# This Lesson is Brought to You by the Numbers:



# The Number 15 is Important in Literature

- We remember in Shakespeare's play "Julius Caesar," Caesar ignored the warning to "Beware the ides (15<sup>th</sup>) of March" and went into the Roman Senate, where some grumpy senators stabbed him to death.
- The number 15 is also important in Bridge.
  - A couple of weeks ago, I told you about the "rule of 15" for 4<sup>th</sup> seat opening bids.
  - I won't repeat that here.

### 15 is the Lower Limit of a No Trump Opening Bid

Hand 1 ▲ K Q 7 5 ♥ 10 9 7 ♦ A K 8 5 ♣ K 4 Hand 2 ♠ K Q 7 4 2 ♥ 10 9 7 ♦ A K 5 ♣ K 4

Hand 3 ▲ A K J ♥ 9 7 ♦ K Q 5 2 ♣ Q 8 3 2

- All of these 15 point hands qualify for a 1 no trump opening bid.
- Even hand 2 with a 5-card major suit.
- And hand 3 with a weak doubleton.
- When partner opens 1 no trump, you add 15 to your points and you know the bottom limit of your values.

# 15 is the Top Range of a Minimum 1-Level Suit Opening Bid

Hand 4 ▲ K J 7 5 3 ♥ K Q 9 7 ♦ A Q 2 ♣ 4

- When you open 1♠ and partner responds 2♠.
- 15 points is not enough to make a game try.

# 15 is the Top Range of a Minimum 1-Level Suit Opening Bid

- If you have 15 points and excellent distribution...
- You might make a game try.
- Bid 3, to make a helpsuit game try.

# Don't Forget to Revalue Your 15 Point Hand When You Support Partner's Suit

Hand 6

- **▲** K 10 5 4
- ♥ A J 9
- A K 10 8 3

**4** 

- You open this hand 1
   and partner responds
   1♠. You must revalue.
- Now your hand is no longer a 15 point hand.
- It is worth 18 points in response to partner's bid.

#### Suppose You Have This 15-Point Hand

Hand 7 ▲ K 10 5 4 ♥ A J 9 3 ♦ A K 10 8 ♣ 4

Change the hand to...

Hand 8 ▲ J 10 5 4 ♥ A 9 7 3 ♦ A K 10 8 ♣ 4

- Before the bidding starts you have 15 points.
- Suppose RHO opens 1♣.
- You make a takeout double.
- Partner assumes you have 12 to 15 points.
- But when partner bids one of your 4-card suits, your hand goes to 18 points. You will raise partner's bid one level.
- With hand 8, the same bidding, your hand goes to 15 points.
- You will pass partner's bid.

# Most of You Have Heard of the Rule of 20

- Let's make it the Rule of 20 + 2.
- It is a guideline for opening distributional hands that do not have 12+ hcps.
- The Rule:
- If the number of cards in your two longest suits and your hcps =20 and you have 2 quick tricks, open the bidding.
- Here are some examples.

# Rule of 20 + 2

Hand 9 ▲ A Q 10 9 7 3 ♥ • 10 8 4 ♣ A 8 7 4

- The Rule of 20 + 2 says you should open this hand 1♠.
- You have only 10 hcps.
- 6 spades 4 clubs =10
- 10 hcps.
- Two quick tricks.

Hand 10 ♠ K Q 6 4 ♥ A 7 5 3 ♦ 4 ♣ K 10 7 4

- This hand makes the rule of 20 + 2
- But it has 12 hcps. You would open it naturally, without the rule.

Hand 11 ▲ Q J 4 ♥ A 7 5 3 ◆ 4 ♣ K J 10 7 4

- This hand makes the rule of 20 (11 hcps + 5 clubs and 4 hearts)
- It does not have 2 quick tricks.
- Best not to open the hand.

Hand 12 ▲ Q 9 7 4 ♥ A 7 ◆ 9 6 4 ♣ A 10 8 7 4

- This hand does not meet the rule of 20 +2.
- It does have 2 quick tricks.
- 5 clubs and 4 spades =9
- 10 hcps =19
- Best not to open the hand.

Hand 13 ▲ 7 4 ♥ Q 7 3 ♦ A K Q 10 9 6 4 ♣ 4

- 7 diamonds 3 hearts.
- 11 hcps.
- 2 quick tricks.
- Open 1**•**.

# Some Thoughts About the Rule of 20+2

- Middle cards 10s, 9s and 8s are worth something when they are in your long suits.
- Vulnerability is a factor:
  - Be more aggressive with borderline hands when not vulnerable.
  - Be more cautious when vulnerable.

### Points Should be in Long Suits

Hand 14 ▲ A Q 10 7 5 ♥ A 10 9 8 3 ♦ 5 ♣ 7 4 • A really good hand for the rule of 20 + 2

# Points Should be in Long Suits

Hand 15 ▲ 10 7 5 4 2 ♥ 9 8 5 4 3 ♦ A ♣ A Q

- Counting strictly this hand makes the rule of 20+2.
- Don't even think of opening it.

# **Be Cautious of Singleton Honors**

Hand 16 ▲ A J 10 7 5 ♥ 9 8 5 4 3 ♦ K ♣ K 3

- Counting strictly this hand makes the rule of 20+2.
- But the singleton king of diamonds and the king doubleton of clubs are negatives.
- Probably best not to open this hand.

# Good Middle Cards Might be Worth an Upgrade

Hand 17 ▲ A J 10 7 ♥ K Q 10 9 8 ♦ 10 9 8 ♣ 3

- This hand does not make the rule.
- It has 2 quick tricks.
- But 5 hearts and 4 spades
  (9) + 10 hcps. = 19.
- This hand has great middle cards.
- Probably worth a 1 point upgrade.
- Open 1♥.

# **Final Thoughts**

- Keep in mind the number 15. It is an important number as you value and revalue your hand.
- Use the Rule of 20 + 2 when it is appropriate for the situation.
- It is not to be followed religiously.
- Common sense always applies.