

BRIDGE

Unit 9

DEVELOP YOUR BIDDING AND DECLARER PLAY

This unit assumes about four years experience of Bridge using the Acol system of bidding, and a desire to develop your skills with the intention perhaps of playing duplicate bridge in one of the many local clubs.

We expect that you are playing: Stayman, Jacoby Transfers, Blackwood, and many of the basic play techniques as declarer. You will also be aware of the various signalling methods used in defence. This unit will help to consolidate these elements of the game, rather than introduce more and more gadgets

As declarer you will be shown the importance of planning the play and where possible, misleading your opponents, by legitimate deceit.

The unit will provide some welcome revision/confirmation about your system and may even correct some misunderstandings you have about Acol, clarifying as we will, which bids are forcing and more importantly which bids are not!

Please use the North Eastern Bridge Association's web site at www.neba.co.uk where you will find lots of useful information on bidding and play techniques, events, links, news and results from our area.

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BIDDING BALANCED HANDS

Your hand is balanced 3 - 4 - 3 - 3 or 4 - 4 - 3 - 2 or 3 - 5* - 2 - 3

With 12-14 pts. you would open these hands 1NT, unless the five card heart suit was rebiddable.
 *On a balanced 12-14 HCPs hand, with a rebiddable five card heart suit, open and rebid that suit.

with 15-19 pts. and any of these shapes

♠ ♥ ♦ ♣

- 4 - 4 - 3 - 2 Lower of two four card majors
- 3 - 5 - 3 - 2 Obvious
- 3 - 4 - 3 - 3 Obvious
- 3 - 4 - 2 - 4 We suggest that you open the major suit first.
- 3 - 4 - 4 - 2 and the same here.

Open
1♥

<i>Partner responds</i>	<i>Notes</i>	Your probable rebids with :		
		15/16	17/18	19+
1NT = 6 - 9 and no 4 card major 2♥ = 5 - 8 and four hearts*	<i>These are the weakest limit bids partner can make.</i>	Pass	2NT	3NT
		Pass	3♥	4♥
3♥ = 8 loser & 4+ hearts 4♥ = 7 loser & 4+ hearts. (Not 12+) 2NT = Jacoby 12+ & 4 hearts	<i>Limit bids showing four card support! These bids can be made using LTC.</i>	4♥	4♥/ 4NT	4NT 4NT
		Special responses		
1♠ = 6+ and 4+ spades 2♣ = 10+ and 4+ clubs 2♦ = 10+ and 4+ diamonds	<i>Any change of suit by responder is forcing for one round, (unless they have already passed).</i>	1NT (L) 2NT (GF) 2NT (GF)	2NT (L) 2NT 2NT	3NT 2NT 2NT
2♠ = 17+ and 6 solid spades 3♣ = 17+ and 6 solid clubs 3♦ = 17+ and 6 solid diamonds	<i>These bids are called 'Jump Shifts.' They are game forcing and are likely to lead to slams.</i>	2NT 3NT 3NT	4NT 4NT 4NT	4NT 4NT 4NT

Jump shifts are very RARE. They show immediate slam interest with a solid six card suit, 17+ and at least some kind of secondary support for opener. (Ax, Kx or xxx)

With a balanced 15+ pts. open one of your suit.

- Do not rebid your second four card suit! Rebid in NTs Your hand is balanced, bid it that way!
- Do not rebid your five card suit! Rebid in NTs Your hand is balanced, bid it that way!
- Unless of course partner responds 1♠ when you have a four card fit (4/4/3/2 shape). Rebid in spades.

This sheet deals in general principles and judgements need to be made as the bidding develops. Learn to interpret precisely what your partner's bids mean in terms of distribution and strength and how partner's hand *fits* with yours. Your hand varies in strength as the auction proceeds.

* ***Sometimes you may wish to support on a 3 card suit.*** e.g. 1♥ - 2♥ with ♠x ♥Qxx ♦Jxxxx ♣Kxxx
 Although 1NT would not be wrong, the hand is likely to play better in 2♥ because the singleton should produce extra tricks by ruffing spades.

NO TRUMP LIMIT BIDS

In Acol you are expected to make a limit bid as soon as possible. For instance if partner opens 1♥ and you have four hearts, with 5-8 points bid 2♥. With 10-12 points bid 3♥, etc.

Once you have made a limit bid, your partner is in control of the auction. In Acol, *nearly* every bid of NTs is a limit bid, but the range of HCPs shown, varies according to the position and level of the bid!

Opening N.T.s 1NT = 12-14 HCPs 2NT = 20-22 HCPs **Partner** controls subsequent auction.

Remember that the 1NT range now needs to be announced by partner! (*But not the 2NT range*)

	N	S	N	S	N	S
Rebidding in N.T.s	1♦	1♥	1♦	1♥	1♦	1♥
	1NT = 15/16		2NT = 17/18		3NT = 19 pts.	
N E S W 1♥ - 2♣ - 2NT	15/16	NOTE: Because your partner's response of 2♣ shows 10+ pts. the re-bid of 2NT, showing 15+ HCPs, is totally forcing . With 5 hearts simply bid 2NT, giving partner the opportunity to show 3 card support. With 4 hearts bid 2NT to show 15/16 HCPs.				
	17/19	With 5 hearts simply bid 2NT, giving partner the opportunity to show 3 card support. With 4 hearts bid 3NT to show 17/19 HCPs.				
Overcalling 1NT	16 -18	NOTE: You would be expected to have a good stop in the opponent's suit and a reasonably balanced hand without a five card major suit. (<i>Partner could now use Stayman and transfers if appropriate</i>)				
N E S W 1♦ 1NT						
Doubles of 1NT	15 -18*	*Assuming that your opponents are playing a 12-14 NT range. The double of 1NT shows a 3/4 point range starting 1 point higher than their range. West should only bid if he/she is very weak. (0-5) It's a penalty double and should not be alerted.				
N E S W 1NT X - ?						
Responding in NTs	6 - 9	After your partner has opened 1 of a suit, your response of 1NT shows 6-9 HCPs and denies a four card suit in all suits bypassed .				
N S 1♦ 1NT						
N S 1♥ 2NT	?	This bid makes no sense unless you play Jacoby NT raises showing 12+ with four hearts. With anything else bid naturally!				
N S 1♠ 2NT	10-12	Played naturally this bid shows ONLY 3-4-3-3 shape & 10-12 pts.				
After 2♣	23 / 24	After your partner has opened 2♣ your response of 2♦ shows 0-7 Opener's rebid of 2NT shows 23/24 pts..				
N S 2♣ 2♦ 2NT	25+	NOTE Opener's rebid of 3NT would show 25+ pts				

Gambling 3NT

Left until last is the very risky opening bid of 3NT. It is bid with a solid seven card minor suit, with little more than an outside king. e.g. ♠ Qxx ♥ xx ♦ AKQJxxx ♣ x

If partner cannot stand this bid because they have no stops in the outside suits, they should bid 4♣ Opener will pass, or correct to 4♦ if that is their suit.

BIDDING TWO SUITED HANDS

Your longest suit is higher ranking than your second suit.

♠ ♥ ♦ ♣

5 - 3 - 4 - 1
 5 - 2 - 4 - 2
 5 - 1 - 5 - 2
 6 - 2 - 4 - 1
 6 - 2 - 5 - 0 etc.

e.g. *Spades and diamonds*

You open

1

intending to rebid diamonds.

With	Partner responds:	Your probable rebids holding	
		12-16	17+
6-9	1NT = Dustbin bid (Virtually any shape)	2♦	3♦
6-9	2♠ = Four card support (Maybe 3 with singleton)	Pass / 3♠	3♠ / 4♠
6-9	3♠ = Four card support (L.T.C. - 8 loser)	Pass / 4♠	4♠ / 4NT
6-9	4♠ = Five card support (Highly distributional)	Pass	Pass / 4NT
11/12	2NT = 3-4-3-3 shape if you're not playing Jacoby 2NT*	3♠ / 4♠	4♠ / 4NT
10-12	3♠ = Four card support	Pass / 4♠	4♠ / 4NT
10+	2♣** = Usually four or more clubs	2♦ / 3♦	3♦
10+	2♦ = Four diamonds	3♦	3♦
10+	2♥*** = Five hearts	2♠ / 3♦	3♦
13-16	4♠ = but only if you're not playing Jacoby 2NT*	Pass	Pass / 4NT
17+	3♣ = Solid six card club suit.	3♦	3♦
17+	3♦ = Solid six card diamond suit	4♦	4NT
17+	3♥ = Solid six card suit heart AND each should hold at least Ax, Kx, or xxx in spades.	4♦	

This sheet deals in general principles and judgements need to be made as the bidding develops.

NOTES

With 12-16 HCPs, your rebid over potentially weak responses (6-9) should not be higher than two of your opening suit. With 17+ your rebid should be higher, to show your strength. (Called as **Reverse Bid**)

2NT*

We recommend using a 2NT response to an opening bid of 1♥/♠ to show 13+ & four card support. The reason is to draw a distinction between weak pre-emptive raises, and slam going hands. This conventional bid is called **Jacoby 2NT** and must be alerted.

2♣**

After an opening bid of 1♠ the response of 2♣ may be a three card suit, showing a 3-4-3-3 hand such as: ♠KQ2 ♥AJ63 ♦873 ♣J98 where no bid would be entirely truthful. (Should NOT be alerted.)

2♥***

This is the only 2 level change of suit that requires a FIVE card suit.

*Some pairs play that a double jump in a new suit shows a singleton or void in that suit, four card trump support and 13+ pts with slam interest. These bids are called **Splinter bids**!*

SUIT PREFERENCE LIMIT BIDS

Unless you are in a totally forcing sequence, all returns to partner's suit are limit bids. e.g.

1♣ - 2♣ 9 loser, 5-9 pts. no four card major or 1♠ - 2♠ = 9 loser, 5-8 pts. and four of the suit.

NOTE - Occasionally it is preferable to respond 2 of partner's major with only three card support.

e.g. If partner opens 1♠, you could bid 2♠, rather than 1NT with ♠ Q83 ♥ 4 ♦ A86432 ♣ 972

1♣ - 3♣ or 1♠ - 3♠ = (8 loser) 10-12 pts. and four of the suit.

1♥ - 1♠

2♣ - 2♥ (9 loser) 6-9 pts. and may be only **two** hearts.

1♥ - 1♠

2♣ - 3♥ (8 loser) 10-12 pts. and three hearts.

1♥ - 1♠

3♥* - 4♥** *17+ pts. and six hearts. **4♥ shows 2/3 card support with no slam interest.

With only two hearts and three clubs, return partner to his known five card suit. 5-2 plays better than 4-3 if weak.

1♥ - 1♠

2♣ - 2♠ (9 loser) 6-9 pts. Six spades, fewer than three hearts.

1♥ - 1♠

2♠ (7/6 loser) 12-16 pts. and four spades.

1♥ - 1♠

3♠ (6/5 loser) 17/18 pts. and four spades.

1♥ - 1NT

2♦ - 3♣ 6 - 9 pts. and six or seven clubs.

Why should this bid be passed ?

The competitive auction in Bridge Clubs

N	E	S	W
1♥	x	2♣	2♠
p	p	3♥	

In competitive situations returning partner to their suit is purely competitive and is not an invitation to game. The strength of 3♥ would depend on the vulnerability.

Note also that the 2♣ response after the double does not necessarily show 10 pts. as it would in a constructive auction.

It is simply an attempt to pre-empt the opponents out of the spade fit.

Inverted Minor Raises

Many club players reverse the values of minor suit raises. i.e.

1♣ - 2♣ = 10-12 pts. 1♣ - 3♣ = 5-9pts.

As ever this pre-emptive manoeuvre is to make it harder for the opponents to get into the bidding.

Pre-emptive Raises to Game

Raises to game (1♥ - 4♥) are unlikely to be based on 13 HCPs. They are more likely to be based on distributional hands 6-10 N.V. Most club players use *Jacoby 2NT* raises for bigger hands!

GAMBLING 3NT

The Gambling 3NT bid is just that, a gamble. It is made on a solid 7 card minor suit and promises no extra values. If you play regularly it crops up perhaps once a year. Sometimes you will have an outside king. If partner has nothing, they are supposed to take you out to 4♣. You respect this and either pass or bid 4♦ if that is your suit. The first two hands cropped up at Brunton on the same night.

E/W vulnerable, south is dealer

<p>♠ K1076 ♥ AJ9 ♦ QJ4 ♣ 865</p> <p>♠ J94 ♥ Q43 ♦ AK9865 ♣ 3</p>	<p>♠ AQ852 ♥ K1082 ♦ 32 ♣ 42</p>	<p>♠ 3 ♥ 765 ♦ 107 ♣ AKQJ1097</p>
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South opened 3NT on each of the following hands.

West led ♦8. (Very silly.) Nine tricks thank you!
The best defence is ♦A and a switch to either major.

e.g.

♠J - ♠K - ♠A, then back to ♦K and a second spade
♠9 - ♠10 - ♠Q to establish ♠8 or a heart! as the setting trick.

Leading the ace lets you see what is going on outside the seven tricks declarer has in clubs.

Game all, south is dealer.

<p>♠ AKJ853 ♥ 1042 ♦ 3 ♣ J93</p> <p>♠ Q109 ♥ AQ86 ♦ KJ97 ♣ 42</p>	<p>♠ 642 ♥ K975 ♦ Q8654 ♣ 5</p>	<p>♠ 7 ♥ J3 ♦ A102 ♣ AKQ10876</p>
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Clubs again, and despite holding the ♦A, south opens 3NT. (Many north's would pull this without stops in three suits). When the heart is led it doesn't look good for declarer but thankfully hearts break 4/4 and south pulls in the game score again. +600 Although north should bid 4♣ or pass, those renegade north's who bid 4♠ will get a top by finessing the ♠J for 11 tricks. 5♣ also makes on this hand!

The defence should usually begin by cashing an ace, to retain the lead and see what is going on in dummy. As you will see, as soon as the declarer gets in, nine tricks are usually there for the taking.

Be prepared for the occasional disaster.

N/S vulnerable, south is dealer.

<p>♠ Q93 ♥ K9 ♦ 43 ♣ KJ10632</p> <p>♠ AJ64 ♥ QJ10863 ♦ 976 ♣ -</p>	<p>♠ K10752 ♥ A52 ♦ 10 ♣ 9875</p>	<p>♠ 8 ♥ 74 ♦ AKQJ852 ♣ AQ4</p>
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The late great Arnold Deane opened a lop sided 3NT with the south hand. North, not unreasonably, passed.

After the ♠A lead, (to have a look at dummy), the defence took the first *II* tricks for +700 which was not a good score for N/S, but only because none of the E/W pairs managed to bid the makeable 6♠! 5♣ or 5♦ are cold for E/W

On the ♠A lead - the defence must be careful. East would encourage with ♠7 and a continuation of the ♠4 would enable you to get back to hand with the ♠J.

Now you can lead ♥Q.

If east has to lead hearts, declarer is only down one.

TRUMP CONTROL

The effect of trumps is to introduce control into the play when none exists in N.T. hands. Although it is usual to draw trumps immediately, sometimes the hand requires a different strategy.

HAND 1

♠ AK73 ♥ KJ108 ♦ A764 ♣ A	♠ 98 ♥ 532 ♦ KJ3 ♣ J9762
♠ QJ106 ♥ 64 ♦ Q109 ♣ K1054	♠ 542 ♥ AQ97 ♦ 852 ♣ Q83

Can you afford to draw trumps?

4♥ by south ♠Q lead
 This is the everyday game contract that should make but often doesn't because the careless declarer launches straight into the play without having analysed the problem.

They will win the spade lead, draw trumps in three rounds and consider themselves unlucky to go one down. Do not play to the 1st trick until you have analysed the problem. There are only eight obvious tricks. Work out where the other two tricks are coming from, and then play the tricks in the right order!

You need TWO club ruffs don't you?

N	E	S	W
1♦	Pass	1♥	Pass
4♥	Pass	Pass	

HAND 2

♠ J ♥ KQ10 ♦ 9853 ♣ Q10654	♠ 9863 ♥ A843 ♦ AQ4 ♣ 93	♠ KQ102 ♥ J9752 ♦ 6 ♣ J82
	♠ A754 ♥ 6 ♦ KJ1072 ♣ AK7	

Let them ruff with winners!

4♠ by south ♥K lead
 A good contract with no losers in the side suits.

If trumps were 3-2, eleven tricks could be made by ducking a trump and cashing the ace on the second round, but a good player will cater for a 4-1 distribution.

Control is easy on this hand.
 Win the ♥A. Cash A♠ and play the ♣A and ♣K.

Then play on diamonds allowing the defence to make their three trump tricks whenever they please.

S	W	N	E
1♦	Pass	1♥	Pass
1♠	Pass	3♠	Pass
4♠			

HAND 3

♠ 6543 ♥ QJ106 ♦ KJ7 ♣ Q9	♠ A1097 ♥ AK32 ♦ 3 ♣ A543	♠ 2 ♥ 9875 ♦ Q10984 ♣ J108
	♠ KQJ8 ♥ 4 ♦ A652 ♣ K762	

The Cruss Ruff

4♠ by south ♥Q lead
 Recognise that nine tricks are available if you draw trumps but twelve tricks are available if you CROSS RUFF the hand.

BEFORE you embark on any cross ruffing play you must cash outside winners before either opponent can ditch that suit.

Here you can see that if you have not cashed your ♣A & ♣K, west will throw one of his clubs when you are ruffing high and will subsequently ruff your ♣K when you try to cash it later in the play.

S	W	N	E
1♦	Pass	1♥	Pass
1♠	Pass	4♠	

DRAWING TRUMPS

When dummy is faced

Do not communicate your feelings to the opposition!

In a NT contract it is usual to count your immediate **winners**.

In a suit contract some players prefer to count **losers**.
On this hand can you recognise that there are only three losers? Two clubs and a diamond.

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 which you expect to win with your aces and kings. If you have high cards *outside* the trump suit, and especially if that side suit is long and solid, you should draw trumps as early as possible.

Count how many top tricks you have in aces and kings etc. working through each suit in turn.
five spades three hearts and two diamonds = ten tricks. This should be easy.
What can go wrong?
The contract is 'laydown' providing you draw trumps immediately.

Wrong play!

Suppose that you decide to take your ♥A, ♥K and ♥Q of hearts immediately.
West ruffs the ♥Q and leads a second diamond.
East ruffs and plays a club to west's ♣A.
Another diamond is ruffed by east who then cashes his ♣K.
Partner may not be pleased that you have gone two down in an 'ice cold' contract!
The main purpose of drawing or removing the enemy trumps is to stop this kind of thing happening.

Leave the top trump out

At other times it is not appropriate to draw *all* of the opponent's trumps.
The general rule, is that if the defenders still hold one trump, and it is the highest trump, leave it, and play off a top side suit until the defender has

to use his top trump to ruff.
Otherwise it is two of your trumps for one of theirs!

With five cards missing they will break 3-2 70% of the time and on this hand there is no other way to play this trump holding.

♠ Q54	♠ K962	♠ J10
♥ 10743	♥ KQ5	♥ AJ6
♦ A10742	♦ K863	♦ QJ9
♣ 6	♣ J4	♣ 98732
	4♠	
	♠ A873	
	♥ 982	
	♦ 5	
	♣ AKQ105	

- Trick 1.** Win the club lead with the jack . (Why?)
- Trick 2.** Play towards the ace of trumps.
- Trick 3.** Play towards the king of trumps.

If both defenders follow suit the only remaining trump is the queen. Leave it!
Then play ♣4 to the ♣A.
Keep playing clubs until the defender ruffs.

♠ A763
♥ Q98
♦ AK5
♣ J65

♠ 10
♥ 72
♦ QJ10874
♣ AQ42

4♠ by south

♠ J98
♥ J10643
♦ 2
♣ K1098

♠ KQ542
♥ AK5
♦ 963
♣ 73

PLAY THESE HANDS IN NO TRUMPS

1 3NT by south 5♥ led BIDDING

♠ 8743		
♥ 43		
♦ AQ5		
♣ K1087		
♠ Q52		♠ J109
♥ KJ752		♥ Q96
♦ 1082		♦ J764
♣ 53		♣ A42
	♠ AK6	
	♥ A108	
	♦ K93	
	♣ QJ96	

N	E	S	W
-	-	1♣	-
1♠	-	2NT	-
3NT	-	-	-

THE HOLD UP

You have 6 tricks.

The 3 extra tricks you need will come from the club suit.

Do you win the first trick or to hold-up, and, how many times?

If the suit breaks 4-4 the defence will make only four tricks, (3 hearts and the ♣ A). but if the hearts break 5-3, with west holding the length, then by ducking twice and east holding the ♣A, you will have broken the link between the defenders.

East no longer has a heart to get back into his partner's hand.

TIP Apply the 'Rule of Seven.' This will tell you how many times to hold-up. In this case you have 3 and dummy has 2 hearts. $3+2=5$ $7-5=2$. You should hold up twice.

2 3NT by south 5♠ led BIDDING

♠ K3		
♥ Q52		
♦ KJ987		
♣ 654		
♠ 108752		♠ QJ9
♥ K764		♥ 10983
♦ A2		♦ Q64
♣ 98		♣ 732
	♠ A64	
	♥ AJ	
	♦ 1053	
	♣ AKQJ10	

E	S	W	N
-	1♣	-	1♦
-	3NT	-	-

CERTAINTIES RATHER THAN POSSIBILITIES

Here you have eight tricks, 2 spades, 1 heart, 5 clubs.

Where will you get the extra trick? If you *guess* right in diamonds you will make your nine tricks but is there a safer way.

What about simply giving up a heart trick to establish the Q♥ in dummy?

BUT be careful that you don't take the first trick with the K♠ (or hold up) because you need to protect your only sure entry to dummy to get your Q♥.

3 3NT by south J♥ led BIDDING

♠ 932		
♥ 853		
♦ AQ84		
♣ KJ5		
♠ AQ8		♠ 10764
♥ J10972		♥ K64
♦ 953		♦ 76
♣ A4		♣ 10963
	♠ KJ5	
	♥ AQ	
	♦ KJ102	
	♣ Q872	

S	W	N	E
1♣	-	1♦	-
1NT	-	3NT	-

PLAY TOWARDS TWO HONOURS

Here you have six tricks, 2 hearts and 4 diamonds. The extra tricks should come from the club suit. If the suit breaks 3-3 then three tricks are available after the defence take the ace. If it divides 4-2, (the most likely division 48%) what precautions are necessary?

Lead twice towards dummy hoping that west has the ace.

4 3NT by south 7♦ led BIDDING

♠ 10985		
♥ 1094		
♦ AKJ5		
♣ J10		
♠ 72		♠ A643
♥ A65		♥ 8732
♦ Q10873		♦ 6
♣ 943		♣ A875
	♠ KQJ	
	♥ KQJ	
	♦ 942	
	♣ KQ62	

S	W	N	E
1♣	-	1♦	-
2NT	-	3NT	-

RULE OF ELEVEN

How many tricks? Only 2, despite the combined holding of 26 pts

Three aces need to be knocked out! The lead suggests that west holds length in diamonds but which card do you play to the first trick, a top honour, the jack, or the 5? What does the lead tell you assuming that it is, the 4th highest of the defender's best suit?

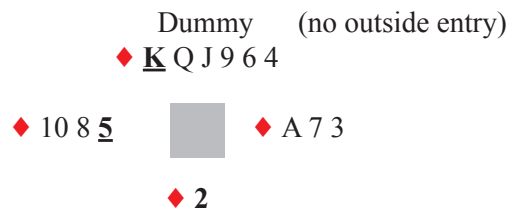
Apply the rule of eleven. Here deduct 7, the card led, from 11. The answer (4) tells you that there are four cards higher than the 7 in the north east & south hands. Dummy has three and you have one. Therefore east has NO card higher than the seven.

Play the 5 from dummy and you will win with the 9.

Later you can finesse the J♦ and make 10 tricks.

LEGITIMATE DECEIT

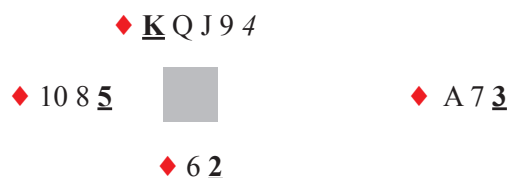
As declarer, when you play against better and better players, you will find that they can glean an awful lot about your hand, from the cards that you play. Don't make it easy for them! Follow this simple rule. When you are declarer, never play your lowest worthless card from the closed hand if you have an alternative. e.g. If you hold K73, throw the 7 not the 3.



On this hand declarer has no option but to lead ♦2. West plays the 5 and now east knows that west has three diamonds or one.

Listen to the bidding for clues!
If two suits were bid by south the hand is not balanced. If south's rebid was NTs declarer has three!

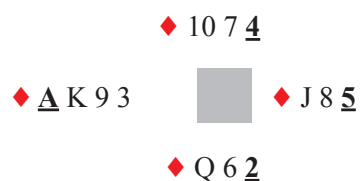
East may be able to judge correctly and stop declarer from making even one trick in diamonds by cashing the ♦A immediately.



Here, if south carelessly leads the ♦2 towards dummy, east can work out effortlessly that west has three and therefore south has only two. If south leads ♦6, west's ♦5 may be from 10-8-5 or it may be from 5-2.

When dummy plays the ♦Q to the next trick, east does not know whether declarer started with two diamonds or three and will have to duck the ♦Q, giving declarer one more trick than he was entitled to.

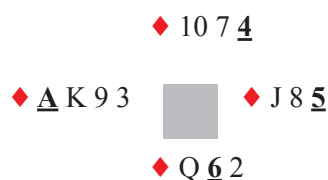
Here against a 4♥ contract by south. Lead ♦A
When east plays ♦5 do you want west to continue?



If declarer simply plays ♦2, then east's 5 is known to be lowest card and therefore from three. West will abandon his hope to give partner a ruff, and switch.

If declarer has to play the diamond suit he can never make a trick!

Same contract, same lead,



If declarer cunningly plays ♦6, then east's ♦5 could be the start of a peter from 5-2. West is likely to follow with the ♦K, hoping to give partner a ruff. When east plays ♦8 west realises that he has been fooled. This simple play could result in no ruff for the defence and an extra trick for declarer.

Even if as a defender you cannot yet glean sufficient information from your partner's cards, to get the defence right, believe me there are defenders who can. Do not make it easy for them to read your hand!

When you are declarer, never throw the lowest rag card from your hand.

SO YOU PLAY TRANSFERS?

Playing transfers over 1NT & 2NT should be part of your system, but how far have you taken them?

1NT - 2♦ 2♥ - 2♠ 3♥	1. What is the point count for 2♠? 2. Is the bid forcing? 3. Is the bid forcing for one round? 4. Is the bid forcing to game? 5. Is 3♥ forcing? 6. What is the point count for 3♥?																								
1NT - 2♥ 2♠ - 3♥	7. Is 3♥ forcing to game? or just for one round? 8. What is the point count? Why?																								
1NT - 2♦ 2♥ - 3♦ 3NT	9. What is responders shape likely to be? 10. What is responders minimum HCPs? 11. Will you pass 3NT?																								
1NT - 3♥	12. What is this?																								
1NT - 2♦ 2♥ - 4♥	13. What is responders shape and strength?																								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">N</td> <td style="width: 25%;">E</td> <td style="width: 25%;">S</td> <td style="width: 25%;">W</td> </tr> <tr> <td>1NT</td> <td>x</td> <td>p</td> <td></td> </tr> </table>	N	E	S	W	1NT	x	p		14. What is this?																
N	E	S	W																						
1NT	x	p																							
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">1NT</td> <td style="width: 25%;">x</td> <td style="width: 25%;">2♣</td> <td style="width: 25%;"></td> </tr> </table>	1NT	x	2♣		15. What is 2♣?																				
1NT	x	2♣																							
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">N</td> <td style="width: 25%;">E</td> <td style="width: 25%;">S</td> <td style="width: 25%;">W</td> </tr> <tr> <td>1NT</td> <td>p</td> <td>p</td> <td>x</td> </tr> <tr> <td>p</td> <td>p</td> <td>xx</td> <td></td> </tr> <tr> <td></td> <td></td> <td>2♣</td> <td></td> </tr> <tr> <td></td> <td></td> <td>2♦</td> <td></td> </tr> <tr> <td></td> <td></td> <td>2♥</td> <td></td> </tr> </table>	N	E	S	W	1NT	p	p	x	p	p	xx				2♣				2♦				2♥		16. What does the re-double show? 17. Does south have a five card major? 18. What would 2♣ by south show? 19. What would 2♦ by south show? 20. What would 2♥ by south show?
N	E	S	W																						
1NT	p	p	x																						
p	p	xx																							
		2♣																							
		2♦																							
		2♥																							
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1NT	p	p	x																						
2♦																									
2NT - 3♣	22. What is this?																								
2NT - 3♠	23. What is this? hearts spades pts.																								
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1NT	-	2♣																							
2♦	-	2♥																							

*You are not expected to play all of these conventions. They illustrate that you will never reach the limits of human ingenuity that this game has inspired. **Stop adding new things to your system when the learning is affecting your enjoyment of the game!***

AFTER THE TRANSFER

If you play transfers over no-trumps, do you have an agreement with your partner about how to show two suited hands? The following auctions suggest possible continuations after opener has completed the initial transfer. Because after the completion of the transfer any new suit is forcing, a jump in a new suit can be treated as a cue bid, (or a splinter)

1NT 2♦ 2♥ ?	2♠ = Five hearts + four spades forcing. 2NT = Five hearts 11-12 HCPs semi-balanced (invitational). 3♣ = Five hearts + five clubs forcing. With 5/4 you can rebid in NTs 3♦ = Five hearts + five diamonds forcing. 3♥ = Six hearts invitational. 3♠ = Cue bid* - game going and possibly slam if hands fit well. 3NT = Five hearts 13-15 HCPs semi-balanced (offering choice of games.) 4♣ = Cue bid* - game going and possibly slam if hands fit well. 4♦ = Cue bid* - game going and possibly slam if hands fit well. 4♥ = Sign off.
----------------	--

1NT 2♥ 2♠ ?	2NT = Five spades 11-12 HCPs semi-balanced (invitational). 3♣ = Five spades + five clubs forcing. 3♦ = Five spades + five diamonds forcing. 3♥ = Five spades + four hearts forcing. 3♠ = Six spades invitational. 3NT = Five spades 13-15 HCPs semi-balanced (offering choice of games.) 4♣ = Cue bid* - game going and possibly slam if hands fit well. 4♦ = Cue bid* - game going and possibly slam if hands fit well. 4♥ = Cue bid* - game going and possibly slam if hands fit well. 4♠ = Sign off.
----------------	--

1NT 2♥ 2♠ 3♥ 3NT 4♥	To show 5-5 in majors (or six spades + five hearts) with a game going hand - transfer to spades and bid hearts twice:
---------------------------	---

1NT 2♦ 2♥ 2♠ 3NT 4♠	To show 5-6 in majors (or five spades + six hearts) with a game going hand - transfer to hearts and bid spades twice! Opener does not have three hearts, therefore they <i>must</i> have three spades.
---------------------------	---

2NT 3♠	This shows five spades and four hearts in one bid. and opener will have the full choice of final contracts. You cannot show this kind of hand by normal transfers.
--------	--

TRY IT! 2NT 3♥ 3♠ ?	Your hand may be ♠Q10532 ♥J954 ♦Q2 ♣75 and opener has ♠K6 ♥K106 ♦AKJ73 ♣AQ8 The best contract on most days is 3NT
----------------------------------	---

**Cue bids are perhaps an unnecessary complication to your transfer bidding at this stage, but they simply show first round control in the suit bid.*

MORE ON TRANSFERS and STAYMAN

After an opening bid of 2NT you can use Stayman & transfers just as you would after a 1NT opening.

But there is one hand shape that doesn't work very well

You could transfer to spades but then what?

If you bids hearts now, partner may have two spades and three hearts.

You have missed the best contract of 3NT.

♠ K9742
♥ Q1093
♦ J3
♣ 86

When you have *five spades* and *four hearts* your response to 2NT should be 3♠.

N	S
2NT	3♠
?	Opener now has the choice of game 3NT, 4♥ or 4♠

If you held five hearts and four spades you would use a normal transfer sequence

N	S
2NT	3♦
3♥	3♠
?	Opener now has the choice of game 3NT, 4♥ or 4♠

♠ K974
♥ J10932
♦ Q3
♣ 86

After an opening bid of 1NT there are times when you would NOT transfer into a five card major.
e.g. you hold

Clearly game is not on, and it might seem logical to transfer to spades and then pass, but you would look foolish if partner turned up with ♠53 ♥KQ65 ♦AK74 ♣J92

The solution to this problem is to use Stayman!

O.K. you don't have the expected 11 points but YOU are in control of the auction.

If partner bids 2♥ or 2♠ you will pass.

If partner responds 2♦ you will bid 2♠ and he will pass.

Nothing lost, but this gives you the best chance of a decent part score.

♠ K9742
♥ J1093
♦ Q3
♣ 86

Stayman should also be used on these types of hand after 1NT
Obviously you will pass whatever partner rebids.

♠ 8643
♥ 9752
♦ Q7432
♣ -

♠ K974
♥ J1093
♦ Q743
♣ 8

There are often difficult judgements to make on hands that look quite similar

Partner opens 1NT,
and you hold this -

♠ K974
♥ J1093
♦ K74
♣ 87

N	E	S
1NT	P	?

Partner opens 1NT,
and you hold this -

♠ 8643
♥ 9752
♦ J74
♣ 32

N	E	S
1NT	P	?

PASS, you have nothing to worry about

You are in trouble. You will be doubled.
BID 2♣ and pass whatever your partner bids.

This kind of lateral thinking adds an extra bit of creativity to the game!

FORCING BIDS or LIMIT BIDS?

Set 1

Your partner opens 1NT. What do you bid with:-

A	B	C
♠ K986 ♥ 95 ♦ AK53 ♣ K92	♠ K9862 ♥ QJ9 ♦ 73 ♣ K92	♠ K9 ♥ QJ9 ♦ Q7543 ♣ KJ6

Put an **F** or a **L** after your answer

()	()	()

Set 2

Your partner opens 1♦. What do you bid with:-

A	B	C
♠ 1098 ♥ QJ9 ♦ 10753 ♣ K92	♠ K9862 ♥ QJ9 ♦ 32 ♣ K92	♠ 982 ♥ J109 ♦ Q7 ♣ KJ852

Put an **F** or a **L** after your answer

()	()	()

Set 3

Your partner opens 1♦. You respond 1♠ with:-
Partner now bids 2♣. What do you bid?

A	B	C
♠ K9863 ♥ Q109 ♦ 1075 ♣ K9	♠ K986 ♥ J5 ♦ 73 ♣ K9642	♠ KQ87 ♥ Q9 ♦ K754 ♣ A93

Put an **F** or a **L** after your answer

()	()	()

Set 4

Your partner opens 1♠. What do you bid with?

A	B	C
♠ K9863 ♥ QJ975 ♦ 2 ♣ A9	♠ K985 ♥ QJ ♦ J32 ♣ K965	♠ K987 ♥ KQ9 ♦ AK754 ♣ A

Put an **F** or a **L** behind your answer

()	()	()

Whenever you are in doubt as to what to bid, ask yourself the question, "Has partner made a forcing bid"? If partner has **NOT** made a forcing bid, ask yourself

IS game a possibility because I know that our side has :-

- 1.) Strength that I have not yet revealed.
- 2.) 25+ HCPs between the two hands.
- 3.) An excellent trump fit with 'shapely' hands.
- 4.) Excellent controls for a NT contract.
- 5.) I have a very good LTC ?

If the answer is **No?** - **PASS!**

FORCING BIDS

Everyday forcing bids on weak hands

You should not think that you only make forcing bids on strong hands. Most forcing bids are simply 'forcing for one round'. 1♦ Pass 1♠ is totally forcing and may be only 6 HCPs.

1♥ Pass 2♥ Pass
Pass X

When the opponents reveal weakness the HCPs will be split about 20 / 20.

A protective double is simply telling partner to bid a suit and it might be made on 10 pts. We would rather play in our trump fit, than defend against theirs.

♠ K976
♥ 8
♦ QJ42
♣ QJ63

Strong forcing bids

Some forcing bids are very strong! e.g. An opening bid of 2♣ is unlimited, and except in very rare circumstances is a game force. The only passable sequence after a 2♣ open is -

2♣ Pass 2♦

2NT 2NT is a limit bid showing 23/24 HCPs. It can be passed if responder has a 'Yarborough'.

The strongest overcall that can be made is a cue bid of the opponent's opening suit. Many pairs play this as showing a five loser or better, and it is usually a hand that can play in a game contract with very little support from partner. Often sequences crop up where a bid is made to show that they cannot stop bidding short of game. e.g.

1♥ Pass 2♣ Pass

(2♣ shows 10 HCPs and opener's re-bid of 2NT shows 15+ HCPs.

2NT Pass 3♥ Pass

With a known minimum of 25 HCPs both players can relax

knowing that every bid is forcing until the best game is reached.)

Responding to forcing bids

Responding to strong forcing bids is not always easy. The east who held this hand heard south open 1♦ and her partner, west double. What would you do?

S/he passed, and after south made two doubled vulnerable over tricks for 490, insisted that she couldn't bid because diamonds was her only four card suit.

The only sensible bids available were 1NT (which denies a four card major and shows some kind of diamond stop) or 2♣ if, (*preferably*) you play that 1NT should be 8/9 HCPs. Remember, you have been forced to bid! After a forcing double, the fewer points you have, the more you must find a bid.

♠ 976
♥ 843
♦ QJ42
♣ J63

Bidding three card suits

*Under normal circumstances the bid of a new suit at the 3 level is unconditionally forcing for one round. Consequently, players sometimes resort to bidding three card minor suits at the 3 level, when no other sensible bid is available. they know that it will not be passed. e.g.

Holding ♠ KQ965 ♥ 9 ♦ AJ63 ♣ KQ5

1♠ Pass 2♦ Pass

3♣ Pass ?

The bid of 3♣

allows responder to bid 3♠ showing three spades

allows responder to bid 3NT showing a heart stop

allows responder to bid 3♥ 4th suit forcing. You can now bid 5♦

DIRECT CUE BIDS .

When the opponents have beaten you to the opening bid you can make an overcall which is non-forcing, or you can make a takeout double which is forcing most of the time, or you can cue bid the enemy suit, which is totally forcing. Although there are conventional cue bids, (such as Michael's cue bids, which show two suited hands). I suggest that you keep it simple and play direct cue bids of the opponent's suit to show a "rock crusher" of a hand, where game is almost certain even if partner is sitting with a 'Yarborough'. Please do not ask how many HCPs such a bid requires.

N	E	S	W	or	N	E	S	W
1♥	2♥				1♥	Pass	Pass	2♥

This is the type of auction, and below are some of the typical hands where you might use this bid.

RHO opens 1♥
Overcall 2♥ on

♠ AKQ986
♥ AQ
♦ 5
♣ KQJ9

Your game or slam may be in spades or clubs.

Partner's hand may be like this.

♠
♥ 432
♦ 98643
♣ 106543

5♣ is easy.
4♠ may go off.
♣A and a club ruff. If partner held these cards, 6♠ is on!

♠ 753
♥ 8742
♦ 9863
♣ A3

RHO opens 1♣
Overcall 2♣ on

♠ A9
♥ AK976
♦ AKQJ8
♣ 8

Your game or slam may be in hearts or diamonds.

Partner's hand may be like this.

♠ 8632
♥ 5
♦ 1074
♣ 10652

5♦ is good.
4♥ is hard, but partner may have this hand.
Now 4♥ is cold.

♠ 9872
♥ 853
♦ 63
♣ 9654

RHO opens 1♥
Overcall 2♥ on

♠ AKQ7652
♥ 10
♦ AK
♣ KQ9

Your game or slam is likely to be in spades. Fast arrival may miss easy slams.

Partner's hand may be like this.

♠ 43
♥ 53
♦ 97432
♣ 10652

4♠ is OK.
Keep bidding spades, until he gets the message despite partner's insistence on clubs and diamonds.
5♣ is OK.
Pass to keep the peace.

RHO opens 1♠
Overcall 2♠ on

♠ -
♥ 9
♦ AKQ986
♣ KQJ943

Notice that all of the hands shown are a four loser or better. Agree with your partner what the minimum for your bid might be.

RHO opens 1♦
Overcall 2♦ on

♠ A3
♥ AK1096
♦ 6
♣ KQ1092

Should you cue bid here?

The opponents open 1♦

♠ AQ97
♥ AKJ9
♦ 76
♣ KQ6

No double

♠ KQ2
♥ AJ98
♦ AJ7
♣ QJ6

No bid 1NT (16-18)

Despite partner's poor hands, on each occasion, a game contract has been possible. The direct *cue bid* lets your partner know the strength of your hand immediately. The cue bid is forcing (usually to game) Remember this when *partner* makes such a bid!

Asking for stops in the enemy suit

Another type of *cue bid* occurs when it looks like your side are heading for a No Trump contract but the opponents have overcalled a suit, and you are unsure whether your side have stops in the enemy suit. e.g.

N	E	S	W
1♦	1♥	1♠	Pass
2♣	Pass	<u>2♥</u>	Pass

South is asking whether north has a stop in the enemy suit.

South may have

♠ QJ974 ♥ Q62 ♦ A8 ♣ K43	or	♠ KQJ97 ♥ 62 ♦ A543 ♣ K4
-----------------------------------	----	-----------------------------------

♠ 105
♥ A9
♦ KQJ97
♣ AJ95

North bids 2NT

♠ 10
♥ KJ4
♦ KQJ97
♣ A1096

North bids 2NT

♠ 106
♥ J4
♦ KQ1097
♣ AQ96

North bids 3♦

♠ A6
♥ 4
♦ QJ1097
♣ AQ962

North bids 3♣

♠ 6
♥ AJ84
♦ QJ109
♣ AQ96

North bids 2NT

Obviously if south can stop the enemy heart suit they can bid NTs without cue bidding.

NOTE: Without the overcall, the bidding would be very similar. 2♥ would be 4th suit forcing.

Some pairs agree that the cue bid *shows* half a stop. e.g Qxx.

The cue bid is therefore asking for only half a stop. e.g. Kx or Jxx

Showing first round control

Finally the cue bid can be used to show 1st round control of a suit when a fit has been established.

This sequence would show an interest in slam.

Don't make such a cue bid unless you have slam potential.

N	E	S	W
1♥	Pass	3♥	Pass
4♣	Pass	4♦	

In this auction 4♣ is showing either the ♣A or a void in clubs.

It is also denying the ♠A.

South is sufficiently interested in slam to cue bid the ♦A

North can now decide whether slam is possible without the ♠A

PROTECTIVE BIDS. THE MATHEMATICS

In America, making a protective bid is called **balancing!** When the HCPs are split 20/20 between N/S & E/W, it is likely that both sides could make 7 or 8 or even 9 tricks, providing they were playing in *their* own trump fit. Without a fit, even seven tricks may be a struggle.

In the protective position you must compete for a part score, providing that you are not sitting with the suit bid opened by your opponent. *This could even include overcalling on a FOUR card suit.*

N	E	S	W
1♥	pass	pass	?
11-19		0-5	
Say 17		Say 4	

On this auction, west would compete if holding two or fewer hearts. *Remember that east's pass does not necessarily mean that they have no points!* With 10+ pts. we recommend that west should start with a double to protect east's pass. East may be sitting with hearts and 12+ pts.

You are west

♠ KQ3 ♥ 2 ♦ QJ942 ♣ QJ87	♠ A54 ♥ KJ754 ♦ AK ♣ A63 ♠ J872 ♥ A1098 ♦ 1065 ♣ 109 ♠ 1096 ♥ Q63 ♦ 873 ♣ K542
-----------------------------------	---

The agony and the ecstasy of protection.

You are still west with the same hand

♠ KQ3 ♥ 2 ♦ QJ942 ♣ J875	♠ A54 ♥ KJ754 ♦ K5 ♣ A63 ♠ J876 ♥ A10986 ♦ A10 ♣ K9 ♠ 1092 ♥ 32 ♦ 8763 ♣ Q1042
-----------------------------------	---

N	E	S	W
1♥	pass	pass	x
pass	1♠	pass	pass
X	pass	pass	pass or 2♦

N	E	S	W
1♥	pass	pass	x
pass	pass	pass	

This can be a cruel game and most of us lack the confidence to play the odds. Here is the nightmare, that scares us. The opponents have the maximums for their bids. 19 and 5!

You would make at least five tricks in 1♠ and probably seven tricks in 2♦ but in the real world, I cannot see north settling for a doubled part score, and wouldn't south compete with 2♥?

North can *make* four tricks on a spade lead? 1♥ three down doubled is +500 or +800.

You need to be very aware of the vulnerability. If you can make a vulnerable game, setting NV opponents by three is not enough!

Most books recommend a minimum of 11/12 HCPs to double in protective position, and a minimum of 10 HCPs for a protective bid of 1NT. Overcalls, can be made on even fewer, but partner must not get excited. Partner must realise that the bid is made on the assumption that *s/he* has points.

If the player in protective position does have a very strong hand and is V against NV, *s/he* must make forcing bids such as a double followed by a cue bid of the opponent's suit to reach the game contract.

Protective bids assume that partner, who passed originally, has the equivalent of an opening bid in the opponents suit, or a balanced hand of 12 ish HCPs and was therefore, unable to bid.

PROTECTIVE DOUBLES

Competitive doubles in protective position

As east you pick up ♠A5 ♥AQ982 ♦Q74 ♣J74

When north opens 1♥ you should pass smoothly. You know by now that you cannot double!

You rely on partner to take some action in *protective position*. (They are protecting your pass.)

1. You are west with ♠K862 ♥74 ♦QJ108 ♣A102
- | | | | | | |
|----|------|------|---|---------------------------|---------------|
| N | E | S | W | | |
| 1♥ | pass | pass | ? | <i>What can you bid ?</i> | <i>Double</i> |

If north's partner cannot bid, they have fewer than 6 pts (Average 3) Opener has 12-19 (average 16) Therefore the 40 HCPs points must be fairly evenly spread between the two sides. Your partner, who will have some of those points, may have passed *because she has hearts*, e.g. ♠A4 ♥KJ1065 ♦K72 ♣542.

In the protective position, with a shortage in opener's suit - double with 10+ HCPs

Partner could now pass your takeout double - converting your bid into a penalty double

2. You are west with ♠K86 ♥KJ5 ♦K1098 ♣QJ2
- | | | | | | |
|----|------|------|---|---------------------------|--------------|
| N | E | S | W | | |
| 1♥ | pass | pass | ? | <i>What can you bid ?</i> | <i>(1NT)</i> |

With 12-14 points you may bid 1NT, on the assumption that your partner east must have some values. Although the bid of 1NT in the direct position shows 16-18 points, 12-14 points in protective position will suffice.

Partner can still use Stayman, and transfers after your overcall of 1NT.

3. You are west with ♠K8 ♥K9753 ♦K109 ♣Q102
- | | | | | | |
|----|------|------|---|---------------------------|-------------|
| N | E | S | W | | |
| 1♥ | pass | pass | ? | <i>What can you bid ?</i> | <i>Pass</i> |

You should pass. East cannot have hearts when you have them.

Therefore the reason partner did not overcall is because he does not have the points or hand to do so. Remember 'doubles' early in the auction show shortage in the bid suit.

4. You are west with ♠K862 ♥52 ♦J109 ♣AQJ2
- | | | | | | |
|----|------|------|------|---------------------------|---------------|
| N | E | S | W | | |
| 1♦ | pass | 1♥ | pass | | |
| 2♥ | pass | pass | ? | <i>What can you bid ?</i> | <i>Double</i> |

The opponents have discovered a fit but have also revealed weakness.

A double in this position, (where a pass would end the auction) would still be for takeout showing perhaps 10/11 points, and the unbid suits - spades and clubs.

When the opponents have limited their hands west, who passed originally, with values should compete if only to push the opponents up one level.

It is purely competitive and any bid by east will be passed.

NEGATIVE DOUBLES/OVERCALLS

Takeout doubles are made after the opponents have opened, negative doubles after partner has opened.

Partner opens a minor suit
Opponents overcall a major

1♣/♦ 1♥

YOU

Double = 6+ with four spades
 1♠ = 6+ with five spades
 pass = 0-5 or 10ish with hearts (Denies four spades.)
 1NT = 9 ish with stop in hearts (Denies four spades.)
 Supporting partner's minor denies four spades.
 Bidding the other minor denies four spades.

1♣/♦ 1♠

Double = 6+ with four hearts or
 6-9 with five hearts (Not strong enough to bid 2♥)
 2♥ = 10+ with five hearts
 pass = 0-5 or 10 ish with spades* (Denies four hearts.)
 1NT = 9 ish with stop in hearts (Denies four hearts.)
 Support of partner's minor - Denies four of major.
 Bidding 2 of other minor - Denies four of major.

* Prepared to pass partner's protective double

1♣ 1♠

How would you respond?

♠ K63
♥ 9754
♦ AK
♣ A864
Double

♠ 8
♥ K862
♦ Q975
♣ Q743
Double

♠ KQ6
♥ 854
♦ Q962
♣ Q87
1NT

♠ A2
♥ KQ964
♦ QJ6
♣ 432
2♥

Partner opens a minor suit
Opponents overcall a minor

1♣ 1♦

You

Double = 6+ with four of a major
 1♥/1♠ = 6+ with FIVE hearts or spades
 pass = 0-5 or 10+ with diamonds*
 1NT = 9 ish with diamond stop (Denies four spades)
 2♣ = 6-9 denies four of a major
 *Prepared to pass partners re-opening double

1♦ 2♣

Double = 6+ with four of a major or
 6-9 with five of a major and poor support
 2♦ = 6-9 Denies four of a major
 2♥/♠ = 10+ FIVE hearts/spades & diamond support
 pass = 0-5 or 8ish with clubs. No four card major
 2NT = 10-12 with stop in clubs. No four card major

1♦ 2♣

How would you respond?

♠ KJ75
♥ 84
♦ J8643
♣ A10
Double

♠ 72
♥ QJ107
♦ A532
♣ K82
Double

♠ A75
♥ 1074
♦ KQ942
♣ K6
2NT

♠ AK963
♥ K104
♦ QJ9
♣ 82
2♠

MAKE UP & BID BALANCED HANDS 15-19

<p>Make up the dealers hand. Put this hand face up on the table in the north position →</p>	<p>DEALER</p> <p>♠ AK5 ♥ KQJ107 ♦ J10 ♣ Q107</p>	<p>Shuffle the remaining cards and deal three more hands. BID and record all three hands opposite the opening hand. Choose the best bidding sequence, shuffle the remaining two hands and play the hand</p>																								
<p>♠ ♥ ♦ ♣</p> <p style="text-align: center;">1.</p>	<p>♠ ♥ ♦ ♣</p> <p style="text-align: center;">2.</p>	<p>♠ ♥ ♦ ♣</p> <p style="text-align: center;">3.</p>																								
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<p>Make up the dealers hand. Put this hand face up on the table in the north position →</p>	<p>DEALER</p> <p>♠ KJ109 ♥ KJ108 ♦ AKQ ♣ J86</p>	<p>Shuffle the remaining cards and deal three more hands. BID and record all three hands opposite the opening hand. Choose the best bidding sequence, shuffle the remaining two hands and play the hand</p>																								
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Respond to 1♠

1 ♠ 108
♥ 873
♦ Q76
♣ AJ843

6 - 9

2 ♠ KJ108
♥ 873
♦ 6
♣ A9842

3 ♠ J103
♥ 9
♦ K1032
♣ A9752

4 ♠ 10432
♥ 10762
♦ 97
♣ AJ5

5 ♠ KQ7
♥ AJ42
♦ J976
♣ 52

10-12

6 ♠ Q109
♥ K7
♦ AK72
♣ 10832

7 ♠ A32
♥ 10942
♦ AJ7
♣ K64

8 ♠ KJ102
♥ AJ
♦ KQ2
♣ 10764

14+

9 ♠ QJ4
♥ J62
♦ KQJ2
♣ A73

10 ♠ Q10873
♥ KQ965
♦ 4
♣ QJ

Good Fit

11 ♠ Q8732
♥ 72
♦ K1093
♣ 42

Weak

12 ♠ 9873
♥ KQJ53
♦ 42
♣ AJ

Intermediate

13 ♠ AJ102
♥ KJ9
♦ AQ9
♣ K72

Strong

14 ♠ 97
♥ QJ42
♦ 9764
♣ Q32

No Fit
Weak

15 ♠ J
♥ K743
♦ AJ52
♣ Q632

Intermediate

16 ♠ 32
♥ Q942
♦ AKJ
♣ AK64

Very Strong

1	1NT	10	4S
2	3S	11	3S
3	2S	12	2NT/4S
4	2S	13	2NT/4NT
5	2D	14	PASS
6	2C	15	2C
7	2C	16	2C
8	4S/2NT		
9	2D		