

How to be a 1st Team player.

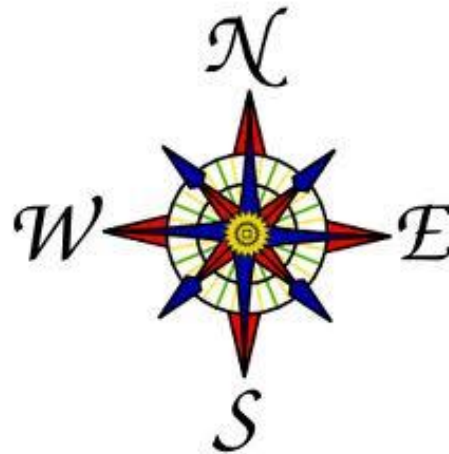
- Card reading
- Table presence
- Big hands (them & us)
- Minor suit games & slams
- Distributional hands
- Etc

The Most common mistake

Bidding

W	N	E	S
		P	1♣
P	1♠	P	1NT
P	3NT		

♠ A K 9 8
 ♥ 10 7 2
 ♦ 8
 ♣ A K 9 8 3



If N responds 3D (splinter) hand bids itself.

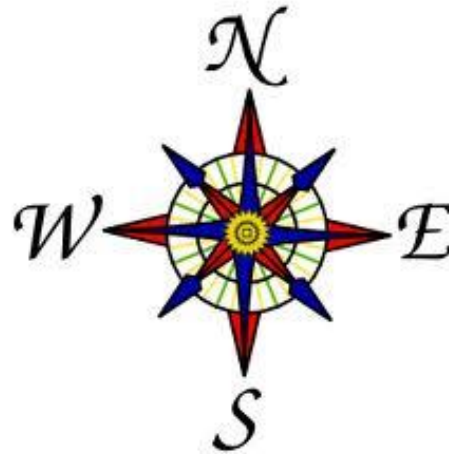
♠ Q 5
 ♥ A Q
 ♦ A 9 3 2
 ♣ Q J 10 3 2

TMCM contd

Bidding

W	N	E	S
		P	1♦
P	1♥	P	1NT
P	?		

♠ 10
 ♥ K J 8 6 4
 ♦ K 10 6
 ♣ A 10 8 7



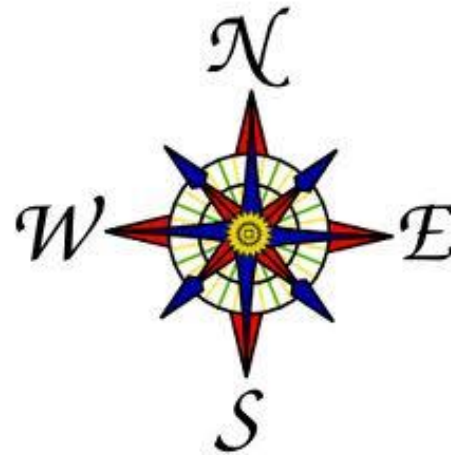
♠ A 8 5
 ♥ A 10
 ♦ Q J 9 8 3 2
 ♣ K 5

TMCM again

Bidding

W	N	E	S
	P	P	1♦
P	2♣	P	3♦
P	P!	P	

♠ 5 4 2
 ♥ A J 3
 ♦ 3
 ♣ A 10 7 6 4 2



♠ A
 ♥ K 4 2
 ♦ A K 7 5 4 2
 ♣ Q 5 3

A bid of 3♥ leads to ♣s

TMCM What to do?

1. Don't ignore singletons
2. If you would look for slam over 1M do so over 1m
3. Agree that 3NT followed by 4NT is natural
4. Agree convention to show shortage over 1NT

HAND EVALUATION.

- Points - OK mostly for NTs
- LTC – OK mostly for semi balanced or mildly unbalanced
- Judgement – for unbalanced hands. Fit, Good suits & ACES. Stray Qs & Js are useless.

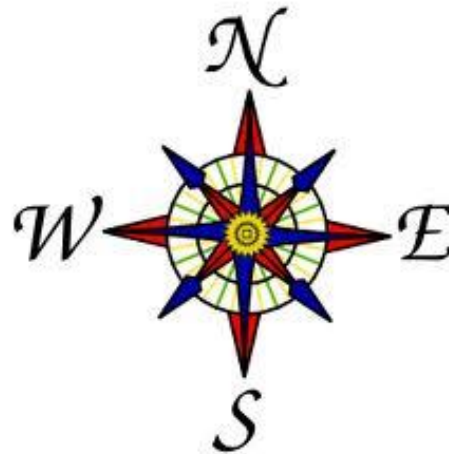
ACES

Bidding

W	N	E	S
1♦	1S	3♦	3♠
?			

♠ K 10 7 5 2
 ♥ K 5 2
 ♦ K 7 5
 ♣ 4 3

♠ A
 ♥ 10 8
 ♦ 10 9 8 3 2
 ♣ A K 6 5 2



♠ 9 8 4 3
 ♥ A 7 6
 ♦ A J 6 4
 ♣ 10 7

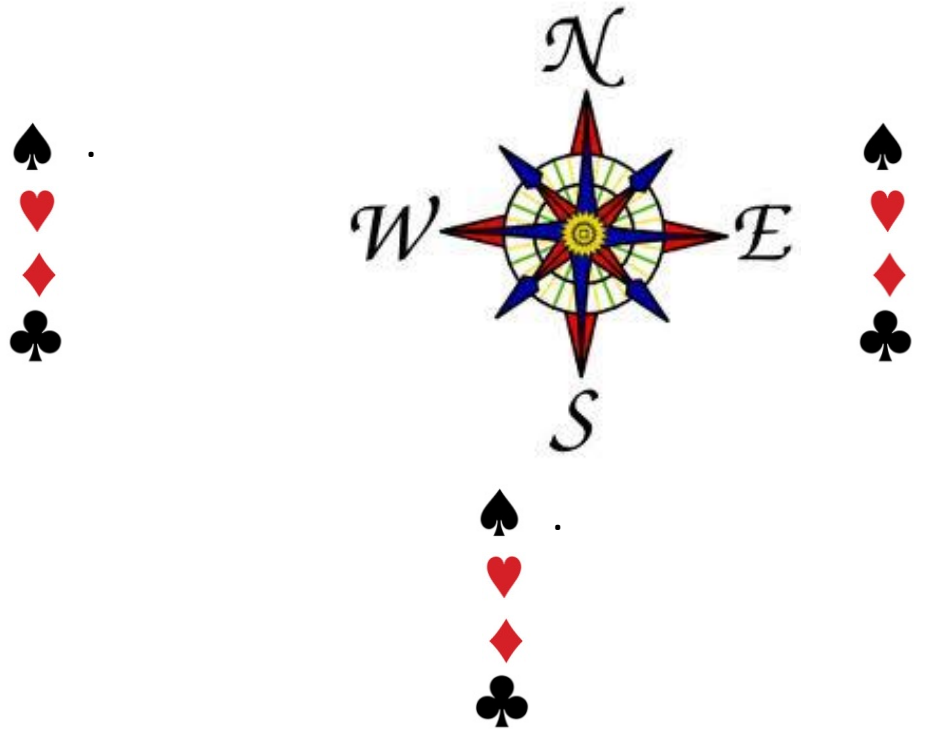
♠ Q J 6
 ♥ Q J 9 4 3
 ♦ Q
 ♣ Q J 9 8

ACES - contd

Bidding

W	N	E	S
---	---	---	---

♠ AJ96
♥ 109632
♦ ---
♣ A987

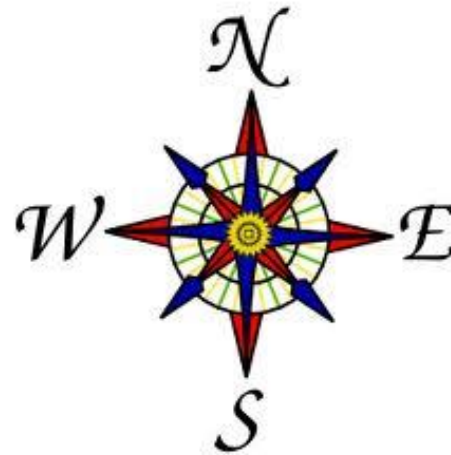


What should North do ?

ACES

Bidding

W	N	E	S
	P	P	1♠
2♠	P	?	



♠ A 7 2
 ♥ Q 7 6 4
 ♦ A 7 5 4 2
 ♣ 2



Michaels Cue Bids.

- Minimum opener (or nice 6/5) up
- 2NT response constructive
- Now 3 minor minimum; 3 major good.

TRICK 1 ANALYSIS

Based on bidding & tempo & lead & dummy

- Where are high cards.
- What is distribution.
- How will play go.

1NT pauses

1NT-2NT-P*

13-

1NT-2NT-3NT*

13+

1NT-2♦-2♥*

4♥s

1NT-2♦-2♥-3NT-P*

3♥ s in 4333

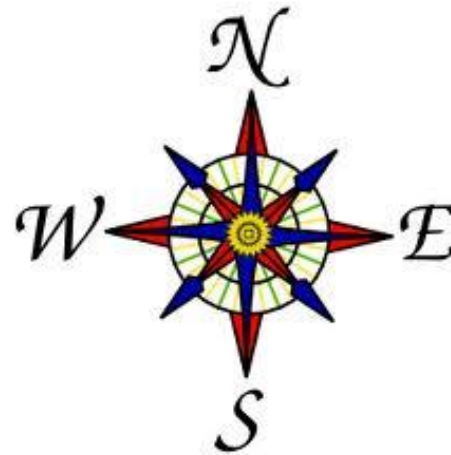
Etc

DEAL 1

Bidding

W	N	E	S
			1NT
P	2♦	P	2♥
P	3NT	P	P

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



♠ K Q 4
 ♥ K J 7 5
 ♦ 10 3 2
 ♣ Q J 4



South's final pass is slow.
 West leads 2♠

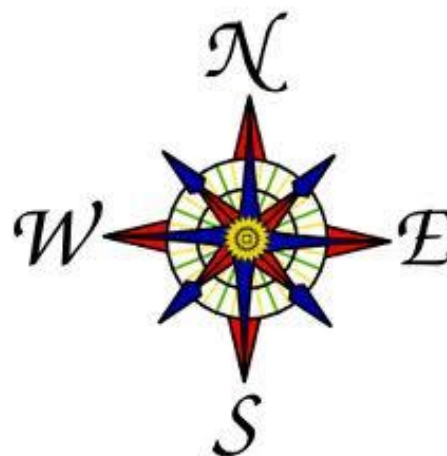
DEFENDERS TRICK 1 ETC

Bidding

W	N	E	S
1C	1♠	2♠	P
2NT	P	3♣	P
3♥	P	3NT	P
P	P		

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

♠
 ♥
 ♦
 ♣



♠ A J 9 7
 ♥ 4
 ♦ A J 9 4
 ♣ Q 9 8 3

♠
 ♥
 ♦
 ♣

West has shown 12-14 with 4 ♥s.
 N leads 4♠ to Q; W runs 8♦ to 10♦ in South.
 S leads 3♥ to J and Q.

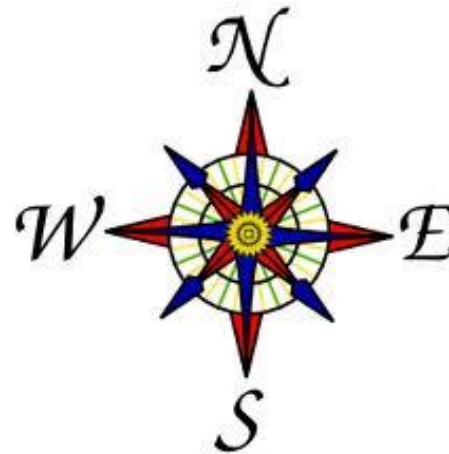
What goes on?

DEAL 2

Bidding

S	W	N	E
P	P	P	1♠
P	2♠	P	2N
P	3♠	P	P

♠ Q 10 8 5
 ♥ 8 2
 ♦ Q 9 4
 ♣ Q J 9 8



♠ A J 7 6
 ♥ A Q 10
 ♦ 10 3 2
 ♣ A K 7



Lead 6♥ by South. Declarer wins beating K and tries a ♥ ruff. Overruffed by 9, AK small ♦ ruffed by South. Now spade finesse loses. One off.

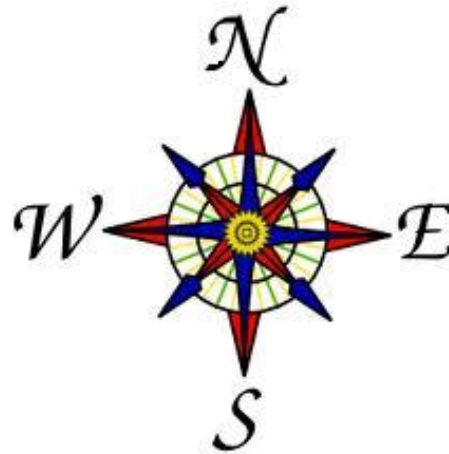
DECLARER PLAY

Bidding

W	N	E	S
			1D
3♣*	3NT	P	4♣
P	5♣	P	6♣

♠ K 9
 ♥ K 10 6
 ♦ 10
 ♣ Q J 10 9 7 5 2

♠
 ♥
 ♦
 ♣



♠
 ♥
 ♦
 ♣

3♣ = majors

West leads slow A♠ & slow ♠ continuation

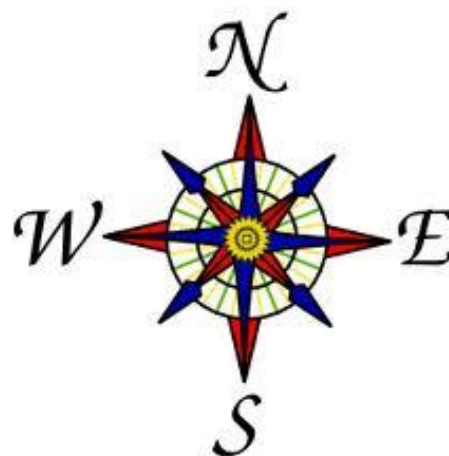
♠ J
 ♥ A 4
 ♦ AKQ985
 ♣ A863

DECLARER PLAY

Bidding

W	N	E	S
	P	P	1♠
P	2♠	P	P
P			

♠ 965
 ♥ 42
 ♦ J542
 ♣ KJ87



W leads small trump to East's A. East continues with J♠.
 What next?

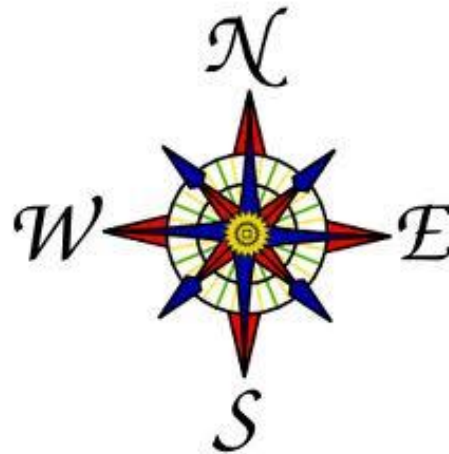
♠ K Q 10 3 2
 ♥ A K Q
 ♦ 8 7 6
 ♣ 4 2

DECLARER PLAY

Bidding

W	N	E	S
		1NT	P
P	2♥	P	2NT
P	3♥	P	P

♠ 10 2
 ♥ K Q 7 6 4 3 2
 ♦ 7 5
 ♣ 6 2



E leads small ♦.

W plays K, A & small ♦ ruffed by N.

What now?

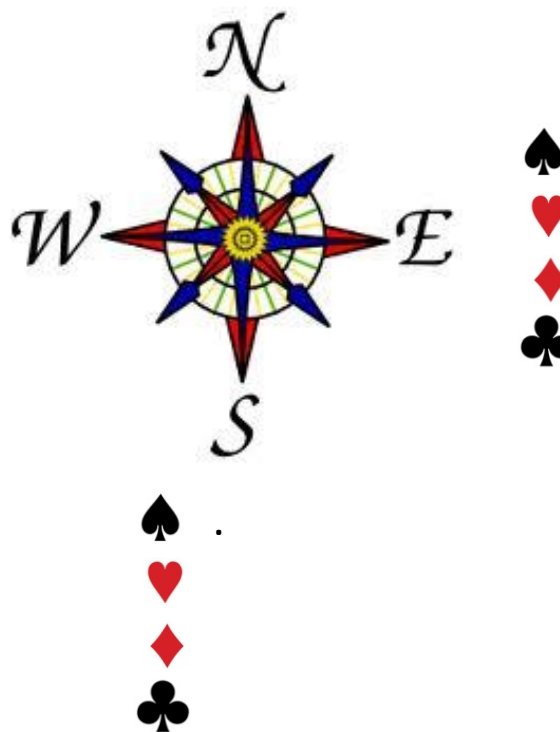
♠ A K 5 3
 ♥ 10
 ♦ J 8 6
 ♣ A J 8 4 3

VERY BIG HAND DEALER W:

Bidding

W	N	E	S
?			

♠ AKQJ107
♥ -
♦ -
♣ AJ108762



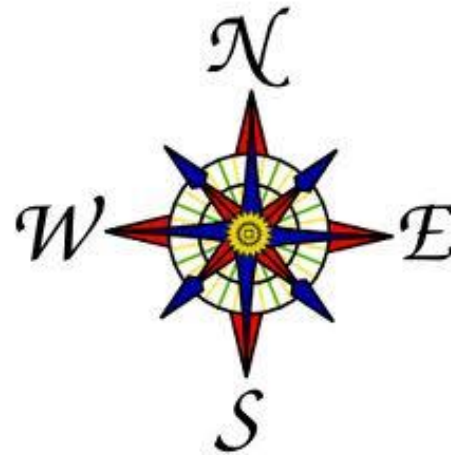
BIG HAND – NS Vul

Bidding

W	N	E	S
	P	2♣	2♠
P	4♠	5♥	

♠ 10 7 6 4
 ♥ Q 9 8 3
 ♦ K 9 5 3
 ♣ 7

♠ 9 5
 ♥ J 6 4
 ♦ Q J 6 4
 ♣ J 9 5 2



♠ A 3
 ♥ A K 10 7 5 2
 ♦ 2
 ♣ A K Q 8

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

Countering strong openers

Good players pre-empt freely over strong 1♣ or 2♣

Tend to open 1 on strong minor suit hands

Do not use 2♣ & 2♦ as strong bids

As defenders employ destructive methods

Remember they don't want to double!

SYSTEM NOTES

If 1NT 12-14, rebid 15-17 & 2NT (jump) 18-19

- Respond to 1 bid with 5 pts; 4 pts if 5 card suit, less with 6 card major.
- 2NT is narrow range eg 20-21.
- 22 pts starts with 2♣.
- Consider latest ideas over 2NT.
- Devise ways of stopping below game after 2♣.
- Agree that after 2♣ positive response 3NT can't be passed