

The Bridge Booklet

(BB01)

An Introduction



Exact Bid Ranges

	Opener	Responder
Minimum	13-16	6-10
Medium	17-18	11-12
Maximum	19-21	13+

Major Suit Opening Bids

Opener bids 1♥, 1♠

- 13-21 points
- 5+ card major (with 5-cards in each major, open spades)

Responder Bids by ...

Raising Openers Major Suit

- | | |
|--------------|--|
| 0-5 points | Pass |
| 6-10 points | Raise to the two level |
| 11-12 points | Raise to the three level (4-card support is preferable for this bid). Game is likely if opener has more than 13 or 14 points |
| 13+ points | Get to game |

The more strength Responder has, the higher Responder raises. Opener can decide if the partnership belongs in game

Once a trump suit has been determined Dummy Points can be added as follows:

- Void: add 5 points
- Singleton: add 3 points
- Doubleton: add 1 points

Responding in a New Suit (Forcing)

- | | |
|----------------|--|
| At the 1-level | 6+ points
4-card or longer suit |
| At the 2-level | 11+ points
4-card or longer suit to respond 2♣ or 2♦
5-card or longer suit to respond 2♥ |

With a choice of 4-card suits, bid the cheapest. With a choice of 5-card suits, bid the higher ranking

Responding 1NT (Invitational)

If Responder has 6 or more points but can't support partner's major, can't bid a new suit at the one level, and doesn't have enough strength to bid a new suit at the two level, the only choice remaining is to respond 1NT

Openers Rebid after Responder Raised Opener's Major

The trump suit has been decided. Opener adds the combined strength and decides whether to pass, move to game, or to go directly to game

Opener's Rebid After Responder Bids a New Suit

- The trump suit has not yet been decided. Opener cannot pass.
- Opener can raise to show support for Responders suggested trump suit
- If Opener can't support Responder's suit, Opener can:
 - suggest another trump suit; or,
 - rebid the original suit with extra length; or,
 - bid NoTrump to show a balanced hand

As a guideline, Opener puts his hand in one of three ranges:

13-16 points: Minimum Strength

17-18 points: Medium Strength

19-21 points: Maximum Points

Minimum Strength Medium Strength Maximum Strength

Opener's Rebid After Responder Bids 1NT

Responder has shown a hand with 6+ points but not enough to bid a new suit at the 2-level Responder doesn't have support for openers suit or a 4-card or longer suit that can be bid at the 1-level.

Take this into account when choosing a rebid

Responder's Rebid

Responder should now have a good description of Opener's strength and distribution and should be able to decide 'How High' and 'Where'

Bid Accordingly

Summary

Opening 1♥ or 1♠

- 13-21 points
- 5-card+ suit (with a choice of 5-card suits, bid the higher ranking)

Responses to 1♥ or 1♠

Responders priorities:

- Raise Opener's suit with support
- Bid a new suit
- Bid No-Trump

Raising Opener's Major Suit

- 0-5 points Pass
- 6-10 points Raise to the 2-level
- 11-12 points Raise to the 3-level
- 13+ points Get to game

Responding in a New Suit

At the 1-level

- 6+ points
- A 4-card or longer suit

At the 2-level

- 11+ points
- A 4-card or longer suit to respond 2C or 2D
- A 5-card or longer suit to respond 2H (With a choice of 4-card suits bid the cheapest. With a choice of 5-card suits, bid the higher ranking)

Responding 1 NT

- 6-10 points
- No support for Opener's suit
- No 4-card or longer suit that can be bid at the 1-level

Opener's Rebid: Opener chooses a rebid keeping in mind that a response in a new suit is forcing and that the more strength Opener has, the higher the rebid.

Responders Rebid: at this point Opener has had 2 bids to describe his hand. Responder should now be able to place the contract - "How High and Where"

No-Trump Opening Bids and Responses

Opener Bids 1NT

- Balanced Hand
- 15-17 points

Responder's replies with

- 0-7 points 2♦, 2♥, 2♠ with a 5-card+ suit; otherwise, Pass (these are sign-off's)
- 8-9 points 2NT if there is no 8+ card suit fit (this is invitational)
- 10-15 points 4♥ or 4♠ with a 6 card+ suit (this is a sign-off)
 3♥ or 3♠ with a 5-card major (this is forcing)
 3NT (sign-off)

Opener's Rebids

- Pass if Responder signs-off (2♦, 2♥, 2♠)
- Pass if Responder signs-off (3NT, 4♥, 4♠)
- If Responder bids 2NT, pass with minimum; or, bid 3NT with maximum
- If Responder bids 3♥ or 3♠ bid game in major suit with 3+ cards in support. Otherwise bid 3NT

Minor Suit Opening Bids and Responses

Opener Bids 1♣ or 1♦

- 13-21 points
- 3 card or longer suit

With a choice between 1♣ and 1♦ :

- The longer minor is opened
- With equal length in both minors
 - Open 1♦ with 4+ cards
 - Open 1♣ with two 3 card suits

Responder Rebids ...

Responding 1♥ or 1♠

- 6+ points
- A 4-card or longer suit
(With a choice of 4-card suits, bid the cheapest. With a choice of 5-card suits, bid the higher ranking)

Responding in No-Trump (Invitational)

- 6-10 points respond 1NT
- 11-12 points respond 2NT
- 13-15 points respond 3NT

Raising Opener's Minor Suit (Invitational)

- 6-10 points raise to the 2-level
- 11-12 points raise to the 3-level
- 13+ points get to game

Opener's Rebid

Raising Responder's New Suit

- 13-16 points raise to the 2-level
- 17-18 points raise to the 3-level
- 19-21 points raise to game level

If Responder Bids No-Trump

Decide 'How High' and 'Where' and place the contract

If Responder Raises Opener's Minor Suit

Decide 'How High' and 'Where' and place the contract

Responder's Rebid at this point Opener has had 2 bids to describe his hand.

Responder should now be able to place the contract - "How High and Where"

How Opener Bids All Balanced Hands

Any time Opener (not Responder) bids or rebids in NoTrump they are showing a BALANCED HAND. Once they have been able to do this, their partner becomes the 'captain' and is able to make clear decisions as to 'How High' and 'Where' the contract should be played.

What does Opener do if the hand is balanced but too weak to open 1NT? He will open one-of-a-suit intending to rebid NoTrump at the cheapest available level.

Consider - Opener's hand is balanced but too weak to open 1 NT:

♠ Axx ♥ KQx ♦ Kxxx ♣ Jxx

Auction could go 1♦ - 1♥ - 1NT. Opener's rebid says the hand is balanced. Why not open 1NT - the hand was too weak. Opener cannot have 15+ points so he must have 13 or 14

What does Opener do if the hand is balanced but too strong to open 1 NT? He will open one-of-a-suit intending to jump to 2NT at the next opportunity.

Consider - Opener's hand is balanced but too strong to open 1NT:

♠ AKx ♥ KQxxx ♦ KQ ♣ Jxx

Auction could go 1♥ - 1♠ - 2NT. Opener has a balanced hand with 18 or 19 points which is too strong to open 1NT.

What does Opener do if the hand is balanced but is 20-21 points?

With 20 or 21 points start with an opening bid of 2NT.

Consider - Opener's hand is balanced but too strong to open 1 NT:

♠ AKx ♥ KQxx ♦ Axxx ♣ KQ

Opener has a balanced hand with 21 points. He will start the bidding with 2NT.

NoTrump bids or rebids are always EXACT BIDS. They narrow the point count to a small range and guarantee a balanced hand shape.

Partner Opens 1 of a Major What are Responders Priorities?

Partner promises at least 5-cards in the suit and 13-21 points.

First Priority - with 3-card or longer support for partner's major suit you know 'Where' the contract belongs. To determine 'How High', responder raises to the appropriate level.

When raising opener's major suit you are rebidding an old suit. Pick the right level to show your point count

- 0-5 points Pass
- 6-10 points Raise to the 2-level
- 11-12 points Raise to the 3-level
- 13+ points Get to game

Second Priority - with 6 or more points but no support for opener's major you have the option of bidding a new suit. You must have 4-cards in the suit you rebid.

A new suit by responder is forcing and asks a QUESTION. It asks opener if he likes that suit. Opener must answer the question.

A new suit at the 1-level shows a 4-cards (or more) in the suit and 6-10 points.

A new suit at the 2-level shows a 4-cards (or more) in the suit and 11 or more points.

Third Priority - with no suit to bid responder can bid NoTrump at the appropriate level. This does not show a balanced hand, partner is just cooperating to keep the auction alive. The NoTrump bid describes the strength of responder's hand and leaves the next decision to opener.

- 6-10 points respond 1NT
- 11-12 points respond 2NT
- 13-15 points respond 3NT

EXACT BIDS RECOGNIZE THEM KNOW WHAT THEY MEAN

An Exact Bid simplifies things for partner. It puts the hand into a small 3 or 4 point range. Once a player makes an exact bid partner becomes captain. He can do simple arithmetic adding his points to partners to determine whether they belong in part-score, game, or slam.

Exact Bid Point Ranges for Responder and Opener are:

Responder	6-10	Minimum	Opener	11-16	Minimum
	11-12	Medium		17-18	Medium
	13+	Maximum		19-21	Maximum

Old Suit Bids are Always Exact Bids. Consider:

Opener bids 1♥ - Responder bids 2♥ This is an old suit raised to the minimum level. Responder has support for hearts and 6-10 points.

Opener bids 1♥ - Responder bids 3♥ This is an old suit raised to the medium level. Responder is showing heart support and 11-12 points

Opener bids 1♥ - Responder bids 4♥ This is an old suit raised to the maximum level. Responder is showing heart support and 13+ points.

NoTrump Bids are Always Exact Bids. Consider:

Opener bids 1♦ - Responder bids 1NT This is an exact bid. Responder does not have a 4-card major but he does have 6-10 points.

Opener bids 1♥- Responder bids 1NT. This is an exact bid. Responder does not have 4-spades but he does have 6-10 points.

Opener bids 1♣ - Responder bids 2NT. This is an exact bid. Responder does not have a 4-card major but he does have a medium hand of 11- 12 points.

Opener bids 1♦ - Responder bids 3NT This is an exact bid. Responder does not have a 4-card major but he does have a maximum hand of 13+ points

Exact Bids are not forcing. Partner is captain and can Pass an Exact Bid if the points don't add up. Responder must be sure he makes the correct Exact Bid to show his points.

Declarer's Plan-The ABC's

There are three stages in making the plan:

Assess the Situation

- **Goal:** how many tricks are needed
- **Sure Tricks:** count the sure tricks or winners. These are tricks that can be taken without giving up the lead. An Ace is a sure trick. An Ace-King in the same suit are two sure tricks
- **Extra Tricks Needed:** compare the number of tricks needed to the number of sure tricks you have. If you have the number of tricks you need, move to the third stage. Otherwise, go to the second stage.

Browse Declarer's Checklist to Develop Extra Tricks

- **Promotion:** there are no sure winners in a KQx holding. However the K can be promoted to winner status by leading the Q.
- **Length:** if your side has a combined holding of 8+ cards in a suit. You can often promote one of your cards to winner status by leading your cards in that suit.
- **Finesse:** a holding of AQ only represents 1 sure trick. However if you lead a low card to the AQ and your left hand opponent holds the king, your Queen wins. You have finessed to create a winner.
- **Trumping in Dummy:** holding AKx against xx in dummy represents 2 sure tricks. However by playing Ace and King, dummy is out of that suit. You can then trump your small card in dummy to create an extra winner.

Consider the Order

- **Draw Trumps:** in a trump contract an important consideration is whether to draw trumps by playing the trump suit until the defenders have none left. *If you have the tricks you need, start by drawing trumps.* Now the defenders will not be able to use their trumps to ruff any of your winners in another suit.
- **Take the Tricks:** The defenders are trying to take enough tricks to defeat the contract. Make the contract before anything goes wrong.
- **Be in the Right Place at the Right Time;** holding AQx opposite Kx, lead to the king and then back to the Ace - Queen.
- **Develop Extra Tricks Early:** while you still have control of the hand. If you take your sure tricks first your opponents will be left with all the winning cards and will take control of the hand.

Card Combinations and How to Play Them*

With an 11-card fit missing the King, play the Ace and hope that the King drops.

With a 10-card fit missing the King, the percentage play is to finesse.

With a 10-card fit missing the King and 10 and when the Queen and Jack are divided, lead an honour card for the first finesse you take in the suit.

With a 9-card fit missing only the Jack and with two high honours in one hand and one high honour in the other, win the first trick in the hand that was dealt the two high honours.

With a 9-card fit missing only the Jack and 10 and with two high honours in one hand and one high honour in the other, win the first trick in the hand that holds one high honour.

With a 9-card fit missing only the Queen and Jack, cash the Ace or King first. If a defender plays either the Queen or Jack, finesse his partner for the other missing honour if possible.

With a 9-card fit missing only the King and Jack and if you can afford to lose a trick in this suit, do not take any finesses. Cash the Ace first and then lead toward the Queen.

With a 9-card fit missing only the King and Jack and with the Ace and Queen in the same hand and if you cannot afford to lose a trick in this suit, the percentage play is to finesse the Queen.

With a 9-card fit missing only the King and Jack and the Ace and Queen are split, guess between laying down the Ace and leading the Queen.

With a 9-card fit missing only the King and Queen, the percentage play is to finesse twice.

With a 9 (or 10)-card fit missing only the Ace and Queen, finesse against the Queen.

With a 4-4 fit with the Ace and Queen split and only the King and Jack are missing, take two finesses (note, it is best to not lead the Queen on the first round of the suit).

With an 8-card fit missing only the Queen and Jack and with the Ace and King in one hand, if you can afford one loser in the suit cash a high honour and; if necessary, finesse on the second round. **If** you cannot afford a loser, double finesse against the Queen and Jack.

With a 4-4 fit with the Queen and 10 missing and the Ace and King split and if you can afford to lose one trick, start by cashing a high honour from the hand that has the Jack. Next, lead low to the other high honour and finesse against the 10 if necessary.

*Each of the plays described here give the best percentage odds for taking the maximum number of tricks with the described layouts.

Notes

1. **Remember-you have a partner!**
2. Think before you play a card (either to lead it or to follow to a trick).
3. Make a plan and try to stick to it.
4. Run suits from the top down
5. Trump with the highest card you can afford
6. Generally, don't lead an Ace if you see the King in dummy
7. To finesse, lead toward the card you want to win the trick (remember, a finesse is a 50-50 proposition)
8. It's almost never a good idea to lead an Ace unless you have the King.
9. It's never a good idea to lead a King unless you have the Ace or the King is top of a sequence.
10. If your partner has bid a suit, lead it.
11. If your partner has led a suit, return it.
12. If your plan is to cross ruff (trump in your hand and in Dummy), be careful as to how many trumps you draw and when. Be sure to keep enough trump to carry out your plan.
13. It is often useful to count losers instead of winners.

	7 NT	
	7 ♠	
7-level (13 tricks)	7 ♥	Grand Slam
	7 ♦	(37+ points)
	7 ♣	
	6 NT	
	6 ♠	Small Slam
6-level (12 tricks)	6 ♥	(33+ points)
	6 ♦	
	6 ♣	
	5 NT	
	5 ♠	
5-level (11 tricks)	5 ♥	Game (29+ points)
	5 ♦	Game (29+ points)
	5 ♣	
	4 NT	
	4 ♠	Game (26+ points)
4-level (10 tricks)	4 ♥	Game (26+ points)
	4 ♦	
	4 ♣	
	3 NT	Game (25+ points)
	3 ♠	
3-level (9 tricks)	3 ♥	
	3 ♦	
	3 ♣	
	2 NT	
	2 ♠	
2-level (8 tricks)	2 ♥	
	2 ♦	
	2 ♣	
	1 NT	
	1 ♠	
1-level (7 tricks)	1 ♥	
	1 ♦	
	1 ♣	

The Bidding Ladder

