♠
♥ ♦
♣

The Lansdowne Club

Lansdowne Beginners' Bridge – Lesson 1

♠
♥
♦
♣

A
K
Q
J
10
…
2

Basics (tricks and contracts); Evaluating your hand; Elements of Play: planning.
Introduction to Scoring; Play: trumps / no trumps; leading; drawing trumps, ruffing.

Tricks:	13 tricks (13 x 4 = 52)		

Declarer must make 6 tricks ('book') plus the bid contract

	Game:	3 No Trumps;	4 ♠ ♥ (major);	5 ♦ ♣ (minor)
		9 tricks	10 tricks	11 tricks
			25+ pts	28+ pts
	Small Slam:	6 suit / No Trumps	12 tricks	
		31-3 pts		
	Grand Slam:	7 suit / No Trumps	13 tricks	
		35-37 pts		

Count your points:

Ace	4 pts		Jack	1 pt
King	3 pts		Distribution:	
Queen	pts		1 pt for every card over 4 in a suit	

Distribution points change when you establish a suit 'fit' with partner – see below.

Examples:

1.			2.			3.			4.		
♠ A K 10 7	7		♠ 2	-		♠ -			♠ A K 5	7	
♥ Q 9 2	2		♥ A K Q 7	9		♥ Q J 10 9 8	3 + 1		♥ Q J 8 7 5	3+1	
♦ 10 3	-		♦ J 3	1		♦ 7 5 3			♦ A K 10	7	
♣ 7 5 3 2	-		♣ A Q 7 6 5 2	6+2		♣ A K J 5 2	8 + 1		♣ A J	5	
	9			18			13			23	

Play: **Declarer:** player who tries to make the **contract** (eg. 2♣ means 6 + 2 = 8 tricks)

Dummy: declarer's partner, who puts her hand face up 'on the table'. This hand is then played by declaraer.

Defenders: try to get the contract 'down'

Lead: first card to be played always by Left Hand Opponent (**LHO**) of declarer

Cards are played by players in **clockwise** sequence

then **follow suit** – if not then ? trump or discard

winner of previous trick leads to next trick

No trump Contract: cards cannot be trumped

Trump contract: any card from trumps can win a trick (if you can't follow suit)

Take Care: Over-trump! Highest trump card always wins trick

Tips for Declarer:

➢ Before playng a card, **plan** how to make the required number of tricks
   o Count your top cards – winners – in both your hand and Dummy

   o Start by focussing on longest suits: can you set up a 4th or 5th low card in a suit to be a winner?

➢ Don't just cash out your winners first: 'Aces are for killing Kings'.
   o If you cash out winners too early, you cvan lose control to defenders who can cash out their longest suit.

   o **Play towards strength**

➢ **Communication**: make sure you do not leave winners in Dummy with the lead in Declarer hand, and no ability to cross to a winner in that Dummy.

Tips for Defenders:

➢ **Opening Leads** - establish long suit

   o **Top of a sequence:** K Q J ; A K

   o '**4th highest** in longest and strongest'

➢ Lead Partner's suit (whether long or short).

➢ Don't just cash your Aces.

➢ **Lead through strength** not up to it.

➢ 'Second Hand plays low'

➢ 'Third hand plays high'

Hands:

4. North	South
♠ A K 6	♠ 10 5 3 2
♥ 8 6 3 2	♥ A K 4
♦ A Q 4	♦ K 8 3
♣ K 4 2	♣ A 5 3

5. West	East
♠ A J 7 2	♠ k Q 8
♥ Q 5 3	♥ K 7 6
♦ 10 4	♦ A 6 3
♣ Q 6 4 2	♣ K 9 8 3

Hand 4:

16 HCP   14 HCP

Contract: **3NT by N**

Lead from East: ♥Q

This probably means E has ♥J and some more ♥s.

Winners: ♠ A K ; ♥ A K ; ♦ A K Q ; ♣ A K

Yippee! 9 tricks – but wait: are there any more? Bonus for 'overtricks'. Possibly:

- If ♠ or ♥ break 3-3, then our 4th card is a winner;
  - But E led ♥Q !
- If ♠QJ doubleton, then they 'fall' under the ♠AK, and ♠10 is a winner.

So, attack ♠s first – attack ♠A K to see if attack ♠Q J drop, then 10 is good; if Q J don't drop, play 6 towards the 10, hoping that either distribution is 3 -3 or that one of Q/J is in E and the other is in W's attack ♠ doubleton, then 10 is good.

The ♠s actually were:

         N: ♠ J 9 8 4

W: ♠ A K 6   E: ♠ 10 5 3 2

         S:♠ Q 7

Hand 5:

9 HCP   **15 HCP**

Contract: **1NT by E**

Lead from South: ♦K

S probably has at least ♦Q and probably more ♦s.

Winners: ♠ A k Q J ; ♦ A

Hmmm: only 5 winners – where will extra 2 tricks come from?

- ♥ K or Q, once ♥ A is forced out
- ♣ K or Q, once ♣ A is forced out
- Possible extra trick in ♣ is distribution is 3-2 (67%).

But if we take our winners upfront, and then play the ♥ K or ♣ K, and lose to the relevant Aces, South will be able to win long ♦s. So '**DUCK**' 1st 2 rounds of ♦s – you were always going to lose 2 ♦ tricks. By ducking, you strip out North's holding, so that when she wins an Ace, she can't lead ♦s back to partner's long holding.

The ♠s actually were:

         N: ♦ 8 5

W: ♦ 10 4   E: ♦ A 6 3

         S: ♦ K Q J 9 7 2

If S had one of the Aces of ♥ or ♣, then you can't make your contract.

Try two further NT trump hands – these are further explained in John Stell video Lesson 1 – see link at end of notes on Bridgewebs site.

Trump Contracts (Unbalanced hands):

- FIT; Declarer and Dummy have 8+ cards between them.
  - (Almost) always prefer a major suit fit over a minor fit.
- When a player can't follow suit, he can play a trump card (aka '**ruff'**).
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
  - Work out most likely distribution of trumps
  - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.

➤ Try two further NT trump hands – these are further explained in John Stell video Lesson 1 – see link at end of notes on Bridgewebs site.

Example Videos:

John Stell – Lesson 1 (mini bridge with NT), Lesson 2 (mini-bridge with trumps); can also refer to Lesson 3 (getting the best game: suit or NT)