



## The Lansdowne Club

# Lansdowne Beginners' Bridge – Lesson 5

NT ♠ ♥ ♦ ♣

ACOL

Bidding: Double for take-out or penalty; Pre-emptive Bidding (Weak 2s, Weak 3s and Weak Jump Overcalls)

Play: Signalling

Game:	3 No Trumps	9 tricks	25+ HCP	100 pts
	4 ♠ ♥ (major);	10 tricks	25+ HCP	120 pts
	5 ♦ ♣ (minor)	11 tricks	28+ HCP	100 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 HCP	
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 HCP	

A = 4  
K = 3  
Q = 2  
J = 1

1pt for each  
card over 4

Or with FIT:  
Void = 3  
1'ton = 2  
2'ton = 1

Opening Balanced Hand:

no voids. Singletons, and not 2+ doubletons

<12 pts

PASS

12-14 pts

1 NT

rebid entirely dependent on partner

15-19 pts

1 suit

expecting to rebid in NT depending on partner's response

### Responses to 1NT:

Pass <11 pts, no 5 card major (-> Transfer)  
2NT 11-12 pts, no 4 card major (-> Stayman)  
3NT 13+, no 4 card major

**Transfer** to the majors: 0-17 pts, 5+ card major

**Responder bids:**

(1NT) - 2♦ asks Opener to bid 2♥  
(1NT) - 2♥ asks Opener to bid 2♠

### Stayman:

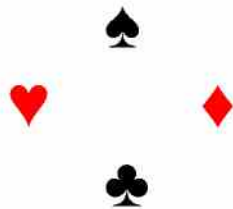
2♣ 11+ pts one or more 4+ card major

Response: 2♦ Opener has no 4 card major  
2♥ Opener has 4+ card ♥s, and may also have 4+ ♠s  
2♠ Opener has 4+ card ♠s, and does NOT have 4+ ♥s

Response at 3 level (♠ ♥ ♦ ♣) -> **FORCING** to Game

### Opening Hand with less balanced or strong balanced hand

Open 1 ♠ ♥ ♦ ♣		Responder with NO 4+ card support	
Pt count	Suit count	Bid	Pts
12-14pts	5+ and 4+ card suit	Pass	0-5
15-19 pts	4+ card suit	1NT	6-9 cannot bid higher ranking suit at 1 level
<b>Responder with 4+ card support – LIMIT BIDS</b>		1 new suit 6+	Change of suit: <b>FORCING</b> at lowest level
		2 new suit 10+	
		Jump 15+	<b>FORCING to GAME</b>
		Shift	eg. 1♥ - 2♠
Bid 2	6-9		
Bid 3	10-12		
Bid 4 ♠ ♥	13+		



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### Opener rebids after opening 1 ♠ ♥ ♦ ♣:

Responder's Change of suit is **FORCING**

Support partner if there is a FIT. If NOT:

12-14 **Rebid** 5+ card suit or bid lower ranking 4 card suit

15+pts Opener should rebid NT (if balanced) or 2<sup>nd</sup> suit  
OR bid new higher ranking 4+ card suit ('**REVERSE**')  
eg: 1♥ - 2♣ - 2♠

### NT Rebids (strong and balanced)

1NT 15-16 pts

2NT 17-18 pts

3NT 19 pts

Over response at 2 level:

2NT 15-19pts **FORCING to game:**

### Leads: Summary of tips

- What does **bidding** tell you?
- Lead your highest card in **partner's suit**
- **Top of a Sequence**
- Low lead probably means length AND/OR an honour **BUT:**
  - NEVER underlead an Ace
- **TOP OF NOTHING**
- **Lead through strength** and up to weakness
- Singleton / Doubleton: (**HIGH - LOW**)
- Lead **trump** if opposition may be short
- 4<sup>th</sup> highest in longest (strongest) suit (Vs NT)
- Lead an unbid major

## Competitive Bidding – overcalls etc:

### 1 Overcalling a suit

MUST have **5+ cards** to overcall a suit and decent quality – ie some honours.

Never overcall naturally in opposition's suit

➤ Overcall at 1 level	8-17 pts	➤ 3 level	12-17 pts
➤ 2 level	10-17 pts		

#### Responding to an overcall – with **3+** card support

Limit bids: 6-9pts simple raise 10-17 jump raise

#### Responding to an overcall – **no 3** card support

0-9 pts	PASS		
10-12 pts & stop in opposition suit	1NT if available, if not PASS	10-12 pts & 5+ card suit	bid 5+ card suit

### 2 Overall 1NT

- ❖ 15-17 pts & balanced
- ❖ Must have stop in opposition suit
- ❖ **Responses** : as to opening 1NT but adjusted for points (ie need 3 points fewer):
  - Transfers, Stayman, NT limit bids.

### 4 DOUBLE **X** for penalties

You can always look at the back of the bidding card to see the impact of over/undertricks and the scores.

### 3 Double **X** for take-out

Doubling of most sub-game contracts are usually for '**TAKE-OUT**'. This means that partner should bid **their best suit even with no points**. At this level, agree that all **X** s of suit bids below 2NT are for TAKE-OUT, where **X** is the 1<sup>st</sup> bid of that player.

So, in the 1<sup>st</sup> round of bidding: 1♥ **X** means

- ❖ Opening bid values
- ❖ **Shortage** in ♥s (max 2 cards)
- ❖ **X** of major usually guarantees 4 (exactly) cards in **other** major

❖ Should be able to support at least 2 of the other suits that partner may take out into.

❖ OR: 18+ pts

Main exception – **X** of 1NT opening bid (or overcall) is always for **penalties**.

### Responses to **X**:

- ❖ If RHO passes (1♥ **X** - ?), Responder should show **longest** suit;
- ❖ BUT if RHO bids, you are not forced
- ❖ 6-9 & **stop** in doubled suit (A; K x; Q J x),  
and no biddable suit: 1NT 1♥ **X** – 1NT  
10-11 ... 2NT

With biddable suit (4+ cards and preferably at least one honour)

- ❖ 0-8 pts bid longest suit 1♥ **X** - 1♠
- ❖ 9-11 pts jump in longest suit 1♥ **X** - 2♠
- ❖ 12+ & 5+ card suit double jump 1♥ **X** - 3♠
- ❖ 12+ pts cue **bid enemy suit** 1♦ **X** - 2♦  
“unassuming Cue Bid” – **FORCING** – asks for more info
- ❖ PASS is an option only if you have no biddable suit AND 5-6 of the doubled suit – “Pass for penalties”

1. N opens 1♦	2. E opens 1♠	3. S opens 1♠
<p>W E</p> <p>♠ J 9 3 ♠ A 8 5 4</p> <p>♥ Q 10 7 2 ♥ K J 8 6</p> <p>♦ A 3 2 ♦ J</p> <p>♣ Q J 7 ♣ A 9 4 3</p>	<p>S N</p> <p>♠ 2 ♠ 9 6 5</p> <p>♥ A J 9 5 ♥ K Q 7 3 2</p> <p>♦ K Q 8 3 ♦ A 4</p> <p>♣ K Q 4 2 ♣ 7 5 3</p>	<p>W E</p> <p>♠ 9 5 ♠ K J 10 2</p> <p>♥ A Q 8 5 ♥ J 10</p> <p>♦ K 8 3 ♦ Q 6 5 2</p> <p>♣ A 9 6 3 ♣ J 4 2</p>
<p>Pts: 10 13</p> <p>1♦ <b>X</b> –</p> <p>2♥ – –</p> <p>E has a perfect hand for <b>X</b>ing, with an opening point count and support for whatever partner bids. W jumps, showing 9-11, but for E, that is not enough for game – she has “Aces and spaces”.</p>	<p>Pts: 15 9</p> <p><b>X</b> – 3♥ –</p> <p>4♥ – –</p> <p>S has a classic <b>X</b>, with no 5 card suit and shortage in the opener's suit. M jumps showing 9-11 pts, and this time, S can convert to game.</p>	<p>Pts: 13 8</p> <p><b>X</b> – 1NT –</p> <p>– –</p> <p>W's <b>X</b> of 1♠ indicates 4 ♥s. If E had 4 ♥s, she could bid them with confidence, but as her suit is the opposition's, but with only 4 of them, she bids 1NT – all pass.</p>
4. N opens 1♣	5. E opens 1♦	6. S opens 1♦
<p>E W</p> <p>♠ A K 5 2 ♠ 6 4 3</p> <p>♥ K Q 9 6 ♥ A 5 2</p> <p>♦ J 10 7 6 ♦ Q 8 2</p> <p>♣ 2 ♣ K Q 10 7</p>	<p>S N</p> <p>♠ A Q 10 7 ♠ K 9 8 5</p> <p>♥ Q J 6 ♥ A 9 8 2</p> <p>♦ 9 5 ♦ J 4</p> <p>♣ A 8 4 2 ♣ K Q 5</p>	<p>W E</p> <p>♠ K Q 6 4 ♠ A J 9 8 5</p> <p>♥ Q 10 6 4 ♥ A J</p> <p>♦ 3 ♦ 10 9</p> <p>♣ A J 5 3 ♣ Q 10 9 2</p>
<p>Pts: 13 11</p> <p><b>X</b> – 2NT –</p> <p>– –</p> <p>W's 4 card suit is ♣s, bid by the opposition, and she has a stop in this suit. She has 10-11 pts, so bids 2NT. E can't guarantee</p>	<p>Pts: 13 13</p> <p><b>X</b> – 2♦ –</p> <p>2♠ – 4♠ –</p> <p>– –</p> <p>N response to S's take-out <b>X</b>, with opening bid values, is to force S to game and ask her to describe her hand more</p>	<p>Pts: 13 12</p> <p><b>X</b> – 3♠ –</p> <p>4♠ – –</p> <p>E's double jump shift of 3♠ means 12+ pts and 5 ♣s. W has a 4 card ♠ suit, but 'only 13 pts,</p>

diamonds and has only 1♣ so passes.	(Unassuming Cue Bid). S mentions her 4 card major (♠s) and N knows where the game is.	so signs off in game, rather than investigating slam.
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## Pre-emptive Bidding

Purpose: bidding at a higher level when weak to crowd out the opposition

**Rule of 20:** You can open 1 of a suit if a little light, if:

Total HCP + Total Number of cards in 2 longest suits = 20+

Eg: ♠ 9 8 2	♠ 9 8 2
♥ K J 10 9 6 5	♥ 7
♦ 9 3	♦ K Q J 9 7 4 3
♣ A K	♣ J 10
11 HCP + 9 cards = 20 so open 1♥	7 HCP + 10 cards < 20 so do not open 1♦, BUT...

Open 2 ♠ ♥ ♦ (WEAK TWO)

NOTE: 2♣ is totally different – 23+ pts

Means “I have 5-9 pts and have precisely 6 in the suit, with at least 2 honours”

Open 3 ♠ ♥ ♦ ♣ means “I have 5-9 pts and 7 of that suit (+2 honours)”

Open 4 ♠ ♥ ♦ ♣ NOT VUL means “I have 5-9 pts and at least 8 of that suit (+2 honours)”

‘Do not’ pre-empt in a suit when you have a(nother) 4 card major:

Key issue with light opening: **vulnerability**

EG: 2 down	✗	and Vulnerable	= 500	compared to opposition score of
4♠	Non Vulnerable		= 420	
3 down	✗	and Not Vulnerable	= 500	
4♠	Vulnerable		= 620	

**Opener’s rebid:** you have bid your hand – do not expect to bid again unless partner forces you.

**Responses to Weak Two opening:**

Any change of suit by partner indicates 5 (preferably card suit) and is **FORCING**.

Any raise of opener’s suit should be **PASS**ed.

2NT asks for more information (**Feature**) (**FORCING**). Responder will have 2 card support and 16+ pts:

If minimum (ie < 7/8+ pts), bid 3 of opening suit. 2♠ - 2NT - 3♠ - P

If not minimum: bid a suit with a **guarded honour** (A, Kx, Qxx) or a **singleton /void**. 2♠ - 2NT – 3♥ means a feature in ♥s.  
Features should be bid ‘up the line’, ie the cheapest first. So in this sequence, to show a feature in ♥ denies a feature in ♦s and ♣s.

If not minimum but no feature: bid 3NT – responder can elect to play in NT (esp if opening suit is a minor) or convert to game in opening suit.

Opening 3<sup>rd</sup> of 4<sup>th</sup> in hand: (ie Pass Pass Pass ? or Pass Pass Pass)

3<sup>rd</sup> in hand: can be a little weaker to open 2/3 level (not pre-empting partner)

4<sup>th</sup> in hand: be stronger (9-10 pts), as you are not actually pre-empting anyone

7. You Vul – They Not Vul		8. You Not Vul – They Vul		9.	
♠ J 10 9 7 4 3 ♥ A K 6 ♦ 9 8 3 ♣ 7 Pts: 8 (+2)		PASS Having none of top 3 honours in ♠s, and defensive values in ♥s. Too risky to open 2 at unfavourable vulnerability		♠ Q J 10 9 4 3 2 ♠ ♥ 7 2 ♦ 9 8 ♣ A 7 2 Pts: 7 (+2) At favourable vulnerability, with no defensive values in other major	
10.		11.		W E	
N S		N S		♠ K 8 6 ♠ A Q J 9 5 2	
♠ 8 6 ♠ A J 10 6		♠ K 6 ♠ A J 10 6		♥ 9 3 ♥ 7 4	
♥ K Q 10 9 6 5 ♥ A 7		♥ K Q 10 9 6 5 ♥ A 7		♦ A Q 10 9 6 5 ♦ K J	
♦ 9 3 ♦ A K 7 2		♦ 9 3 ♦ A K 7 2		♣ 8 5 ♣ K Q 7	
♣ 8 5 4 ♣ 9 7 2		♣ 8 5 4 ♣ 9 7 2		Pts: 9 (+2) 16 (+2)	
Pts: 5 (+2) 16		Ptd: 8 (+2) 16		2♦ 2♠	
2♥ 2NT		2♥ 2NT		4♠ -	
3♥ -		3♠ 4♥ -			
With 16 pts and 2 card ♥ support, S asks for more information. N is pretty minimal so repeats her suit at the lowest level and S can pass.		This time N has good points and a guarded ♠K, so shows the spade feature with 2♠. This also denies a feature in ♦s and ♣s. S counts up to 25 pts and can convert N's spade feature into a trick, so bids game. Critically she can cover 2 of N's 4 losers in ♦s and ♣s.		E has a good 6 card spade suit, opening values and even honours in partner's suit. Even if she only had 5 ♠s, W's 3 ♠s make a FIT, 4 ♠s should be on. How many winners/losers between the hands?	

**Signalling:** relevant for communication between defenders

<p>When following suit on partner's opening lead:</p> <p><b>High</b> <b>Encourage</b> <b>Low</b> <b>Discourage</b></p> <p>NB: other signalling methods available</p>	<p>HIGH card in that suit to encourage LOW card to discourage Eg. <math>\spadesuit A</math> <math>\spadesuit 3</math> <math>\spadesuit 9</math> <math>\spadesuit 5</math>  <math>\spadesuit A</math> is led, meaning that "I have the <math>\spadesuit K</math>"  <math>\spadesuit 9</math> from partner means "carry on with that suit – I may have a doubleton or the <math>\spadesuit Q</math>"</p> <p><b>OR</b> if clear that partner needs to switch suit (eg. Dummy had singleton: High card means the higher of the other 2 suits LOW card means the lower of the other 2 suits Eg. <math>\spadesuit Q</math> <math>\spadesuit 3</math> <math>\spadesuit 2</math> <math>\spadesuit 5</math>  <math>\spadesuit 2</math> from partner means "I assume you will now switch as dummy is void. Lead a <math>\clubsuit</math>."</p>
<p>When discarding (can't follow suit and not ruffing):</p>	<p><b>H E L D</b> Discard a higher card in the suit you want partner to lead to you</p>
<p>When Declarer leads</p>	<p><b>Even</b> number in a suit: <b>HIGH</b>, then next trick in that suit <b>LOW</b> Eg. <math>\spadesuit A</math> <math>\spadesuit 7</math> <math>\spadesuit 2</math> <math>\spadesuit 5</math> then <math>\spadesuit K</math> <math>\spadesuit 3</math> <math>\spadesuit 8</math> <math>\spadesuit 4</math></p>
	<p><b>Odd</b> number in a suit: <b>LOW</b> then <b>HIGH</b> with <b>3</b> cards: <b>MUD</b> – Middle Up Down Eg. <math>\spadesuit A</math> <math>\spadesuit 6</math> <math>\spadesuit 2</math> <math>\spadesuit 3</math> then <math>\spadesuit K</math> <math>\spadesuit 7</math> <math>\spadesuit 8</math> <math>\spadesuit 4</math> means odd number in suit if <math>\spadesuit 5</math> is played on next round, then defender started with precisely 3 <math>\spadesuit</math>s.</p>

**Recommended:** buy Andrew Robson's Bginners; Bridge Flipper, and then the Essential Bridge Flipper (Google: [Andrew Robson Bridge Club](#)) – don't get the "Strong No Trump and 5 card Major" Flipper – different system.

Other Useful Practice Sites: Bridge Base Online / Practice / Bridgmaster – practice playing hands frpm beginner to Advanced level

Stellar-Bridge videos: [Lesson 20](#) (Take Out Double); ; [Lesson 24](#) (Weak Twos) ; [Lesson 25](#) ( Other Pre-Emptive Bids) ; [Lessons 26](#) (Defence To Weak Bids)



5 ♥s (if split is 2-2),  
♦; possibly 3 ♣s. 10-11  
an extra if ♣ K can be  
).).

**Board 3**

South Deals

N-S Vul

♠ K J 10 7

♥ A Q 8 7

♦ J 9

♣ A Q 10

♠ Q

♥ 10 6

♦ K 7 6 5 4 3

♣ 8 6 3 2



♠ 9 2

♥ J 5 2

♦ Q 10 8

♣ K J 9 5 4

♠ A 8 6 5 4 3

♥ K 9 4 3

♦ A 2

♣ 7

5  
17 7  
11

West	North	East	South
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1 NT <sup>1</sup>	Pass	2 ♠ <sup>2</sup>	Pass
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3 NT <sup>3</sup>	All pass		
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1. 16-18 pts and no 5 card major. Can be left to play by partner (ie not forcing).
2. Unassuming Cue bid - game values, having added extra point for length in Clubs, and asking for more info.
3. E notes that W did not use Staymasn, so does not have a 4 card major. Being strong 17 and non vulnerable, she jumps to the NT game.

N leads: ♠ Q (partner's suit)

Winners: 2 ♠s, possibly 3 thanks to the lead;

2 ♥s - 3 with finesse; 1 ♥; 5 ♣s.

More than enough.

**Board 4**

West Deals

None Vul

♠ K 2

♥ A K Q 7 3

♦ Q 8

♣ Q 10 9 7

♠ A 5 4 3

♥ 6

♦ K 7 6 5

♣ A K 8 4



♠ 10 8 6

♥ 10 9 8

♦ A J 10 9 4

♣ J 2

♠ Q J 9 7

♥ J 5 4 2

♦ 3 2

♣ 6 5 3

14  
16 6  
4

W 3N; EW 3♥; E 1N; W 2♦; W 2♣;

NS 1♠; E 1♦; Par -400: W 3N=

West	North	East	South
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1 ♥	Dbl <sup>1</sup>	Pass <sup>2</sup>	1 ♠ <sup>3</sup>
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Pass	Pass	2 ♥	Pass
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Pass	2 ♠ <sup>4</sup>	All pass	
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1. Classic Double with opening values and 4 card support for any other suit.
2. E could bid 2H (as W almost certainly opened with 5) at this stage - this may put off the opposition, but there is also an argument for seeing if the NS pair can dig themselves into a hole.
3. N's X indicates 4 Spades, so S should certainly show 4 card support. Without 4 card support, she would hold her nose and bid her longer minor.
4. N competes to 2S,

West leads: ♥ A

Winners: 3 ♠s; 2 ♥ ruffs in N; 2 ♣s = 7. 1 off (-50).

But that is not so bad: W can make 3 NT(-400).



**Board 5**

North Deals

N-S Vul

♠ K Q J 3

♥ Q 6 5

♦ 7 3 2

♣ Q 8 7

♠ 5

♥ J 7

♦ K Q 10 9 6 5 4

♣ K 6 5



♠ 10 9 8 4 2

♥ 4 3

♦ A J

♣ 10 9 3 2

♠ A 7 6

♥ A K 10 9 8 2

♦ 8

♣ A J 4

9  
10 5  
16

*West**North**East**South*3 ♦<sup>1</sup>

Pass

3 ♥<sup>2</sup>

Pass

4 ♥<sup>3</sup>

All pass

1. Under Rule of 20 and NV, this could even be opened 1D, but a bit light on tricks, so 3D is better.
2. 16 HCP and 6 good Hearts enables S to bid a forcing 3H.
3. N is faced with repeating Diamonds or 4 HEarts. She has 2 supporting Hearts, so bids 4H. With no hearts she repeats her Diamonds.

Lead: ♠ K - top of a sequence

Winners: 1 ♠; 5, possibly 6 ♥s; 2, possibly 3 ♣s, requiring at least 2 ♦s.

Make sure NOT to cash the ♣ K before you have cleared trumps and lost the A ♦, as this is your entry to the long ♥s.

Only significant problem arises if ♥ distribution is not 3-2 and the ♥ Q is in the 4 card suit in W.