

Audrey Grant Bridge Basics

Review of Key Concepts
Scoring
1 NT bidding
Doubles

Mark Ducharme

mark.r.ducharme@gmail.com

(603) 321-1696

How is Scoring done in Bridge?

Two factors impact the score for making or defeating the contract:

Vulnerability

Penalty Double

Vulnerability

In duplicate bridge, the vulnerability is assigned to each deal or “board”.

Bonuses and penalties are higher when vulnerable than when non-vulnerable

Bridge Scoring

Your score is the sum of:

Trick Score
+
Bonus Points

Trick Score For Tricks beyond 6

Minor suit – 20 points per trick made in clubs and diamonds

Major suits – 30 points per trick made in hearts and spades

No Trump – 40 for the first trick and 30 for each subsequent trick in no trump

Game Bonuses

The bonus levels for duplicate bridge are as follows
(Differs from social bridge):

300 points for bidding and making a **non-vulnerable game** contract.

500 points for bidding and making a **vulnerable game** contract

50 for bidding and making a **partscore** contract.

Total Score – Examples

- The contract is 2 diamonds. You are vulnerable. You make 8 tricks. Your total score is 90.

$$50 + 20 + 20 = 90$$

- The contract is 1 No Trump. You are non-vulnerable. You make 9 tricks. Your total score is 150.

$$50 + 40 + 30 + 30 = 150$$

- The contract is 3 No Trump. You are non-vulnerable. You make 9 tricks. Your total score is 400.

$$300 + 40 + 30 + 30 = 400$$

- The contract is 4 spades and you make 4 spades. You are vulnerable. Your Total score is 620.

$$500 + 30 + 30 + 30 + 30 = 620$$

Total Score – Examples

- The contract is 1 diamond, vulnerable. You make 10 tricks. **What is your total score?**
- The contract is 2 diamonds, vulnerable. You make 10 tricks. **What is your total score?**
- The contract is 4 diamonds, vulnerable. You make 10 tricks. **What is your total score?**
- The contract is 3 No Trump, vulnerable. You make 11 tricks. **What is your total score?**
- The contract is 3 No Trump, non-vulnerable. You make 10 tricks. **What is your total score?**
- The contract is 4 spades, vulnerable. You make 12 tricks. **What is your total score?**

Slam/Grand Slam Bonuses

Total Score = slam bonus + game bonus + trick score

**The bonus levels for duplicate bridge are as follows
(Differs from social bridge):**

500 points for bidding and making a **non-vulnerable slam** contract.

750 points for bidding and making a **vulnerable slam** contract.

1000 points for bidding and making a **non-vulnerable grand slam**.

1500 points for bidding and making a **vulnerable grand slam**.

Total Score – Examples

- The contract is 6 diamonds, vulnerable. You make 12 tricks. Your total score is:

$$750 + 500 + 20 + 20 + 20 + 20 + 20 + 20 = 1270$$

- The contract is 6 spades, non-vulnerable. You make 13 tricks. Your total score is:

$$500 + 300 + 30 + 30 + 30 + 30 + 30 + 30 + 30 + 30 = 1010$$

- The contract is 6 No Trump, non-vulnerable. You make 13 tricks. Your total score is:

$$500 + 300 + 40 + 30 + 30 + 30 + 30 + 30 + 30 = 1020$$

- The contract is 7 No Trump, vulnerable and you make 13 tricks. Your total score is:

$$1500 + 500 + 40 + 30 + 30 + 30 + 30 + 30 + 30 = 2220$$

Penalty Double

The side which does not win the auction can double the contract if it feels declarer can't make the required number of tricks.

This is referred to as a **Penalty Double.**

The penalty double dramatically affects the size of the penalty if the contract is defeated.

Penalty Points

If declarer does not make the required number of tricks, the **opponents receive points for each trick by which the contract is defeated**. The penalty depends on the **vulnerability** and whether the contract is **doubled**.

Penalty Points - Examples

If the contract is **not doubled**, the penalty is:

Non-Vulnerable – 50 points per trick

Vulnerable – 100 points per trick

If the contract is **doubled**, the penalty is:

Non-Vulnerable – 100 points for the first trick
and **200** for each subsequent trick

Vulnerable – 200 points for the first trick
and **300** for each subsequent trick.

Penalty – Examples

- The contract is 5 diamonds, vulnerable. The opponents double for penalty. You make only 9 tricks (down 2).
Your total score is **-500**.
- The contract is 3 No Trump, vulnerable. The opponents double for penalty. You make only 8 tricks (down 1).
Your total score is **-200**.
- The contract is 3 No Trump, non-vulnerable. The opponents don't double for penalty. You make only 8 tricks (down 1).
Your total score is **-50**.
- The contract is 4 Spades, non-vulnerable. The opponents double for penalty. You make only 7 tricks (down 3).
Your total score is **-500**.

Sacrificing

If opponents **have a certain game score** and are vulnerable, you can afford to go down:

3 tricks (non-vulnerable, doubled) = 500 points or
2 tricks (vulnerable, doubled) = 500 points

If opponents **have a certain game score** and are non-vulnerable, you can afford to go down:

2 tricks (non-vulnerable, doubled) = 300 points or
1 trick (vulnerable, doubled) = 200 points

This is called a **Sacrifice**.

The One No Trump Opening Bid

15, 16, 17 points

Balanced hand

No Voids or singletons

At most, one doubleton

After a 1NT Opening Bid

Deciding **How High**? Responder's hand

- **0 to 7 points** – Partscore – Even if opening bidder is at the top of his range, the partnership does not have enough points for game.
- **8 to 9 points** – Invitational – If opening bidder is on the high end of his bid with 17 points, the partnership may have game.

After a 1NT Opening Bid

Deciding **How High**? Responder's hand

- **10 to 15 points** – Game – Even if partner is on the low end of his range (15), the partnership has enough points for game.
- **16 or more points** – Possible slam. With 16, if opening bidder is on the high end of his bid with 17 points, the partnership may have slam.

After a 1NT Opening Bid

Deciding **Where?**

Ideally, the partnership wants an 8 card fit to play in a trump suit.

However, the decision on **Where?**
Depends on **How High?**

0 to 7 points – Partscore – When responder has a five card or longer suit, responder generally chooses to play partscore in a trump suit.

“The weaker the hand, the more important it is to play in a trump suit.”

After a 1NT Opening Bid

Deciding **Where**? Responder's hand

- If the partnership has an 8 card **major** suit fit, responder generally chooses to play in the major suit.
- If the partnership has an 8 card **minor** suit fit, responder generally chooses to play in 3NT. You need 11 tricks to make game in a minor suit. It is generally much easier to make 3NT than 5 of a minor.

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ 9 6 2
♥ 10 8 7 5 4 3
♦ 4
♣ 7 6 3

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ 9 6 2
♥ 10 8 7 5 4 3
♦ 4
♣ 7 6 3

Partscore in hearts – with 0 points, it is best to play this hand in partscore at 2 hearts.

“The weaker the hand, the more important it is to play in a trump suit.”

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ K J 9 8 6 3
♥ A 4
♦ 7 2
♣ J 6 5

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ K J 9 8 6 3
♥ A 4
♦ 7 2
♣ J 6 5

Game in Spades – with 9 HCP points, and 2 length points, this hand belongs in **game**.

With 6 spades, and the opening bidder having 2 spades, the partnership has an 8 card fit and belongs in **4 spades**.

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ 5 2
♥ J 3
♦ K 10 8 7 5 3
♣ A 9 5

Your partner opens 1 NT

How High? and **Where?** with the following hand?

♠ 5 2
♥ J 3
♦ K 10 8 7 5 3
♣ A 9 5

Game in No Trump – with 8 HCP points, and 2 length points, this hand belongs in **game**.

With 6 diamonds, and the opening bidder having 2 diamonds, responder decides the partnership is better off in **3 No Trump**.

Importance of the 4-4 Major Suit Fit

Nine tricks are needed to make game in No Trump

Ten tricks are needed to make game in a major suit

Yet, it is usually preferable to play in the major suit when there is an 8 card or longer fit.

Advantages to playing in a 4-4 Major Suit Fit

- Having a trump suit prevents defenders from taking tricks in their long suit.
- Declarer can get an extra trick from 4-4 trump fit.
- Declarer can give up the lead while developing tricks without being concerned that the defenders can take too many winners in their long suit.
- **Playing in 8 card or longer major suit fit will usually provide at least 1 more trick than playing in a no trump contract (sometimes 2 or more)**

The Stayman Convention

A 2 club bid can be used by responder to ask whether opening 1 NT bidder holds a four-card major suit.

The 2 club bid is a convention. It says nothing about your club suit.

Responder's Requirements to bid Stayman

**At least one four-card major suit and
8 or more points**

The Stayman Convention

1 NT Opener's Reply to the 2 ♣(Stayman) Convention

- 2 ♠ Four card or longer spade suit – denies 4 hearts
- 2 ♥ Four card heart suit, does not deny spades
- 2 ♦ Denies a four card major suit
(this bid is artificial – says nothing about diamonds)

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ K Q 8
♥ A J 10
♦ J 3
♣ K Q 8 7 3

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ K Q 8
♥ A J 10
♦ J 3
♣ K Q 8 7 3

2 Diamonds – with no four card major, opener rebids 2 diamonds. This is artificial and says nothing about the diamond suit.

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ A K 10
♥ 9 7 5 2
♦ Q 7 3
♣ A Q 5

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ A K 10
♥ 9 7 5 2
♦ Q 7 3
♣ A Q 5

2 hearts – with a four card major, opener bids 2 hearts. The strength of the suit does not matter.

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ A Q 9 6
♥ K 10 7 3
♦ A 9
♣ Q 8 4

You opened 1 NT - Partner bids 2 ♣

How do you respond with the following hand?

♠ A Q 9 6
♥ K 10 7 3
♦ A 9
♣ Q 8 4

2 hearts – with two four card majors, opener bids 2 hearts first (bid up the ladder).

Partner (North) opens 1 NT

How High? Where?

South

♠ A J 8 6

♥ 5

♦ K 9 7 5

♣ J 8 6 3

Partner (North) opens 1 NT

How High? Where?

South
♠ A J 8 6
♥ 5
♦ K 9 7 5
♣ J 8 6 3

- South bids 2 clubs (stayman)
- If north bids 2 hearts, south bids 2 NT.
- If north bids 2 spades, south bids 4 spades. South revalues his hand and adds 3 dummy points for the heart singleton.
- If north bids 2 diamonds (which denies a four card major), south can bid 2 NT to invite game

Jacoby Transfer Bids

After a 1NT Opening:

With 5 or more spades, responder bids 2 ♥

With 5 or more hearts, responder bids 2 ♦

**With 5 of one major and 4 of the other,
responder should use the Stayman convention**

**Responder does not need any high card
points to make a transfer response, only
a five card or longer major suit.**

Opener's Rebid After A Transfer

Bid 2 ♠ if partner bids 2 ♥

Bid 2 ♥ if partner bids 2 ♦

Opener is obliged to accept the transfer

Advantage of Transfer Bids

The weaker hand will become the dummy

The stronger hand will remain hidden

Jacoby Transfer Bids

Opener	Responder
1 NT	2 ♦
?	

**You are opening bidder.
How would you bid the following hand?**

♠ A Q J 8
♥ 7 4
♦ K 10 7
♣ A K 6 3

Jacoby Transfer Bids

Opener	Responder
1 NT	2 ♦
2 ♥	

You are opening bidder.
How would you bid the following hand?

♠ A Q J 8
♥ 7 4
♦ K 10 7
♣ A K 6 3

2 Hearts – The transfer is not a request. It is a **command** for opener to bid 2 hearts, even with a low doubleton.

Jacoby Transfers allow the partnership to:

Get to the best game contract when responder knows there is enough combined strength to go for the game bonus

Invite game when the partnership may have enough combined strength

Stop in partscore when there is not enough combined strength.

In most cases, responder is in control of this auction to determine “How high?” and “Where?”

When responder has 10-15 points

When responder has a six card major suit

How High? is game

Where? is at 4 of the major

Responder transfers to the major suit, then takes the partnership to game in the major

Bid the following hand

Partner opens 1 NT – you hold the following:

How High?

Where?

♠ 8 6 2
♥ A K J 7 5 3
♦ J 9 4
♣ 5

Bid the following hand

Partner opens 1 NT – you hold the following:

♠ 8 6 2
♥ A K J 7 5 3
♦ J 9 4
♣ 5

2 ♦ - Transfer partner to hearts then jump to four hearts with 9 HCP and 2 length points and a six card heart suit.

How would you bid the following hand?

How High?

Where?

Opener

♠ A Q J 3

♥ 7 4

♦ K Q 6

♣ A 9 6 3

Responder

♠ K 4

♥ A 10 8 5 3

♦ J 3

♣ K J 7 2

How would you bid the following hand?

How High?

Where?

Opener

♠ A Q J 3

♥ 7 4

♦ K Q 6

♣ A 9 6 3

Responder

♠ K 4

♥ A 10 8 5 3

♦ J 3

♣ K J 7 2

Opener

1 NT

2 ♥

Pass

Responder

2 ♦

3 NT

How would you bid the following hand?

How High?

Where?

Opener

♠ A Q J 3

♥ K Q 6

♦ 7 4

♣ A 9 6 3

Responder

♠ K 4

♥ A 10 8 5 3

♦ J 3

♣ K J 7 2

How would you bid the following hand?

How High?

Where?

Opener

♠ A Q J 3

♥ K Q 6

♦ 7 4

♣ A 9 6 3

Responder

♠ K 4

♥ A 10 8 5 3

♦ J 3

♣ K J 7 2

Opener

1 NT

2 ♥

4 ♥

Responder

2 ♦

3 NT

Pass

How would you bid the following hand?

How High?

Where?

Opener

♠ A 7 4 3

♥ J 9

♦ K Q 4

♣ K Q 10 5

Responder

♠ 8 2

♥ Q 10 7 6 4 2

♦ A 7 5

♣ J 8

How would you bid the following hand?

How High?

Where?

Opener

♠ A 7 4 3

♥ J 9

♦ K Q 4

♣ K Q 10 5

Responder

♠ 8 2

♥ Q 10 7 6 4 2

♦ A 7 5

♣ J 8

Opener

1 NT

2 ♥

Pass

Responder

2 ♦

3 ♥

How would you bid the following hand?

How High?

Where?

Opener

♠ 5 4
♥ A K J 3
♦ A 10 9 5
♣ K Q 7

Responder

♠ A 10 9 6 3
♥ Q 4
♦ 7 3
♣ J 10 6 2

How would you bid the following hand?

How High?

Where?

Opener

♠ 5 4
♥ A K J 3
♦ A 10 9 5
♣ K Q 7

Responder

♠ A 10 9 6 3
♥ Q 4
♦ 7 3
♣ J 10 6 2

Opener

1 NT
2 ♠
3 NT

Responder

2 ♥
2 NT
Pass

How would you bid the following hand?

How High?

Where?

Opener

♠ K 5 4

♥ A K 8 3

♦ 10 9 5

♣ K Q 7

Responder

♠ A 10 9 6 3

♥ Q 4

♦ 7 3

♣ J 10 6 2

How would you bid the following hand?

How High?

Where?

Opener

♠ K 5 4
♥ A K 8 3
♦ 10 9 5
♣ K Q 7

Responder

♠ A 10 9 6 3
♥ Q 4
♦ 7 3
♣ J 10 6 2

Opener

1 NT
2 ♠
3 ♠

Responder

2 ♥
2 NT
Pass

Using Transfers when Responder has a Weak Hand of 0 to 7 points

With five or more in the Major Suit

**Responder transfers 1 NT to the major suit,
then passes**

**“The weaker the hand, the more important it
is to transfer.”**

How would you bid the following hand?

How High?

Where?

Opener

♠ A K 6 4

♥ J 8

♦ A 9 5

♣ Q J 10 7

Responder

♠ 8 7 2

♥ 10 9 7 5 3 2

♦ 6

♣ 9 4 3

How would you bid the following hand?

How High?

Where?

Opener

♠ A K 6 4

♥ J 8

♦ A 9 5

♣ Q J 10 7

Responder

♠ 8 7 2

♥ 10 9 7 5 3 2

♦ 6

♣ 9 4 3

Opener

1 NT

2 ♥

Responder

2 ♦

Pass

Signing off In a Minor Suit

Responder bids 2 ♠ (transfer to 3 ♣)

Opener is obliged to bid 3 ♣

or

Responder bids 3 ♣ (transfer to 3 ♦)

Opener is obliged to bid 3 ♦

How would you bid the following hand?

How High?

Where?

Opener

♠ J 9 7 6
♥ A K 7 5
♦ K Q
♣ A 7 3

Responder

♠ 4
♥ 6 3
♦ J 9 7 6 5 3 2
♣ 8 5 4

How would you bid the following hand?

How High?

Where?

Opener

♠ J 9 7 6
♥ A K 7 5
♦ K Q
♣ A 7 3

Responder

♠ 4
♥ 6 3
♦ J 9 7 6 5 3 2
♣ 8 5 4

Opener

1 NT
3 ♦

Responder

3 ♣
Pass

The Takeout Double

West	North	East	South
		1 ♦	?

♠ A J 8 4
♥ K 10 3 2
♦ 8
♣ K Q 8 7

**What do you do with this hand?
You have opening count, yet no five card suit to bid.**

The Takeout Double

West	North	East	South
		1 ♦	Double

♠ A J 8 4
♥ K 10 3 2
♦ 8
♣ K Q 8 7

“I have enough strength to compete”

“I’d like you to choose the trump suit”

“I can support any of the unbid suits”

Guidelines for The Takeout Double

Support for the Unbid Suits:

At least three-card and preferably four-card support

**13 or more total points, counting
high-card points and dummy points**

**Void = 5 points
Singleton = 3 points
Doubleton = 1 point**

The Takeout Double

What do you bid with this hand?

West	North	East	South
		1 	?

 Q J 10 3

 A 10 9 7



 K 9 7 5 2

The Takeout Double

West	North	East	South
		1 ♦	Double

♠ Q J 10 3
♥ A 10 9 7
♦
♣ K 9 7 5 2

Double for takeout – you have 4 card support in each major suit plus 5 card support in the club suit. You have 10 high card plus five dummy points.

The Takeout Double

What do you bid with this hand?

West	North	East	South
		1 ♦	?

♠ Q 3
♥ K Q 8 5
♦ K J 4 2
♣ Q 7 5

The Takeout Double

West	North	East	South
		1 ♦	Pass
	♠ Q 3		
	♥ K Q 8 5		
	♦ K J 4 2		
	♣ Q 7 5		

Pass

- This hand is not suitable for an overcall (no five card suit) or a takeout double of 1 diamond. South has support for hearts but no support for spades. Even with 13 high card points, the best option is to pass.

How do you bid this hand?

West	North	East	South
	1 ♥	1 ♠	?
	♠ 9 6		
	♥ K Q 7 5		
	♦ K Q 6 4		
	♣ J 4 3		

Responder's Cuebid

Invitational Strength or Better

West	North	East	South
	1 ♥	1 ♠	2 ♠
	♠ 9 6		
	♥ K Q 7 5		
	♦ K Q 6 4		
	♣ J 4 3		

2 spades – With **11 HCP's**, plus **3** card support, south cue bids the opponents suit. With more than a minimum opening bid, north will accept and bid game in **hearts**.

Responder's Action After an Overcall

Responder's Negative Double

West	North	East	South
	1 ♦	1 ♠	Double

Support for both unbid suits – ideally 4 card support in the unbid suits (always in the major suit)

Enough Strength to compete – the strength depends upon the level to which opener will be forced to bid. At least 7 points at the 1 level.

Responder's Negative Double

How do you bid this hand?

West	North	East	South
	1 ♦	1 ♠	?
	♠ 6 4 3		
	♥ K J 8 5		
	♦ 9 6		
	♣ A 10 8 2		

Responder's Negative Double

West	North	East	South
	1 ♦	1 ♠	Double
	♠ 6 4 3		
	♥ K J 8 5		
	♦ 9 6		
	♣ A 10 8 2		

Double – With 8 high card points and two four card suits in the unbid suits, a negative double perfectly describes responder's hand.

This is a classic negative double. You won't always have 2 four card suits, but you must always have the "other" major when making a negative double.