥, 21♥. You have 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣.

Partner has 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣. You have 4♥, 5♥, 6♥, 7♥, 8♥, 9♥, 10♥, 11♥, 12♥, 13♥, 14♥, 15♥, 16♥, 17♥, 18♥, 19♥, 20♥, 21♥.

Partner has 4♥, 5♥, 6♥, 7♥, 8♥, 9♥, 10♥, 11♥, 12♥, 13♥, 14♥, 15♥, 16♥, 17♥, 18♥, 19♥, 20♥, 21♥. You have 4♣, 5♣, 6♣, 7♣, 8♣, 9♣, 10♣, 11♣, 12♣, 13♣, 14♣, 15♣, 16♣, 17♣, 18♣, 19♣, 20♣, 21♣.

2nd Priority AFTER Mastering Stayman

First Priority

- Jacoby Transfers, Texas Transfers & 4 Suit Transfers (See me when you think you are ready!)

So, with a 1NT bid its exciting because you know Size and Shape!

Also, you know that if you have just 10 HCPs that you should be

In a game!, and..... if you have 8 or 9 you should invite! Why? Sound familiar?

2nd Priority

PLAY BRIDGE
THE BIDDING TOOLKIT
Texas Transfers
Many fine of Jacoby transfers plus Texas transfers are well. The treatments are identical, but there are some responder differences. After a 1NT opening, responder bids a 1NT opening by partner. Bid 4♣ a Texas transfer to 4♥ after natural opener 1NT coming, 15-17 high-card points. (Note that opener must announce "transfer".) In the second auction, however, responder should always bid a highly use hand with nothing on the bar. Bid 4♠ a Texas transfer to 4♥ after natural opener 1NT coming, 15-17 high-card points. (Note that opener must announce "transfer".) In the second auction, however, responder should always bid a highly use hand with nothing on the bar.

So, what's the difference between Stayman and Transfers, simple! Two differences

With transfers you respond with 5 or more in your major suit, AND you can have ZERO HCPs!

Yes, Zero HCPs. Say that to yourself three times, it's true!, Why?

PLAY BRIDGE
THE BIDDING TOOLKIT
Jacoby transfers
Jacoby transfers are a very popular treatment, and with good reason. They're easy to play, and they help describe common types of hand patterns in response to a 1NT opening. For the purpose of this article, we will assume that 1NT is strong (15 to 17 high-card points), but Jacoby transfers may be used with other strength ranges as well. After a 1NT opening, responder bids one of Jacoby transfers to describe a hand with a five-card or longer major. The method is simple: responder bids the suit one rank below the actual major suit he holds. Opener then accepts this "transfer" by holding the next higher suit in his hand. For example:
Opener Responder
1NT 2♥
(1) "Three of your five hearts. Please bid 2♥ for me and I'll tell you more in my next turn."
Opener Responder
2♥ 2♠
(2) "Okay."
Opener Responder
2♠ 2♣
(3) "Based on your five spades. Please bid 2♣ for me and I'll tell you more in my next turn."
Opener Responder
2♣ 2♦
(4) "Based on your five diamonds. Please bid 2♦ for me and I'll tell you more in my next turn."
Opener Responder
2♦ 2♣
(5) "Okay."
What's the point of doing this? First, the strong hand becomes declarer. The opening lead comes out for declarer. Without transfers, the strong hand could become dummy, allowing the defender to see where most of your club's assets are located. Second, the transfer gives responder another chance to speak. After opener accepts the transfer, responder may then pass, invite game, show another suit or jump to game. The transfer provides an extra "step" in the auction.
How does responder know which of these actions to bid? It depends on the strength and shape of the opener's hand. Keeping in mind that game-level contracts generally require a combined total of 25-26 HCP.

What could a **TEXAS TRANSFER** be? Thoughts _____?



Bonus Question Again: Who is the Captain in this Auction?
Hint, #1: The Opener has the most points, exactly 15 – 17!
Hint, #2: This concept is really important!

Opener or Responder?

First Priority



Take Aways: **Transfers** are used when responder has at least one **5-card Major, AND may have as few as Zero HCPs!**

Making a Transfer with Zero HCPs is your first venture into DEFENSIVE BIDDING!
How many points do your opponents hold?

2C* is a convention,, so the bid says nothing about Clubs. You may have 0 Clubs!

- Cue Bids, Michaels Cue Bid & Western Cue Bid (Later)

Name	Purpose and Example
Limit Plus Bids	A bid to represent bid or implied suit. Example: 4S - (2M) - 2M
Western Cuebid	Example: (2M) - 2S - (P) - 2M Then: 2M denies support.
Eastern Cuebid	Showing partner a support. Example: (2M) - 2S - (P) - 2M Then: 2M denies support.

itso make Cue Bids occur many times each bridge session! There are several variations with the most simple telling Pard that responder has a fit and at least invitational values.

West	North	East	South
1H	1S	2S	

These bids must be 100% forcing and tell opener that responder has at least 3-card support for the major, AND at an invitational+ hand. The advantages of Cue Bids are:

- They make it more difficult for the Advancer to get into the auction
- They don't take up too much bidding space for Opener & Responder.
- They are 100% Forcing for at least 1 round
- At higher levels they can take on different meanings.

Michaels Cue Bid (and it's cousin, the Unusual 2NT) are powerful ways to obstruct opponents!

- Overcaller has 5-5 in the two majors, or if a major was opened then 5 cards in the other major and 5 in an unknown minor.



- Negative Doubles & Support Doubles

Negative Doubles come in many different shapes and sizes, but in their most simple form they express values and length in the unbid suits, particularly in the unbid major(s) in a competitive auction.

West	North	East	South
1C	1S	Dbl	

You would want to double above with hands like these.

J8 Q974 Q854 K42

Q53 KJ874 96 Q105 ... This hand isn't quite strong enough to bid 2 Hearts, need 10+

A3 AQ85 K52 J763

What about this auction, what does the Dbl show?

West	North	East	South
1D	1H	Dbl	
1D	Pass	1H	1S

X

Take Aways: Pard opens and your RHO overcalls, but wait.... You have some values and wanted to bid. You may not have 3 of Pard's But may not have a stopper in RHO's suit so can't bid 1NT. But you do have at least 7-8 points. How many combined points do you and Opener have? Over half the deck. **Then bid..... a Negative X if you can.**

SUPPORT DOUBLES

Takeout, negative, penalty, lead-directing, support ... doubles can be confusing! A key to keeping them straight is to be clear about when each kind of double applies.

When is a double a support double?

- Our side opens the bidding 1-of-a-suit.
- Responder bids 1 or 1+ (It doesn't matter if 1NT passed, bid, or doubled.)
- RHO competes with a double or a suit overcall below 2 of responder's major?
- If opener double (or redoubles), that is a support double.

What does a support double show?

Exactly those card support for responder's major suit. That is it. It doesn't say anything else about opener's hand: he can have any strength or distribution!

Exercise 1. Which of these doubles are support doubles?

E	S	W	N
1	1	1	2+

E	S	W	N
1	1	1	1N

E	S	W	N
1	1	1	1N

E	S	W	N
1	1	1	1N

Bidding Tip:
Negative Doubles are done by the Responder and **Support Doubles** are done by the Opener!



- Takeout Doubles & Responding to Takeout Doubles

Takeout Doubles

You have a nice 13-point hand 2-4-4-3 shape and are all ready to open, until..... your darned LHO opens 1S. Rats and double rats! You have 13 points and wanted to open, but now you don't have a 5 card suit to overcall with. Pass? Heck no!

Use a **Takeout Double!** But when can you use it? When you have SOS!

The BIG Takeout X

- 18+ HCPs
- Will X then

Bid his own suit!

Takeout X

- Shortness in opener's suit
- Opening hand*
- Support for 3 remaining suits

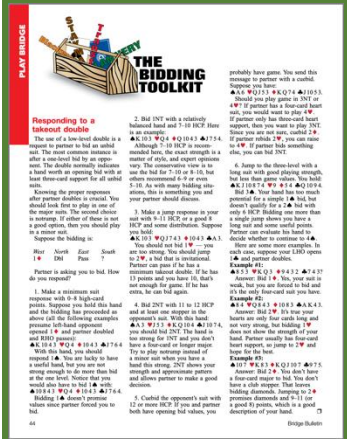
* May count shortness points in opener's suit

Responding to Takeout Doubles

When Pard does a takeout Double you Must Bid! (Why?)

That is unless your RHO bids then you are almost off the hook.

Generally, with 5+ points or some other meaningful values you will bid again.



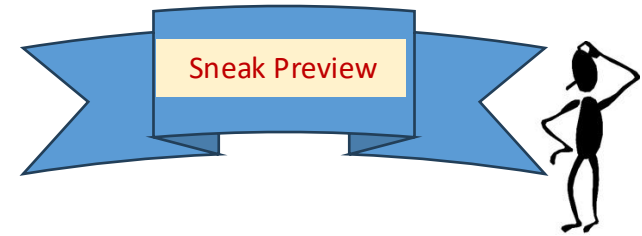
Takeout Xs: Are a great way for the opponents to 'get in the auction

The Big Takeout Xs: Show 18+ points when Overcaller bids their own suit. Sometimes there is a game across from a Takeout X so responder must tell more about his hand.



Week 3 (Mar 17) - More on Scoring, The Convention Card, and Play of the Hand

- Review of previous week. Questions?
- Warm up hand 2.3.1
- Takeout X's
- Cue Bids
- Negative X's
- Why Bother with Convention Cards?
 - Remember, Bridge is First & Foremost a Partnership - Trick Taking Game
 - Partnership Agreements
- How Scoring Works in Bridge
 - The BridgeMates vs. Hand Score Sheets, Personal Score Sheets
 - Match Points vs. IMP scoring
 - Why Vulnerability matters
- Planning and Playing out Suit Contracts
- Planning and Playing No Trump Contracts



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