

BRIDGE**Unit 1**

BRIDGE IS the most compulsive mind game ever devised.

Your original intention is probably to learn enough Bridge to play socially with friends and a bottle of wine (or two).

You will soon discover however, that there is a huge army of Bridge players out there, who will ensure friendships and social contacts that you could only have dreamt of. There are scores of bridge clubs in the area, many of which are affiliated to the North Eastern Bridge Association (NEBA) and the English Bridge Union (EBU). The game is International,

Although bridge is more complex than you could ever have imagined, its strength is that it can be enjoyed at every level. This course of lessons is designed to take the beginner, in two years, to a position where they can enjoy the auction, play and scoring with others of similar standing, on a social level.

Initially, Chicago scoring is suggested rather than Rubber Bridge scoring. This will ensure a smooth transition to Duplicate Bridge which should be every player's goal.

You will be taught the 'ACOL' system of bidding, which is the system used by most players in this country.

I hope that this booklet will be a helpful aide-memoir but you do need to get practise outside of the lessons. A friendly Duplicate Bridge Group is now established at Newburn Leisure Centre, where students can get the feel for club Bridge in a learning environment. We meet on Mondays and Thursdays at 1pm and you are most welcome to join in.

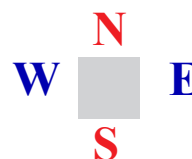
BASIC DECLARER PLAY.**CONTENTS**

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PRELIMINARIES

The Players

Bridge is played with four people. One pair play as North and South and they play against the 2nd pair who sit East and West



The Deck

Bridge is played with a standard pack of playing cards, which has fifty two cards divided into four suits called clubs, diamonds, hearts and spades.





There are thirteen cards in each suit. The top four cards in each suit are called *honour cards or honours*.

Honour cards are given values which determine the strength of the hand. These values are called *High Card Points. (HCPs)*

The Deal

After the cards are shuffled (*made*) a player deals all the cards one at a time in a clockwise direction beginning with the player on his left. The dealer's last card will be to himself.

Players should always check that they have thirteen cards *before* looking at their hand.

Clubs	Diamonds	HCP Value	Hearts	Spades
				
ace	ace	4	ace	ace
king	king	3	king	king
queen	queen	2	queen	queen
jack	jack	1	jack	jack
10	10		10	10
9	9		9	9
8	8		8	8
7	7		7	7
6	6		6	6
5	5		5	5
4	4		4	4
3	3		3	3
2	2		2	2
<i>Minor suits</i>			<i>Major suits</i>	

Tricks

The four cards played in turn, during a round of play is called a *trick*.

A trick is won by the highest card played or a trump. (*More later*). Aces are high!

Object of the Game

The simple object of the game is to score more points than your opponents, by either

- a.) out-bidding your opponents, and then making your declared number of tricks, (your *contract*.) OR
 b.) *if the opponents win the auction*, stopping them from making the number of tricks that they have declared they can make. This is called defeating or *setting* their contract.

The most difficult element of bridge is the *auction* where each pair *bids* in an attempt to buy the *contract*. The 2nd element is the *play* of the hand - either as *declarer* or as a *defender*.

The 3rd element is *scoring* which will determine your tactics during the auction and play.

In these handbooks, *bold red italics* indicate the first use of specific Bridge terminology

HAND EVALUATION

The Strength of your Hand.

Although it would seem logical for this booklet to begin with the first element of the game, *the auction*, the coded language of bidding may be too abstract until you understand the nature of the play.

At this early stage we will simply consider how to determine the strength of your hand.

When you are dealt thirteen cards you may have lots of aces and kings which are likely to win tricks! (A strong hand) or you may have a hand full of small cards. (A weak hand)

In Bridge, because you always play with a partner, there is a need to communicate the relative strength of your hand to your partner.

You are not allowed to simply say "I have two aces, three kings, a queen and a jack, and I have six clubs and four spades, no diamonds and three hearts". So complicated coded systems have been devised to convey the strength and shape of your hand to partner. During the auction, each bid you make gives a coded message about your hand.

The first piece of this coded language is that the *honour cards* or *honours* are given a numerical value.

Aces	=	4
Kings	=	3
Queens	=	2
Jacks	=	1

These numerical values are called High Card Points (*HCPs*)

Named after it's originator Milton Work, this method of hand evaluation is called the 'Milton Work Count'.

We are going to use this method of hand evaluation immediately to get us started on a game which will introduce you gently to the complexities of the amazing game of Bridge.

NOTE

During play, the '10' is considered to be an honour as well as the obvious ace, king, queen and jack.

How many **High Card Points (HCPs)** do each of these hands have? Use the Milton Work Count.

♠ Q87642 ♥ 87 ♦ A754 ♣ 2	♠ AJ7 ♥ AKJ762 ♦ Q2 ♣ 32	♠ - ♥ AJ982 ♦ AQ65 ♣ 9763	♠ KQ8 ♥ Q75 ♦ A754 ♣ AKQ	♠ 7642 ♥ J87 ♦ 754 ♣ Q96
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How many points would an average hand have?

*Please remember though, that the **SHAPE** of the hand can be as important as HCPs*

♠ AKQJ1087642 ♥ 8 ♦ 5 ♣ 2

This hand has only 10 HCPs but you could make 10 tricks if spades were trumps. (*More later*)

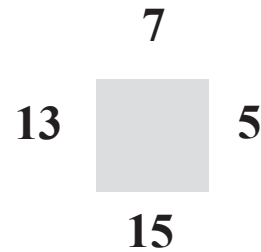
This hand has 16 HCPs but you might only make 4 tricks.

♠ A642 ♥ A83 ♦ A95 ♣ A76

WHO PLAYS THE CONTRACT

Here, we can see a complete deal and how many *High Card Points* each player has.

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



There are 40 HCPs between the four hands.
(10 HCPs in each suit.)

An average hand would have 10 HCPs.

Before launching into the real game we are going to spend a couple of weeks playing a simplified version of the game called *Mini Bridge*

In Mini Bridge, after the deal, each player counts his HCPs. Then, starting with the dealer, players declare how many points they have.

Because in the example above, N/S have the most points. (22 of the 40) their side will play the first contract.

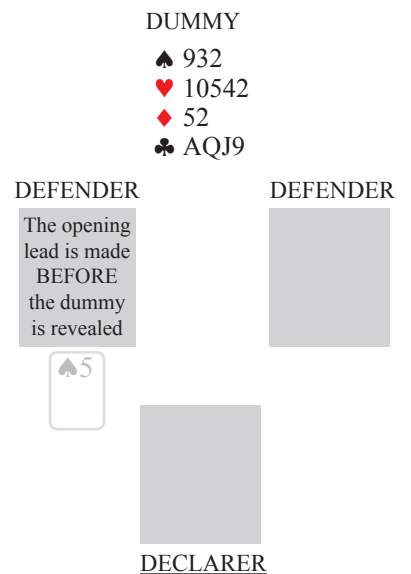
South (15) has more points than north (7) so south will be *declarer* and north's hand will become the *dummy*.

Because the playing side has the balance of points, declarer must always try to win at least one more than half of the thirteen tricks. 6 tricks is considered to be half, therefore declarer must win at least 7 tricks.

E/W on this occasion, will be the *defenders*.

The *opening lead* is always made by the player on the left of declarer. (*West in this example*). West chooses to lead from his longest suit, spades and the dummy hand is placed face up with the suits columns *as shown on page 6*.

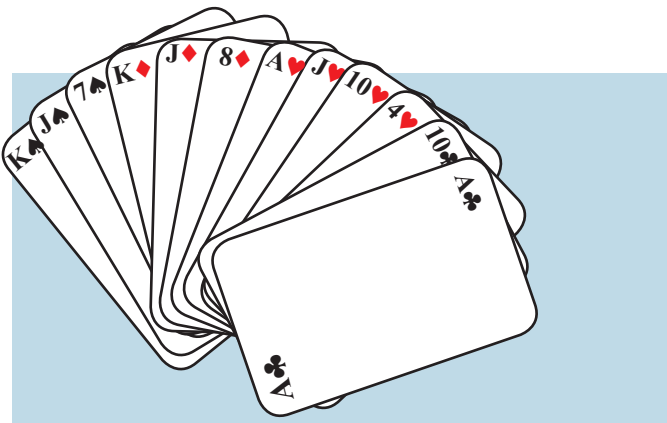
During play, declarer should *tell dummy which cards to play* rather than playing the cards himself



Some of you will know that the game can be played with (or without) trumps. For this first week we will only play hands without trumps. For obvious reasons this kind of contract is called NoTrumps (NTs).

Play a few hands using your Minibridge scoresheet 1. (page 21)

THE PLAY OF THE CARDS



Always count your cards

Before looking at the cards you have been dealt, **always** count your cards at the beginning of each new hand to ensure that you have 13 cards!!

Then sort the 13 cards into suits (preferably black/red/black/red) and into numerical order, to make the selection of the right card easier.

There are thirteen tricks to play for in every deal. You must follow suit if you can!

Opening Lead

The opening lead is always made by the player on the left of declarer. Each player in turn, plays a card (*following suit where possible*).

The four cards played, become the 1st **trick**. There are 13 tricks to play for in each hand.

Winning Tricks

	A		
Q	█	8	North's ace will win this trick.
	3		
	J		
7	█	Q	East's queen will win this trick
	3		

Playing with a Partner

You must learn that Bridge is a partnership game, played between you **AND** your partner, against another pair.

The first problem is learning to play with a partner, or if you are declarer, playing with a **dummy**. (Sometimes it is not easy to tell them apart!)

If your partner is winning the trick, you don't have to play a high card because your partner is winning **for your side**.

Declarer should not touch any of the cards in dummy, but should call for the card to be played by his partner/dummy.

After the opening lead, subsequent leads must be made from the hand that won the trick.

If the trick is won in dummy, the lead to the next trick must come *from* the dummy hand and declarer must ask dummy to lead the chosen card from the dummy hand.

Try not to communicate your feelings to partner by expressions, comments, or gestures and play your cards at a constant tempo.

OPENING LEAD & ARRANGING TRICKS

Dummy

- ♠ A852
- ♥ KJ104
- ♦ K9
- ♣ 875

- ♠ K6
- ♥ Q9
- ♦ AQJ643
- ♣ A32

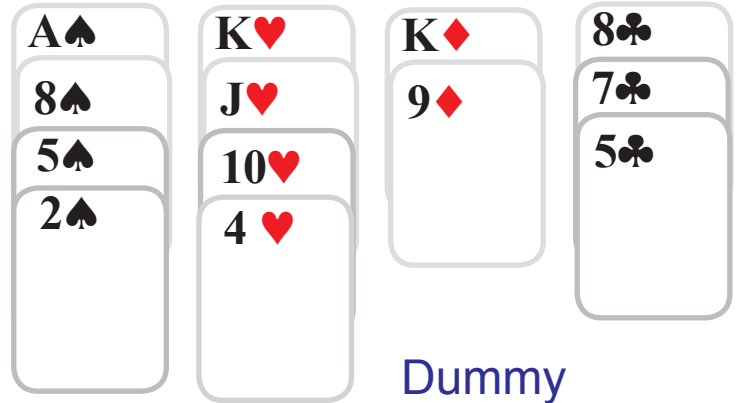
Declarer

On this hand, declarer has 16 HCPs, dummy has 11 HCPs. A combined High Card count of 27.

West led ♠4.

**Playing without trumps how many tricks do you think you could make?*

Dummy is now *faced* and arranged on the table like this, so that all players see the 13 cards in dummy



Play begins when the defender on the left of declarer *leads* a card. The opening lead should be made *face down* until partner confirms that the correct defender is leading, by saying *"No questions partner?"* Eventually **Questions** will, relate to the bidding, but for now this procedure will avoid players leading from the wrong hand.

Leading from the wrong hand is an infringement.

When we eventually start playing with a trump suit, trumps are always placed on the left (from declarer's perspective).

**The answer to the above question is that a good bridge player will usually make 12 tricks with these cards! Win with ♠K and lead ♥Q. Keep playing hearts until ♥A is played. Win whatever opponents lead back, and as long as you play ♦K first, there are 12 tricks.*

In Whist and Rubber Bridge, the four cards in a trick are scooped up and placed in front of the player who won the trick.

In Bridge today the individual cards from each player remain in front of the player, organised as in the diagram.

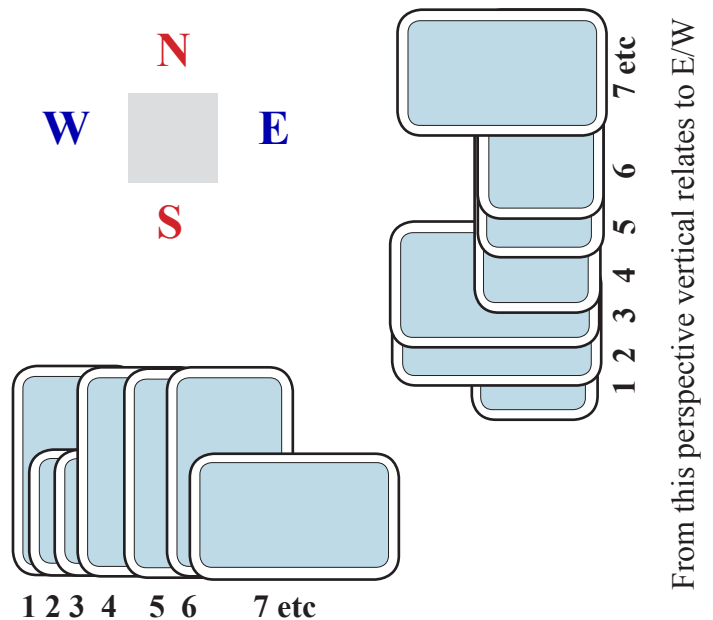
The vertical tricks *'point'* to the side that won the trick. The horizontal tricks *'point'* to the side that won the trick.

After 7 tricks, how many tricks have N/S won and how many tricks have E/W won ?

N/S have won 4 tricks and E/W have won 3.

If there is a dispute about **'who won what'** this arrangement gives a complete record of the play of the hand.

At the completion of the 13th trick, each side should agree how many tricks were made by declarer before the cards are returned to the pack for the next deal!



Play a few hands using the Minibridge scoresheet. (page 21)

CHOOSING A TRUMP SUIT

Although the highest card will usually win the trick, declarer can choose to play with a **trump suit**.

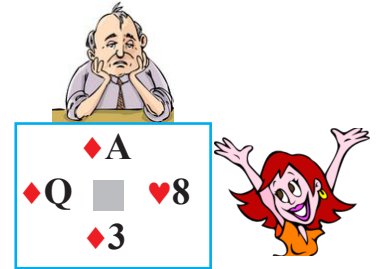
Any card in the trump suit is ranked higher than all the cards in the other suits.

If a player cannot follow suit, that player can try to win the trick by playing a trump.

This is called **ruffing**

At this stage of Mini Bridge, declarer can wait until dummy is faced before choosing whether to play the hand in a trump contract or in NTs.

If hearts are trumps, east's ♥8 will win this trick.



Where declarer and dummy have eight or more cards in a particular suit, declarer should choose that suit as trumps. This is known as a **fit**.

	<i>Dummy</i>	
	♠ 9 3 2	
	♥ 10 8 5 4	
	♦ 5	
	♣ A Q J 9 4	
♠ Q 8 6 5 4		♠ K J 10 7
♥ A J 3		♥ 9 7 6 2
♦ K 8 7		♦ Q 9 6
♣ K 6		♣ 8 3
<i>Defender</i> <i>on lead</i>		<i>Defender</i>
	♠ A	
	♥ K Q	
	♦ A J 10 4 3 2	
	♣ 10 7 5 2	
	<i>Declarer</i>	

On this hand declarer chooses clubs as trumps.

	<i>Dummy</i>	
	♠ 9 3 2	
	♥ 10 5 4	
	♦ 5 3 2	
	♣ A Q J 9	
♠ Q 8 6 5		♠ A 10 4
♥ A J 3		♥ 9 7 6 2
♦ K 8 7		♦ Q 9 6
♣ K 6 3		♣ 8 4 2
<i>Defender</i> <i>on lead</i>		<i>Defender</i>
	♠ K J 7	
	♥ K Q 8	
	♦ A J 10 4	
	♣ 10 7 5	
	<i>Declarer</i>	

Without a fit, declarer chooses to play in NTs.

Declarer, south, has to make as many tricks as he can. (At least seven, because six is considered to be half of the thirteen tricks available. As N/S have the balance of points, they are expected to make at least one more trick than would be average.) If south fails to make seven tricks E/W win the hand. West leads ♠5

Mini Bridge 2.

Now let us add a little interest to the scoring in Mini Bridge.

Clubs and diamonds are called the **minor** suits. Hearts and spades are called the **major** suits.

In bridge, you score points for every trick you make above the first six tricks.

In the **minor** suits (*clubs and diamonds*), you score 20 per trick.

In the **major** suits, (*hearts and spades*) you score 30 per trick.

If you play without trumps, (*No Trumps*) you score 40 for the 7th trick and 30 for subsequent tricks.

If you fail to make your seven tricks, your opponents score 50 for each undertrick.

Scores for each side are mirror imaged. If your side score +90, your opponents record a score of -90

Play a few hands using this scoring scale on your Minibridge Scoresheet 2. (page 22)

CASHING YOUR TOP TRICKS

Your first task as declarer is always to see whether or not you have sufficient top tricks to make your contract. (**Top tricks** are those that can be won immediately, at any time during the play). e.g

A J 8
 [] Here you have only one top trick.
7 5 2

A 9 4
 [] Here you have two top tricks.
K 5 2

A K 8 Here you have two top tricks.
 []
7 5 2

A K 4 Here you have three top tricks.
 [] (Even though it looks like four)
Q J 2

Remember that when you are declarer you are playing with 26 cards (not 13) because the cards in dummy can add to your collection of winners.

Can you count the top tricks here? On each occasion the hand is played without trumps and the lead from west is ♥2

♠ A 3 2
 ♥ A 5 4
 ♦ 5
 ♣ A Q J 9 4 2

1

♠ K 8 7
 ♥ K Q 8
 ♦ A J 10 4
 ♣ K 7 5

♠ A 7 5
 ♥ A 9 4
 ♦ 10 6 5 2
 ♣ A Q

2

♠ K Q J 3
 ♥ K Q 8
 ♦ J 9 8
 ♣ K 7 2

♠ A Q
 ♥ 9 6 5 4
 ♦ K 3
 ♣ A 9 8 4 2

3

♠ K 8 7
 ♥ A Q 8
 ♦ A J 10 4
 ♣ K 7 5

Top tricks

Top tricks

Top tricks

Unblocking

Simply means - getting your high cards out of the way. You will hear me say MANY TIMES "Play your top honours from the short hand **FIRST!**"

In hand 1, play ♣K FIRST then low to ♣A. By the time you play ♣Q & ♣J, opponents will have no more clubs which means that your ♣4 & ♣2 will be established winners!

More on page 9!

Establishing Winners

West leads ♥Q

♠ A 3 2
 ♥ A 5 4
 ♦ 5
 ♣ K Q J 6 4 2

4

♠ Q 8 7
 ♥ K 9 8
 ♦ A J 10 4
 ♣ 10 7 5

Playing without trumps, the opponents lead ♥Q. You are hoping to make at least nine tricks, but you can only count four top tricks. One spade, two hearts, one diamond and as yet, no clubs

So you have to **ESTABLISH** some further winners. Recognise that once the ♣A has been taken by the opponents, you will have five club WINNERS.

After winning the ♥K play the ♣10 immediately, (*while you still have control of the other suits*) and keep playing clubs until the ace is forced out.

Isn't Bridge an easy game?!

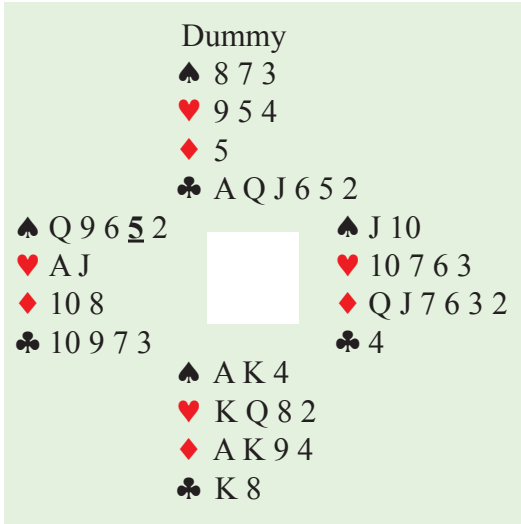
PLAY TECHNIQUES - UNBLOCKING

Remember that if you are **Declarer** you are playing your hand AND the dummy hand.
 If you win a trick in dummy, you must play the next card from dummy.
 Sometimes the dummy hand doesn't have any high cards outside the suit you are playing.
 If you cannot get back to dummy, you will fail to make all the tricks that are there!
 In Bridge jargon, you have '**blocked the suit.**'

The solution is to
play your honours from the short hand first!

In this diagram you are south playing without trumps.
 West leads the ♠5.
 You win with the ♠A in the south hand.
 If you lead ♣8 to the ace,
 then the ♣2 to the king,
 you will only make *two* club tricks instead of *six*

because you have no outside entry (in another suit) to the dummy hand. You are BLOCKED in the south hand!!



A K Q 8 6 2

You need six tricks.

J 3

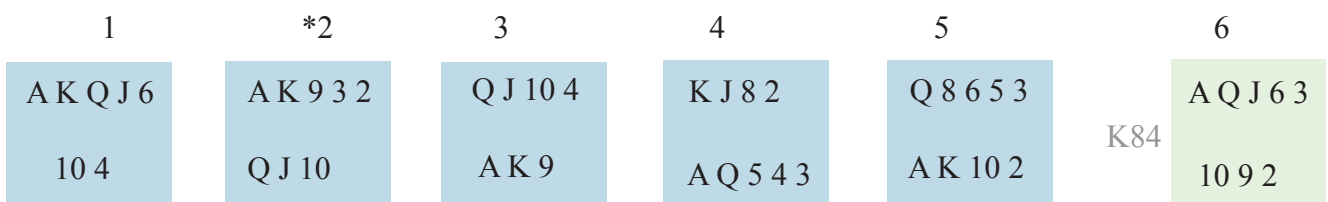
K J 8 6 2

You need five tricks.

A Q 3

Trick 1 Play the jack.
 Trick 2 Play the 3 to the ace

Trick 1 Play the the ace.
 Trick 2 Play the queen.
 Trick 3 Play the 3 to the king.



*Sometimes you may have to overtake a winner with another winner in order to access the other cards in the suit. e.g. In hand 2, after playing the queen and jack, overtake the 10 to get to the others!

In the last example we do not have the king but we can still make five tricks IF west holds the king. Play the 10 and if west does not play the king we play the 3. This is called a 'finesse**'. You may hear Bridge players refer to this play as '**letting the 10 ride**' or '**running the 10**'. When this succeeds, we continue with the 9 and if the king still does not appear on the 9, we play the 6 from dummy. When we play the 2, the king finally appears and we capture it with the ace.

* **A finesse is an attempt to win a trick with a card that is lower than an opponent's card.**

THE FINESSE

A Finesse is an attempt by declarer to win a trick with a card that is lower than a card held by the defenders.

Suppose that west, when announcing their HCPs, declared 12 HCPs and more importantly east announced 2 HCPs. You would KNOW that the king of clubs (worth 3 HCPs) is in the west hand.

Even if west announced 10 HCPs and east announced 5 HCPs the odds are in favour of west holding ♣K.

In the real game of bridge you may not know how many HCPs east holds, but if you were to play the ♣A immediately you would ALWAYS lose to the ♣K at the next trick - WHOEVER has it.

♣ A Q J [] ♣ 7 3	♣ A Q 10 [] ♣ J 7 3	♣ A J 10 [] ♣ Q 8 3	♣ A Q 6 [] ♣ J 10
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On each example here south can make all three tricks *if* the king is in the west hand.

This is achieved by playing *towards* your top honours and risking the 2nd top card if west plays low!

♣ A Q J *How the finesse works!*
 ♦ 6
 ♣ K 8 6 [] South leads the ♣7.
 ♣ 7 3 If west plays the ♣8, we ask dummy to play ♣Q! If it wins -
 ♦ A We return to south *in another suit* (diamonds in this example) and repeat the finesse.
 Obviously if west plays the king we win with the ace.

On the hand below, can you see how declarer can make six club tricks?

Declarer, south, plays this contract in No Trumps.
West leads ♠5 which declarer wins.

If declarer plays the ♣10 from the south hand, west *might* play the ♣K.

If he does, win with ♣A.
Play the ♣Q and then the ♣J.
E/W will have none left and you will make the 9, 4 and 2 for six tricks.

If, when declarer plays the ♣10 from the south hand, west plays low, declarer will play the ♣2 from dummy and of course the ♣10 holds the trick (*wins*)!

Declarer can now play the ♣7 and if west still plays low, ♣Q is played from dummy. This will win the trick.
Then the ♣A drops ♣K and declarer makes **six club** tricks!

If we simply play the ♣A from the north hand or the ♣5 to the ♣A, we will only make five tricks in clubs!
Obviously if east has the ♣K we will only make five tricks, but playing the finesse gives us a 50/50 chance of making an **extra** trick. Remember this technique!

	<i>Dummy</i>	
	♠ 8 3 2	
	♥ 10 8 5	
	♦ 5	
	♣ A Q J 9 4 2	
♠ Q 9 6 5 4	[]	♠ J 10 7
♥ Q J 3		♥ 9 7 6 2
♦ K 8		♦ Q J 8 7 6
♣ K 6 3		♣ 8
<i>Defender on lead</i>	♠ A K	
	♥ A K 4	
	♦ A 10 9 4 2	
	♣ 10 7 5	
	<i>Declarer</i>	

OPENING LEADS FOR THE DEFENCE

We have looked at play techniques for the declarer, but the hardest part of this game is defending. Opening leads often give declarer a trick because he has the advantage of playing the last card. To avoid this, defenders are constantly trying to find *safe leads*.

Leads against NT contracts:

Invariably the best lead is:
Top of a sequence. e.g. QJ105
A 2nd best lead is:
4th highest of your longest suit.

Avoid

Short suits.

Leads against suit contracts:

A K combinations (*to have a look at dummy*) e.g. AK32
Leads which set up a trick e.g. QJ109, J1098.
A singleton (*looking for a ruff*.)
A trump (*to stop declarer ruffing your tricks in dummy*.)

Avoid

Leading opponent's suits, particularly if bid on your right
Leading a suit in which you hold an ace. e.g. A872
Leading from '*tenace*' combinations, e.g. AJ9, KJ5.

Which CARD to lead from your chosen suit?

Top of a sequence

The safest lead is the top card from a sequence, headed by an honour card. These top of a sequence leads guarantee that you have the card below the card led. They deny holding the card immediately above the card led. The card to lead is underlined.

1. QJ1063 2. KQJ84 3. KJ1093

In hand 3 the jack is still top of a sequence even though there is a card higher than the one led.

Other standard leads include

Top of doubletons against suit contracts.

Playing your cards hi-lo from two, shows an interest in ruffing the 3rd round. (*Best from weak hands*)
e.g. 8 3 9 5 4 2 but **NOT** from honours please! (*With K2, Q7 or J6, lead a different suit*)

4th highest of a suit against NT contracts

Counted from the top with no touching honour combinations. (These are standard leads against NT contracts.)
e.g. K J 6 3 Q 8 7 4 2 J 6 5 2 K J 9 7 4 2

Low from an honour

Called *attitude leads*. The lower the card I lead, the more I want the suit returned.
e.g. K 7 2 Q 8 3 J 6 2 K 10 4

M.U.D. Middle, Up, Down from three rag cards. (No honours)


It is asy to remember the opening lead but remember to play the high card next e.g.
With 952 lead the 5, then follow with the 9, then play the 2. *The top card is never an honour card (AKQJ or 10)*

NOTE - It is usually a good idea to return your partner's suit if you win the trick.


PLAY TOWARDS HONOURS

ace
 jack  king
 queen

It looks natural to play your high cards first to win tricks, but this is not the best way of making the most tricks. If each of the four players had only one card each, the highest card would obviously win. In this instance the ace will always win whoever leads.

A 5
 J 2  K 4
 Q 3

With two cards in each hand, the second best card (the king) will usually win the second trick if it is playing *after* the ace.
 BUT - If east has to lead, E/W will not make a trick! Try it.

A 5
 K 4  J 2
 Q 3

When the king is positioned *before* the ace, the king can often be captured by the ace.

Second hand plays low (A generalisation, but usually correct).

Here, if south leads the 3, west must play low - *the 4, not the king.*

On this layout, if north or south lead, E/W will make either the king or jack!

BUT Cover an honour with an honour (A generalisation, but usually correct)

If south leads the queen, west must play the king.

Although it will lose to the ace, it will **establish** partner's jack as a winner.

If west does not **'cover'** the queen, it will win, and so will the ace!

IF WEST LEADS the king, E/W side will not make either of the tricks.

The king is captured by the ace and the queen in south's hand will win the second trick.

If west leads the 4, to north's 5 - east's jack and south's queen, the ace will win the 2nd trick.

IF EAST LEADS the jack, south will try to win with the queen, west will play the king and north the ace.

North will now win the second trick with the 5.


What will happen if east leads the 2? Yup, still no tricks for E/W.

As you can see, having to lead is often a disadvantage. Playing last is best!


Play towards your honours

You are south!

1.

K 3
 A 5  Q 6
 4 2

2.


K 3
 Q 5  A 6
 4 2

1. You will never make a trick, if you lead the king from the north hand. If you lead *from* the south hand, *towards* the king, you will make a trick.


2. If the ace is in the east hand, you cannot make a trick.

Unless of course east is foolish enough to lead the ace !

3.

KQ5
 A87  J1096
 432

4.

KQ5
 876  AJ109
 432


3. You will only make one trick, if you play the king from the north hand. If you can lead from the south hand twice, *TOWARDS* the king/queen, you will make two tricks whenever the ace is in the west hand.

4. You will only make one trick if east has the ace!

Unless of course east is foolish enough to lead the ace !

As declarer, the general principle is to lead towards your honours.

5.

AQ
 K4  J2
 43

5. You will only make one trick if you play your ace from the north hand. If you lead from the south hand, *towards* the ace and queen, you will make two tricks, *if you finesse the queen.*

As a defender DO NOT LEAD unprotected aces.

MAKING EXTRA TRICKS BY RUFFING

As you have discovered there are two different types of contract you can play.

1. **Contracts where there are NO trumps.**
2. **Contracts where there IS a trump suit.**

How do you choose which to play?

Choose NTs

- a. when you have all the suits well guarded. Otherwise your opponents may run five or six tricks in your unguarded suit before you can cash your own winners.
- b. when you have no eight card major suit fit and no interest in ruffing to gain extra tricks.

Choose suit contracts

- a. when you have a good trump fit (4-4 or 5-3) Particularly major suits. This usually means that you have short suits in each hand that will allow you to make extra tricks by ruffing.
- b. when you need trumps to control an enemy suit. *With no honours in a suit you can ruff with a small trump.*

<p>♠ 93</p> <p>♥ KQJ92</p> <p>♦ 10986</p> <p>♣ AK</p>	<p>♠ J1065</p> <p>♥ 8</p> <p>♦ AJ4</p> <p>♣ J9643</p> <div style="background-color: white; width: 40px; height: 40px; margin: 10px auto;"></div> <p>♠ AKQ2</p> <p>♥ A64</p> <p>♦ KQ7</p> <p>♣ 875</p>	<p>♠ 874</p> <p>♥ 10753</p> <p>♦ 532</p> <p>♣ Q102</p>
-------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------

If south played this contract in a NT game, west would lead the ♥K. (Top of a sequence) You can take four top spade tricks, three top diamonds and ♥A. Eight tricks in all. As soon as you play clubs the defenders can cash four hearts and two clubs. You cannot make game in NTs -

but you do have an eight card major suit fit. How would 4♠ play?

Ruffing

Well you still have the top eight tricks as before, but can you see that you can make two extra tricks by ruffing your two little hearts *before* drawing trumps. Win ♥A and ruff ♥4 immediately. Play a small trump to the ♠A and ruff ♥6. Return to hand with another trump. Draw the last trump. *Notice that you have made six tricks from the trumps. Ten tricks in all.*

<p>♠ 93</p> <p>♥ A1032</p> <p>♦ 109862</p> <p>♣ K5</p>	<p>♠ J1065</p> <p>♥ 8</p> <p>♦ AJ4</p> <p>♣ J9643</p> <div style="background-color: white; width: 40px; height: 40px; margin: 10px auto;"></div> <p>♠ AKQ2</p> <p>♥ 654</p> <p>♦ KQ7</p> <p>♣ A87</p>	<p>♠ 874</p> <p>♥ KQJ97</p> <p>♦ 53</p> <p>♣ Q102</p>
--------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------

Creating a ruffing opportunity

A similar hand but this time you do not have the ♥A. Look at the south hand as the master hand. You could lose two clubs and three hearts.

The opening lead is ♦10 (*Top of a sequence*). Win with ♦A and play ♥8. Opponents win and switch to a trump, because they know what you are going to do. Win and ruff ♥5 Come back to hand with ♦K Ruff the last heart. You only lose 1 heart, and 2 clubs

Don't be afraid of giving the lead away early in the game!

ESTABLISHING TRICKS.

There are a number of ways of establishing winning tricks with cards that are not yet winners.

Drive out opponent's aces

♠ A 8 7		♠ K 9 6
♥ 9 8		♥ A K 5 2
♦ A 5	3NT	♦ K 8 6 3
♣ K Q J 10 6 5		♣ 4 2

♥Q lead. East is in NT hoping to make 9 tricks. Once east has driven out the opponent's ♣A s/he will make five tricks in the suit.

This should be done immediately, while the aces and kings **guard** the other suits

Drive out opponent's aces and kings

♠ A 8 7		♠ K 9 6
♥ 9 8		♥ A K 7 2
♦ A 5	3NT	♦ K J 6 3
♣ Q J 10 6 5 3		♣ 4 2

♥3 lead. East is hoping to make game in NTs. and will need to force out the ace and the king of clubs whilst retaining an entry to reach them.

The temptation to grab your aces and kings must be resisted, and this time if you lost the ♠A and ♦A before establishing your clubs, you would be unable to reach them!

Ducking early

♠ 8 7 4	♣ J 10 7	♠ K Q 6
♥ 9 8		♥ A Q 5 2
♦ 5 4	3NT	♦ K 10 8 3
♣ A K 8 6 5 3		♣ 4 2
	♣ Q 9	

East plays in NTs on a heart lead.

You need five club tricks, but you have no outside entries to dummy. The opponents have five clubs between them, so one defender will have at least three. Playing the ♣A & ♣K first will mean that you can never get to your established winners. What about playing the ♣4 to the ♣3 first? This ducking technique maintains your contact with the dummy hand.

In a suit contract you can use the trump suit to establish winners.

Establish winners by ruffing

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

South is trying to make 12 tricks in spades. West leads ♥Q (Top of a sequence)

North wins with ♥A in dummy and draws trumps in three rounds.

South now plays ♣A. Then ♣2 to dummy's ♣K.

When declarer ruffs a 3rd club, he notices that each opponent followed suit. This means that they each started with three clubs and that ♣6 and ♣5 are now **established** as winners.

Play ♦2 to the ♦A.
Play ♣6 and throw ♥8
Play ♣5 and throw ♥9

Declarer only loses ♥4 at the end and makes his 12 tricks

MINI-BRIDGE SCORING

Mini Bridge 3

We will now move a little closer to real Bridge by having a conversation with partner *before* dummy is faced! As you know by now, you are always trying to discover an eight card fit in a major suit.

Declarer could suggest a trump suit, by naming a suit (*particularly a major suit*) in which he holds five or more cards. Dummy will say "Yes", if he has three or more cards of that suit, and that suit will usually be trumps. (If the suit is a minor suit, a further enquiry could be made to see whether you also have a 4/4 fit in a major suit). If the answer is "No" dummy can be asked whether *he* has a five card suit of his own.

If, during this conversation, it becomes apparent that there is no eight card fit, the contract will probably be played in No Trumps. (NTs) In Bridge this conversation is made using a coded language or '*bidding system.*' **The bidding system that you are learning is called 'Acol'.**

Your next thoughts should now be about how many HCPs you have between the two hands.

The GAME bonus!

IF N/S had a combined total of 21 HCPs and E/W had 19, it would be a real battle for N/S to make that extra seventh trick. If N/S had 30 HCPs and E/W only 10, there wouldn't be much of a contest.

SO if either side has quite a few more points than the other, they will try to get a larger bonus than the 50 part score bonus by declaring that they will try for a **GAME BONUS** of 300. (*Vulnerability will be covered later.*)

In Bridge, any contract which will score 100 or more, is a game contract that entitles you to a large **game bonus** of **300** (*instead of the part score bonus of 50*)

100 can be made in any of the following ways:

3NT	will score 40 + 30 + 30	= 100 (9 tricks required)
4♥ or 4♠	will score 30 x 4	= 120 (10 tricks required)
5♣ or 5♦	will score 20 x 5	= 100 (11 tricks required)*

*Note that having to make ELEVEN tricks in a minor suit is the least favourite option. To make 11 tricks in a minor suit you would need 28 ish HCPs between the two hands.



Over the years, bridge players have found that if their side has **25 HCPs or more** between the two hands, making 3NT or 4♥ or 4♠ is possible. With 25+ pts., most declare that they will play for a **300 game bonus**.

Because a **game bonus** can be achieved for making only 9 tricks in No Trumps, 3NT contracts are popular when an 8 card major suit fit cannot be found.

9 tricks in a part score	e.g. 2NT +1	= 1x40 + 2x30 +50 bonus = 150	but
9 tricks in a game contract	e.g. 3NT	= 1x40 + 2x30 +300 bonus = 400	
10 tricks in a part score	e.g. 3H +1	= 4 x 30 +50 = 170	but
10 tricks in a game contract	e.g. 4H	= 4 x 30 +300 = 420	

Declare that you are playing for a game bonus when you have a combined 25+ HCPs

Even bigger bonuses are available for **Slam Contracts**, where you have to make 12 or 13 tricks, but they don't concern us just yet. See pages 19 and 20,

DRAWING TRUMPS 1.

Usually it is important to take out your opponent's trumps before they can win tricks which should be rightly yours.

Their small trumps should not be taking tricks that you had expected to win with your aces and kings.

So, if you have high cards *outside* the trump suit, and especially if a side suit is long and solid, you should draw trumps as early as possible.

On this first hand you are playing in 4♠ on a diamond lead. At first it looks as though you will lose two heart tricks and two diamond tricks.

If you recognise that your club suit not only produces five tricks, but it also gives you the opportunity of throwing two losers (the ♦6 & ♦5) from the south hand, you will make eleven tricks, *(providing you draw the opponent's trumps before you run your club suit.)*

♠ AQ7
♥ 76
♦ A92
♣ KJ432

4 ♠
Lead
♦ K

♠ KJ832
♥ J9
♦ 865
♣ AQ5



♠ 10	♠ 10
♥ 653	♥ 98
♦ AKQJ10	♦ 9752
♣ A842	♣ 73

4♥
by South
Lead ♣Q

♠ AJ9	♠ KQ543
♥ Q42	♥ 98
♦ 864	♦ 9752
♣ QJ106	♣ 73

♠ 8762
♥ AKJ107
♦ 3
♣ K95

Over the years top bridge players have work out the mathematical odds on all sorts of hand layouts. It is an accepted fact that is you have an 8 card fit, the remaining 5 cards in that suit will break 3-2 nearly 70% of the time

On this hand you appear to have three losers. One spade loser, ♥Q and a club. The hearts break 3/2. Easy?

It is, providing you don't win the first trick with the ♣A, to try the doomed heart finesse. Defenders will lead a diamond **before** you have drawn trumps and you will have no further entry to those lovely diamond tricks.

Win with ♣K, and cash ♥A & ♥K. Now play ♦3 to the ♦A.

Keep playing diamonds until they ruff with the ♥Q.

Your ♣A gets you back to the diamonds!

♠ 10932	♠ 64
♥ 84	♥ QJ105
♦ AK83	♦ 7654
♣ AQ5	♣ 973

7♠
by South
Lead ♦Q

♠ 87	♠ 64
♥ 962	♥ QJ105
♦ QJ102	♦ 7654
♣ J1064	♣ 973

♠ AKQJ5
♥ AK74
♦ 9
♣ K82

Your first **Grand Slam**. (Where you must win all 13 trick!)

Realise that in the south hand you have two losing hearts. How can you avoid losing them?

ANSWER - One will go on the ♦K, **and the other will be ruffed!**

Win ♦A,
Play ♠2 towards ♠A,
Cash ♠K and notice that both opponents follow suit. *(That means that all the opponent's trumps have been drawn.)*

Play ♥A, ♥K, and ruff the ♥7 with ♠9.

Well Played!

DRAWING TRUMPS 2.

Sometimes it is not appropriate to draw *all* of the opponent's trumps.

On this hand you have 26 pts. between the two hands AND a lovely 4/4 fit in spades. You declare that you are going for a game bonus - and need to make 10 tricks in spades.

When drawing trumps, the general rule, is that if the defenders still hold one trump, and it is the **HIGHEST** trump, leave it. Play off a top side suit until the defender has to use his top trump to ruff. Otherwise it is two of yours for one of his!

♠ K962
♥ KQ5
♦ K863
♣ J4

♠ 83
♥ A10764
♦ QJ1092
♣ 2

4♠

♠ QJ10
♥ J3
♦ A74
♣ 98763

♠ A875
♥ 982

Lead ♣2

♦ 5
♣ AKQ105

You play this hand in 4♠ West leads ♣2

Assuming that the opponent's trumps break 3/2, you will lose one spade, one or two hearts, and one diamond, You obviously cannot afford to let opponents ruff a club winner with a small trump!

DRAW TRUMPS! but if both defenders follow suit when you play ♠A & ♠K, the only remaining trump is the queen. **LEAVE IT!**

It would take *two* of your trumps to get rid of it.

If you simply switch to clubs now, the defender with the queen can use this *master* trump to ruff whenever they like, leaving one extra trump in *each* of your hands.

Trick 1. Win the club lead with the jack.

Trick 2. Play towards the ace of trumps.

Trick 3. Play towards the king of trumps.

Trick 4. Play the ♣4 to the ace and run the clubs until the defender with the winning trump plays it.

NOTES:

- 1.) You correctly win trick 1 with the **honour in the short hand**. (♣J)
- 2.) West's **lead of a low card promises an honour card**, but YOU have all the club honours!! Conclusion - The ♣2 lead is a singleton and west will ruff if you simply play another club.
- 3.) With five cards missing in a suit, they will break 3/2 almost **70%** of the time.
- 4.) If you had used up two of your trumps to draw the queen of trumps you could lose another heart or diamond.
- 5.) If you do not lead **TOWARDS** your ♥KQ you will lose two heart tricks not one!

How many of these little gems did you remember from previous pages?

VULNERABILITY (Chicago scoring)

'CHICAGO' scoring

Rubber Bridge scoring is slightly different from other forms of Bridge in that a 'rubber' consists of the best of three games.

A game is 100+ points scored for accumulated part scores or game calls. After winning one game, your side is **vulnerable**, and scores and penalties are increased, as you try to win the second game and rubber.

In the forms of Bridge that you are learning, vulnerability is predetermined by the position of the deal. On wallets, non-vulnerable is marked in green, Vulnerable in red.

When playing in a vulnerable **game or slam contract**, the scoring for making your contract is increased. However, the penalties for failing to make vulnerable contracts also increase.

At home you might play a 'Chicago' of four hands, where the vulnerability follows this sequence:

Hand 1	Hand 2	Hand 3	Hand 4
Dealer N	Dealer E	Dealer S	Dealer W
Love all	Dealer vuln.	Dealer vuln.	Game all

Each Chicago of four hands should take about 1/2 hour. You may wish to add the discipline of playing for 10p per 100.

Hand	Vul.	Contract	Tricks	By	Score	
					Plus	Minus
1	Love all	1NT	8	N	120	
2	Dealer V	4♥	10	E		620
3	Dealer V	3NT	8	W	50	
4	Game all	3♠	10	N	170	
Totals					390	620

In this example, you are N/S.

If you had declared game on hand 4, you would have won!

Assuming that you are playing with regular friends, you would pay in the monetary equivalent of **their** score and vice-versa.

i.e. We pay 62p and our opponents pay 39p into a kitty. During two or three hours play, the totals might be in the region of 3,000/5,000 points (£3 - £5 which might eventually be used for a night out!)

DUPLICATE scoring

Because it is normal to play 12, 16 or 20 or 24 boards in a duplicate match, the vulnerability follows a different pattern. The layout below is standard throughout the world

Hand	Vul.	Contract	Tricks	By	Score	
					PLUS	MINUS
1	-					
2	N/S					
3	E/W					
4	ALL					
5	N/S					
6	E/W					
7	ALL					
8	-					
9	E/W					
10	ALL					
11	-					
12	N/S					
13	ALL					
14	-					
15	N/S					
16	E/W					

During the auction, it is possible for any player to double an opponent's bid, but we will deal with '**doubles**' later in the course, because they are not always for **penalties**.

COMPLETE SCORING CHART

Minor suits
Tricks score 20 pts. each
Major suits
Tricks score 30 pts. each
No trumps
1st trick = 40 pts Others = 30 pts

Examples

N.V. contract of 2♥ (making 8 tricks)
2 x 30 + 50 = **110**

N.V. contract of 2♥ (making 10 tricks)
4 x 30 + 50 = **170**

N.V. contract of 4♥ (making 10 tricks)
4 x 30 + 300 = **420**

Penalties for each undertrick are :
Non-Vulnerable = 50
Vulnerable = 100

DOUBLED CONTRACTS
(Shown in bidding boxes as X)

If a contract has been **Doubled** the penalties increase for each undertrick as follows:

NON-VULNERABLE.

- 1 down = - 100
- 2 down = - 300.
- 3 down = - 500,
- 4 down = - 800

VULNERABLE.

- 1 down = - 200
- 2 down = - 500.
- 3 down = - 800,
- 4 down = - 1100

		N.V.	Vulnerable	
Grand slam bonus				
N.V.	Vul.			
1000	1500			(7 x 30 + 1500 + 500)
(plus your game bonus.)				
Small slam bonus				
N.V.	Vul.			
500	750			(6 x 30 + 750 + 500)
(plus your game bonus.)				
Game score bonus				
N.V.	Vul.			
300	500			(4x30 + 500)
Part score bonus				
50				

7NT	1520	2220
7♠	1510	2210
7♥	1510	2210
7♦	1440	2140
7♣	1440	2140
6NT	990	1440
6♠	980	1430
6♥	980	1430
6♦	920	1370
6♣	920	1370
5NT	460	660
5♠	450	650
5♥	450	650
5♦	400	600
5♣	400	600
4NT	430	630
4♠	420	620
4♥	420	620
*4♦	130	* Only part scores
*4♣	130	
3NT	400	600
3♠	140	(3x30 + 50)
3♥	140	
3♦	110	(3x20 + 50)
3♣	110	
2NT	120	
2♠	110	
2♥	110	
2♦	90	
2♣	90	
1NT	90	
1♠	80	(30 + 50)
1♥	80	
1♦	70	(20 + 50)
1♣	70	

Mini-Bridge 1.

Score Sheet 1.

There are no trumps.
 Declarer must try to make one trick better than average.
 Average is considered to be 6 tricks.
 Scoring tricks therefore begin with the 7th trick.

The 7th trick scores 40
 Subsequent tricks score 30 each.

If declarer makes this contract, there is an additional bonus of 50.

If declarer fails to make the contract, declarer loses 50 for every undertrick.



Don't let opponents see that you are in trouble!

Hand	Played without trumps by	Tricks Made	1st trick scores 40 others 30	+50 BONUS	Total +	Defender's score
1	S	9	100 (40+30+30)	50	150	
2	S	5	-	-		100 (-2)
3	W	7	40	50		90
4						
5						
6						
7						
8						
9						
10						
Name						

Mini-Bridge 2. Additional elements

Score Sheet 2.

1. SUIT CONTRACTS - With 8+cards in a suit, play with trumps.

Declarer can now choose to play in a trump contract.
 Enter, S, H, D, or C to denote the suit or NT.
 Score 30 per trick for hearts/spades.
 Score 20 per trick for diamonds/clubs.
 Score 40 for the 1st NT trick. 30 each for others.

2. GAME CONTRACTS - With 25 HCPs play in a game contract

Declarer can go for a bigger bonus by declaring a game contract. With 25 or more HCPs between the two hands, declarer should try to make 100 by declaring either.
 3NT (40+30+30) = 100 or 4♥/4♠ (30 x 4) = 120.

If declarer fails to make the contract, the penalty is 50 per undertrick.
 If declarer tries to make 3NT and only makes 8 tricks, he has failed to make the contract and scores -50.
 Declarer gets nothing for the 2 tricks (over 6).
 Defenders get +50!

On hand 4, north declared game in clubs, but failed to make the 11 tricks needed. So E/W score +50

Hand	By	Suit or NTs	Game or Part Score	Tricks	SCORE	BONUS	Total +	-
1	S	H	P.S.	10	120	+ 50	170	-
2	S	H	G	10	120	+ 300	420	
3	W	NT	G	9	100	+ 300		400
4	N	C	G	10	-	-		50 (-1)
5								
6								
7								
8								
9								
10								
Name								

NOTE: Defender's score is always recorded as a mirror image of declarer's score.

'CHICAGO' SCORING

VULNERABILITY

Vulnerability is the last element that we can introduce to you in this short taster course. It takes you very close to the real game of bridge, and means that we can hopefully get straight on to bidding in September.

Unlike 'Rubber Bridge' vulnerability is determined by the deal, and in 'Chicago' scoring it follows the pattern shown below. North dealt hand 1, at hand 5 the deal switches to west and then follows the same pattern.

When declarer is **vulnerable**, a part score bonus is still 50, but for bidding to game, the bonus is **500** rather than **300**! However, if declarer fails to make the contracted number of tricks, penalties are doubled to **100** per undertrick, . (*Eight tricks in a NT game contract LOSES!!*)

You should now have reached a level that would allow you to enjoy a sociable game at home with friends. The scoring we advise is call 'Chicago' scoring, where you might play four boards with one partner and then play another four boards with a 2nd partner! OR playing boys against girls always adds a bit of spice but IF you play with a life partner, make sure that the marriage is very stable! Murder has been committed between married couples!

Mini-Bridge 3.

'Chicago' Score Sheet.

HAND 1.

The dealer is south. N/S have more HCPs than E/W, and south who has 15 HCPs, becomes declarer.

N/S have a combined total of 26 HCPs and therefore south decides to play in GAME.

Between the two hands, N/S do not have eight hearts or spades, so south decides to play in No Trumps

N/S are Non-Vulnerable

South declares a **game contract** in NTs.

South makes 10 tricks 40+30+30+30.

South therefore gets a N.V. game bonus of 300

HAND 2.

E/W are Vulnerable

West declares a **game contract** in hearts.

West makes 10 tricks 30+30+30+30.

West scores a V. game bonus of 500

HAND 3.

N/S are Vulnerable

North declares a **part score contract** in spades

North makes 4 scoring tricks 30+30+30+30.

North only scores a part score bonus of 50

HAND 4.

N/S are Vulnerable

North declares a **game contract** in diamonds.

North makes 10 tricks failing to make 11.

North fails by 1 trick, so scores -100!

(If north had bid game on hand 3, N/S would have won that stanza.)

Hand	Dealer	Vul.	Suit or NTs	By	Game or part score	Tricks made	SCORE for tricks made	Bonus of 50 300 or 500	+	-
1.	N	LA	NT	S	G	10	130	+ 300	430	
2.	E	DV	H	W	G	10	120	+ 500		620
3.	S	DV	S	N	P.S.	10	120	+ 50	170	
4.	W	GA	D	N	G	10	-	-		100
Change partners if you wish									600	720
5.	E	LA								
6.	S	DV								
7.	W	DV								
8.	N	GA								
This is the N/S Scorecard										

LA (or NV) = Love All or Non-Vulnerable.

DV = Dealer Vulnerable.

GA or (V) = Game All or All Vulnerable

Try to find some time to work through all the pages in this unit, OR, get together with other members of the group for practice sessions at home OR join us on a Thursday afternoon. (Must be at least four people.)

I look forward to seeing you all again in September but in the meantime, I am more than happy to answer any of your questions by phone or email.

BRIDGE - The First 4 Weeks

Before the Game - Do You Know;

- that bridge is a trick taking card game played by two pairs who play against each other.
- that one pair play as North/South against the other pair who sit East/West.
- that a deck of cards has 52 cards divided into four suits: clubs, diamonds, hearts & spades.
- that the ace, king, queen and jack are called Honour cards (or **HONOURS**).

Mini Bridge - Do You Know;

- that all 52 cards are dealt, giving you 13 cards on each deal.
- how to sort your hand into suits (black/red - black/red) and numerical value.
- how to hold your cards in a fan shape so that opponents cannot see which cards you are holding.
- how to evaluate the strength of the hand you are dealt - **A=4, K=3, Q=2, J=1**. (High Card Points)
- that if your side have the majority of **HCPs** your side will play the contract.
- that the person who plays the contract is called **DECLARER**. His partner is **DUMMY**.
- that the other two players on a particular hand are called the **DEFENDERS**.
- that the suits are divided into Major suits (spades & hearts) and Minor suits (clubs & diamonds).
- that declarer can play in a trump contract, or in a contract without trumps (**NO TRUMPS**)
- that if your side have an 8 card FIT in a major suit you should play in that suit.
- that if your side have 25 HCPs between the two hands you should play in a **GAME CONTRACT**.
- that declarer should announce whether he is going for a game or a part score bonus before play starts.

Play - Do You Know;

- that the player on the left of declarer makes the **OPENING LEAD**
- that the player to lead should lead the card face down, and wait for confirmation from partner?
- how the dummy hand should be arranged on the table.
- that the trumps in dummy should be placed on the left (from declarer's perspective).
- that play continues in a clockwise direction - and that players **MUST** follow suit whenever they can.
- that declarer should not touch dummy's cards but should ask dummy to play the card.
- that players do not **HAVE** to win tricks (*and that tactically it is sometimes wise not to!*)
- that the hand that wins a trick, must lead to the next trick?
- where to place the cards that have been played - and how they *point* to the side that won the trick?
- that the number of tricks won should be agreed with opponents before collapsing the layout of quitted tricks.

Terminology - Do You Know;

- what a '**FINESSE**' is?
- why you should play '**HONOURS FROM THE SHORT HAND FIRST**'?
- what '**RUFFING**' means?
- what '**DRAWING TRUMPS**' means?
- what playing '**2ND HAND LOW**' means?
- what playing '**3RD HAND HIGH**' means?

Scoring - Do You Know;

- why scoring tricks only begin after trick 6?
- the scores for tricks played in NTs?
- the score for each major suit trick?
- the score for each minor suit trick?
- what constitutes a GAME contract.
- how many tricks are required to make a game contract in NTs?
- how many tricks are required for a game contract in a '**major suit**'?
- how many tricks are required for a game contract in a '**minor suit**'?
- what the bonus is for a part score contract - and for a game contract.?
- the penalty for each under trick?



UNBLOCKING

UNBLOCK ♠K

♠ AQJ4
♥ 532
♦ 73
♣ 6532

♠ 107
♥ QJ4
♦ KQJ109
♣ 1094

♠ 98632
♥ 1097
♦ 42
♣ QJ8

♠ K5
♥ AK86
♦ A865
♣ AK7

LEAD ♦K

9 TOP TRICKS

4 spades
2 hearts
1 diamond
2 clubs

S	W	N	E
21	9	7	3

UNBLOCK ♠J

♠ AKQ3
♥ 875
♦ 542
♣ 653

♠ 542
♥ J104
♦ KQJ108
♣ 92

♠ 10987
♥ 9632
♦ 9
♣ KQJ10

♠ J6
♥ AKQ
♦ A763
♣ A874

LEAD ♦K

9 TOP TRICKS

4 spades
3 hearts
1 diamond
1 clubs

S	W	N	E
18	7	9	6

UNBLOCK ♥K and ♥J

♠ 642
♥ AQ43
♦ 742
♣ 854

♠ 75
♥ 65
♦ KQ109
♣ QJ1098

♠ QJ1098
♥ 10987
♦ J6
♣ 62

♠ AK3
♥ KJ2
♦ A853
♣ AK3

LEAD ♣Q

9 TOP TRICKS

2 spades
4 hearts
1 diamond
2 clubs

S	W	N	E
22	8	6	4

UNBLOCK ♥Q and ♥J

♠ 9864
♥ AK43
♦ 53
♣ 763

♠ KQJ
♥ 1075
♦ 64
♣ QJ1098

♠ 1072
♥ 986
♦ KQJ102
♣ 42

♠ A53
♥ QJ2
♦ A987
♣ AK5

LEAD ♣Q

9 TOP TRICKS

1 spade
4 hearts
1 diamond
2 clubs

S	W	N	E
18	9	7	6

UNBLOCK ♥K and ♥A

♠ A42
♥ QJ32
♦ 832
♣ 764

♠ QJ109
♥ 9654
♦ 1097
♣ 98

♠ 873
♥ 1087
♦ KJ6
♣ KQJ10

♠ K65
♥ AK
♦ AQ54
♣ A532

LEAD ♠Q

8 TOP TRICKS

2 spades
4 hearts
*1 diamond
1 club

You will need to finesse ♦Q.

S	W	N	E
20	5	7	10

UNBLOCK ♠Q and ♠A

♠ KJ32
♥ 542
♦ 764
♣ 1043

♠ 875
♥ QJ109
♦ 832
♣ 765

♠ 10964
♥ 863
♦ QJ109
♣ 98

♠ AQ
♥ AK7
♦ AK5
♣ AKQJ2

LEAD ♣Q

13 TOP TRICKS

4 spades
2 hearts
2 diamonds
5 clubs

But can you get to them?

S	W	N	E
30	3	4	3

UNBLOCK ♣K

♠ A73
♥ 743
♦ 5
♣ AQJ652

♠ KQJ52
♥ K86
♦ 742
♣ 43

♠ 94
♥ J1095
♦ QJ93
♣ 1097

♠ 1086
♥ AQ2
♦ AK1086
♣ K8

LEAD ♠K

10 TOP TRICKS

1 spade
1 heart
2 diamonds
5 clubs

UNIT 1
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S	W	N	E
1D 2NT	P(1S) P	2C 3NT	P

♣10 1ST. HONOUR FROM THE SHORT HAND.

♠ 876
♥ K6
♦ 943
♣ AKQJ2

♠ 542
♥ AJ10987
♦ Q1087
♣ -

♠ KQ19
♥ 32
♦ J6
♣ 98754

♠ AJ3
♥ Q54
♦ AK52
♣ 1063

LEAD ♥J

9 TOP TRICKS

1 spade
1 heart
2 diamonds
5 clubs

S	W	N	E
14	7	13	6