INTRODUCTION



Overview

Students

Teaching Principles

Lesson Format

Summary



INTRODUCTION

Overview

Commonly Used Conventions in the 21st Century is a course covering conventions and treatments that players are likely to encounter in competitive bridge games. The eight chapters in this book focus on topics usually covered on the front half of the SAYC (Standard American Yellow Card) convention card — openings and responses at the one level and two level. *More Commonly Used Conventions in the 21st Century,* the next book in the ACBL Bridge Series, focuses on topics usually found on the back half of the SAYC convention card — competitive and defensive actions. There is some crossover. Opening preemptive bids are covered in the first book on conventions, although they are located on the back half of the SAYC convention card. The two-over-one forcing approach is left to the end of the second course, since it is outside the "standard" ACBL conventions.

The material sticks fairly closely to the conventions and treatments in the ACBL's Standard American Yellow Card System — SAYC — which is a starting point for many partnerships, including those on the internet. By the end of the course, the students should feel comfortable playing in competitive events in which SAYC is used.

It should be noted that the distinction between "conventions" and "treatments" is vague. Whether weak two-bids is a convention or a treatment isn't clear. This course covers both aspects. It may seem to some students that there are not a lot of "conventions" being covered. Make them aware that it's just as important to have strong partnership agreements (*i.e.*, how to handle a reverse). The material focuses more on the quality of the partnership agreements than on the quantity of agreements.

The course material consists of three parts:

- Student Textbook
- Teacher Manual
- Sample Deals

The student textbooks have all of the material covered in the two courses on conventions and some additional topics. They are meant as reference books for the students so that they don't need to take notes during the class — although it might be a participant's learning style to write notes. The material is divided into eight chapters each. Material outside the scope of the course (additional conventions/treatments) can be found in the Appendix of the student text. There are sample exercises at the end of each chapter. The exercises are there for the students to complete at home when reviewing the material. You may want to have the students complete some exercises during the class, however, if they need additional practice, or you may set up study groups.

The teacher manuals have material to help the teacher successfully conduct the two lesson series. There is specific information for each lesson, with an overview of the topics to be covered at the beginning and suggestions on tailoring the material to the experience level of the class. The manuals include step-by-step examples of how to present each topic. Although this is written exactly as the teacher might speak to the class, it is intended as a guideline to make sure that the concepts are introduced and presented in an appropriate order. The teacher can adapt the material so that it is suitable for the needs of those in a particular class.

There are four sample deals at the end of each lesson. They are constructed as a review of some of the concepts introduced in the lesson and to provide some new ideas on play and defense. The deals are of varying complexity so the teacher may adjust the discussion to the level of the class.

Students

Although the material is primarily designed for students who have come up through the ACBL Bridge Series and are starting to play competitive bridge, it should appeal to players from various backgrounds. There may be experienced duplicate players who want to become more familiar with certain conventions or social players who would like an introduction to some of the conventions used in competitive bridge.

The players should be familiar with the basics of the game — bidding, play and defense. It isn't necessary, however, for the students to have come from a duplicate bridge background. The material does not require any familiarity with duplicate procedures such as Alerts.
Regular duplicate players and students who have played in Newcomer games will be familiar with convention cards, Alerts, bidding boxes and so forth. Social players are unlikely to be familiar with these aspects of the game. The background of the students may affect which material you include.

For discussions of the sample deals, use the concept of making a plan for the play and counting winners and losers. If students aren't accustomed to this, you may need to include some discussion of these concepts, or refer the students to the second book in the series, *Play of the Hand in the 21st Century (Diamond Series)*.

Teaching Principles

The lessons are designed to incorporate basic educational concepts. It's part of the teacher's role to see that these principles are followed.

- **Maximum student involvement.** The students should be involved in every step of the learning process. They take an active role with the teacher as a guide.
- **Spiral approach to the curriculum.** Basic concepts are introduced one at a time as needed and the same concepts are reintroduced at a later stage in the course and expanded upon.
- **A simple approach.** When the students can grasp a concept, however small, they feel a measure of success and achievement, and their confidence grows. They start to enjoy the learning experience and are then ready for more.

Lesson Format

The course on conventions consists of two books of eight chapters each. The material in each chapter works for a lesson approximately two hours in length. There are two parts to each lesson:

- Introduction of the various conventions and treatments being covered.
- Four practice deals.

Spend approximately one hour introducing the bidding concepts and one hour on the play.

The lessons are meant to be given in a seminar style, with as much discussion as possible among the students themselves. None of the ideas introduced is the last word on the subject. There are many possible variations, and the key is to be flexible and open-minded.

At the start of the lesson, each table will need a deck of cards sorted into suits and a guide card. During the first part of the lesson, the students construct hands on the table. This allows them to focus on each hand under discussion and to manipulate the cards so that they "own" the hand. This technique may require a little practice at first, but the students should quickly get accustomed to it. Make sure

that the students keep the cards neatly on the table, so that only the hand under discussion is visible. Hands are placed dummy style in front of each player, with high cards at the edge of the table.

Make sure that all of the students associate with the hand in question, although it is placed in front of a specific player. Generally, the hands are placed in the North or South position. This is just for consistency and convenience. You might want to make up signs for "Opener" and "Responder," so that the students can place them above the respective hands.

During the lesson, you may skip various examples or lose track of where you are in the material. The complete deals are shown at every point in the manual, so you can quickly have the students gather up all the cards and construct the appropriate hand(s) from scratch. You should occasionally read out the full hand to make sure everyone has it correctly laid out. With the constant changes to the deal, it's easy for a table to get out of sync, especially when there are two hands displayed.

While the students are playing, avoid giving mini lessons on bidding, play or defense. Let the students bid and play as they see fit. It's important to stay away from the tables. Don't watch or allow "helpers" to kibitz. During the discussion following the deals, you can go through the recommended auction and the suggested play and defense in the recommended contract.

Go through the same process on each deal. Have the students bid and play the deals and then turn all four hands up dummy style in front of each player. If some tables finish early, let them quietly discuss the deal while the others are still playing. Don't let the play go on too long. Depending on the experience level, give the students about seven minutes to play the deal. At the end of the allotted time, have everyone, even those who aren't finished, put the deal face up on the table so that the discussion can begin. If the students didn't finish, tell them they will get more out of the lesson by turning the cards face up and participating in the discussion.

Keep the discussion on track. Left to their own devices, the students may reach some unusual contracts and find some unusual plays and defenses. Focus on the suggested auction and the recommended contract. Tailor the discussion to the level of the class. Skip over the more complex variations with a basic group, but spend more time on them with an experienced group. In each lesson, there are one or two deals which should provide a lively discussion for more experienced players.

Summary

This lesson series should leave your students with a desire to continue their involvement in the game. They should feel that conventions are an interesting aspect of the game that opens up new avenues to explore, even if their personal choice is not to use all of them.

LESSON 1

The Stayman Convention



General Concepts

General Introduction

Group Activities

Sample Deals



GENERAL CONCEPTS

The Stayman Convention

This lesson reviews the structure for opening notrump bids and covers the most important convention that the students need to master, *Stayman*. The students are likely to come from different backgrounds and it will be important to handle the topic carefully.

The challenge facing the teacher is that most of the participants will be familiar with some form of opening notrump structure and most will have some knowledge of the Stayman convention. Some may already use transfers and other conventional responses to notrump opening bids.

Bidding

Even if the students are familiar with Stayman, a review of the basics is worthwhile, especially when they add other conventions like the Jacoby transfer.

Here are the topics covered:

Opening Notrump Bids

This section is important if most of the students currently use a 16 to 18 point range for 1NT and 22 to 24 points for 2NT. It moves the students into using 15 to 17 points for 1NT and 20 or 21 points for 2NT. It also covers such topics as opening 1NT with a small doubleton, a five-card major or an unbalanced hand. Most students will find the material interesting. There's usually a lot of controversy about the types of hands that should be opened 1NT.

The Stayman Convention

This section is an overview of Stayman, covering opener's rebids. Opener's rebid when holding both majors offers a good review for more experienced players.

Using Stayman with a Game-Going Hand

This section covers the basic use of Stayman to get to game when responder has 10 or more points. Students might need clarification on why responder goes to game with 10 points opposite a 15 to 17 point notrump. For the more experienced students, be sure to cover the situation where responder has spades and opener has both majors. If they don't follow this, they don't have a firm grasp of Stayman. Players familiar with the Jacoby transfer also may have some confusion regarding hands with both a four-card and a five-card or longer major.

Stayman with an Invitational Hand

This section covers the use of Stayman with an invitational-strength hand of 8 or 9 points. The basic idea needs to be covered for the students. It includes the standard method for handling invitational hands with a five-card or longer major suit when using Stayman. These hands are handled differently if the partnership uses the Jacoby transfer, which will be covered in the next lesson. The more experienced players should be shown how such hands are handled when you don't play transfers; they should be made aware of the meaning of standard sequences.

Stayman with a Weak Hand

The students should be made aware that Stayman isn't used with a weak hand unless responder is short in clubs.

Stayman over 2NT

This brief section covers the use of Stayman over 2NT. It will be important to make the students aware of this possibility. For those who already play weak two-bids, it should be pointed out that Stayman can be used after the auction starts 2♣–2♦–2NT. Be careful if you do skip this section. One of the sample deals includes a Stayman sequence following a 2NT opening. You'll have to deal with the issue when the deal is played.

Stayman over 3NT

This brief section points out that most of the time Stayman isn't used after an opening bid of 3NT. More experienced players may need some clarification on this issue.

Handling Interference

If time is short, this section can be skipped, although it is suggested that you at least go through the summary. This section shows the use of the cuebid to replace Stayman in competitive auctions, which is an important concept. If the students are experienced and curious, they can be referred to the additional material on the lebensohl convention in the Appendix of the student text.

Stayman as a Minor-Suit Slam Try

This section can be skipped if time is running short or if the students already appear to be overwhelmed with the material. For the more experienced students, however, this section is quite important. Many players do not know how to handle minor-suit slam tries using standard methods. The methods explained here are those used on the ACBL Standard American Yellow Card.

Play & Defense

The deals are suitable for illustrating the basic principles, but can also be used to challenge more experienced players. There are examples of:

- Unblocking.
- Hold-up play.
- Avoiding the dangerous opponent.
- Third hand high (or not so high).
- Loser on a loser.

The first deal presents the defender with an opportunity to unblock partner's suit. Declarer will be able to make several overtricks if this play is overlooked.

The second deal provides an opportunity for some advanced discussion on the hold-up play, especially from the defenders' point of view.

The third deal introduces an application of the loser on a loser concept. This is likely to be of interest to the more experienced players. It's a theme that has many variations — some of which will be encountered in upcoming lessons.

GENERAL INTRODUCTION

Most of the participants will know something about bridge. It's important to keep them feeling secure, since many of the concepts that they think they understand will be brought into question. For example, the transition from a 16 to 18 range to 15 to 17 might be traumatic for some students who take comfort in following the "rules." You can put the class at ease by saying something like this:

> "I have a quarter in my pocket. If I ask you a question which you didn't volunteer to answer, I owe it to you. So, don't be afraid to look at me."

This may seem unnecessary and even trivial. Try it with your class, however, and you almost can feel them relax. Now you can continue with something like this:

> "In this course, the spotlight will be on conventional bids. You may have come across some of them already, such as the Stayman convention and the Blackwood convention. There are hundreds of different conventions, each of which may have several variations. If you and your partner want to use a particular convention, it's a good idea to make sure that you both have the same understanding of how it works.
>
> "We'll be covering some of the commonly used conventions in this course. By the time you are finished, you'll be comfortable using these conventions and defending against them. You'll be able to choose which ones you want to adopt and which ones you'd rather forget.
>
> "The topic of conventions includes many gray areas. It overlaps with the concept of bidding styles. Choosing whether an opening bid of 1♥ or 1♠ promises a four-card suit or a five-card suit can be a matter of style. We often think of conventional bids as only those which are artificial and carry some hidden meaning. We'll take the wider view that any agreement you have with partner is a form of convention — whether it's the range of your 1NT opening or the use of transfer bids. When you play in a competitive club or tournament game, you have to display all such agreements on a convention card. So don't be surprised if we review some areas with which you already feel familiar. You may be surprised by some of the hidden assumptions in what most players consider 'standard' bids. There are many meanings that can be assigned to any bidding sequence, and the important thing is that you and your partner have the same interpretation.
>
> "So let's get started on this fascinating topic of conventions. During the first couple of lessons, we will look at opening notrump bids and responses. I'm sure you'll come across some new ideas which will improve your enjoyment of this game."

GROUP ACTIVITIES

Opening Notrump Bids

Remember that students who have taken the first course in the ACBL Bridge Series *(Bidding in the 21st Century)* are using a 15 to 17 HCP range for an opening 1NT bid. Other students may be using 16 to 18 total points and counting length to determine the value of their hands.

Introduction

> "One of the first things you learn to do in bridge is open the bidding '1NT' when you have a balanced hand that falls within the appropriate point-count range. There's still room for debate on exactly which hands qualify for an opening notrump bid, so let's review the notrump structure to make sure you're all on the same wavelength."

Instructions

> "The cards are sorted into suits. Give each player one suit."

Although it takes little time for the students to do this, your class gets off to a smoother start if you have the cards in boards sorted into suits in order, ace down to the two.

> "You're going to construct a hand in front of the South player. As I read out the cards in each suit, the player holding the suit puts those cards in front of South as though South were the dummy. When I ask you to put out a low card, choose any card in the suit that isn't an honor. Don't forget … neat straight lines with the high cards closest to the edge of the table."

Say the last sentence in a light manner but, in order for them to get the most out of the lesson, the table has to be clear of extra cards, books, notes and unused coffee cups.

	SOUTH
"In spades: the queen and two low cards.	♠ Q x x
"In hearts: the ace, the jack and two low cards.	♥ A J x x
"In diamonds: the king, the queen and a low card.	♦ K Q x
"In clubs: the king, the jack and a low card.	♣ K J x

> "I'll repeat that to make sure you all have the same hand. In spades: the queen and two little ones. In hearts, the ace, the jack and two small ones. In diamonds: the king, the queen and a small one. In clubs: the king, the jack and a small one."

Since this is the first hand that the students have constructed, check to make sure that each table has the correct hand set up dummy style in front of South.

> "Put the remaining cards in each suit face down in front of you, so they won't distract you. Also, make sure that the suits are in straight rows with the highest card at the edge of the table, just like a typical dummy.

"Suppose you are sitting in the South position and that is the hand that you've been dealt. If you have the opportunity to open the bidding, what would you bid? Discuss the hand with the others at your table."

Most of the players will agree with a 1NT opening.

"This is a textbook example. With a balanced hand — no voids, no singletons and no more than one doubleton — the priority is to open 1NT if it falls within the point-count range your partnership uses. This is a balanced hand with 16 high-card points, perfect for a 1NT opening bid.

"Change the South hand.

	SOUTH
"In spades: take away the queen.	♠ x x
	♥ A J x x
	♦ K Q x
"In clubs: add the queen."	♣ K Q J x

Repeat the hand as follows:

"In spades, you have two low cards; in hearts, you have four cards headed by the ace-jack; in diamonds, you have three cards headed by the king-queen; in clubs, you have four cards headed by the king-queen-jack.

"You are the dealer, and it's your call. Talk among yourselves."

Give them a moment for discussion. There may be some players who don't want to open 1NT because of the low doubleton in spades. If that's the case, you can say something like:

"The style today is to open 1NT when you have a balanced hand, even if it contains a 'worthless' doubleton. There's a good reason for this. Suppose you open the bidding in a suit, 1♣ for example, and your partner responds 1♠. What are you going to rebid? If you don't rebid notrump, you won't be describing a balanced hand. The hand is too strong for a 1NT rebid, however, and not strong enough for a jump to 2NT. You're stuck. You'll have to make an underbid, an overbid or some other misdescriptive bid. It's easier to open 1NT and avoid any rebid problems.

"Change the South hand.

	SOUTH
	♠ x x
"In hearts: add the queen.	♥ A Q J x x
	♦ K Q x
"In clubs: take away the queen."	♣ K J x

If you think it's necessary, repeat the entire hand as before.

"Do you still open 1NT? Take a moment to talk it over with the others at your table."

You are likely to get more discussion on this hand.

"Did you reach a consensus? Isn't it interesting how much more there is to discuss just by exchanging queens? My recommendation is to open this hand 1NT, despite the five-card suit and the worthless doubleton.

"**Is it a balanced hand?** (Yes.) **How many points is it worth?** (16.) There are 16 high-card points. That puts the hand in the range for a 1NT opening. The reason for opening 1NT rather than 1♥ on this hand is the same as before. When opening 1NT, we count high card points only. This hand has a five-card suit and the extra length is a bonus, but not a consideration.

"**If you open 1♥ and partner responds 1♠, what will you rebid?** 1NT is too little; 2NT is too much; 2♥ would show an unbalanced hand with a six-card heart suit."

There may be some players who were adding 1 point for a five-card suit when opening 1NT. Point out that it's a matter of judgment, not a rule. A five-card suit is often worth an additional trick, so some players will give it additional value in a notrump contract as well as a suit contract.

If there are players who strongly disagree with opening 1NT on this hand, let them know that there are experts who would agree with them. It's a matter of style.

"Change the South hand.

	SOUTH
"In spades: add the jack.	♠ J x x
"In hearts: take away the queen.	♥ A J x x
	♦ K Q x
	♣ K J x

"You're the dealer. This is a balanced hand with 15 high-card points. If the partnership agrees to a range of 16 to 18 points for an opening 1NT bid, this hand would be too weak to open 1NT. Instead, you would open one-of-a-suit (1♣), intending to rebid notrump at the cheapest available level. The more competitive style these days is to use a range of 15 to 17 HCP for a 1NT opening bid. That's the style we are using in these lessons.

"Reasons for choosing a range of 15 to 17 rather than 16 to 18:

- Most players are more comfortable responding to an opening bid of 1NT rather than one-of-a-suit, since they have an accurate description of both opener's strength and distribution.
- Hands of 15 to 17 points occur more frequently than hands in the 16 to 18 point range, so you can open 1NT more often.
- Competitive players are more aggressive in opening hands with fewer than 13 points. Using a range of 15 to 17 points for your 1NT opening, you open balanced hands of 12 to 14 points — rather than 13 to 15 points — with one-of-a-suit, planning to rebid in notrump at the cheapest available level. Opening 12-point hands gets you into the auction more frequently, and we'll be discussing that topic in future lessons.

- Another factor that affects the range for opening 1NT is that many players use weak two-bids — another subject we'll be addressing in upcoming lessons. All strong hands of 22 or more points are opened with an artificial 2♣ bid. This allows you to use a range of 20 or 21 high-card points for an opening bid of 2NT. With a balanced hand of 22 to 24 points, start with 2♣ and then rebid 2NT. With 25 to 27 points, open 3NT. You'll revisit this topic in a later lesson, but let's quickly look at a couple of examples of the impact of using a range of 15 to 17 HCP for an opening 1NT bid."

It's important that the students who came into the class using 16 to 18 total points accept that many players do open 1NT with 15 to 17 HCP, so they will be comfortable using this range during the remainder of the lessons.

"Let's assume for these lessons that we're going to open the bidding 1NT with this type of hand, a balanced hand with 15 to 17 HCP.

"Change the South hand.

	SOUTH
	♠ J x x
"In hearts: take away the jack.	♥ A x x
	♦ K Q x
"In clubs: add a low card.	♣ K J x x

"**What's this hand worth?** (14 points.) **How do you handle it?** (Open 1♣, intending to rebid 1NT.) With a balanced hand of 12 to 14 points, open one-of-a-suit planning to rebid notrump at the cheapest level.

"Change the South hand.

	SOUTH
"In spades: take away a low card.	♠ J x
	♥ A x x
	♦ K Q x
"In clubs: add the ace.	♣ A K J x x

"**What's the value of this hand?** (18 points.) There are 18 high-card points.

"**This hand is too strong for 1NT, so how do you plan to handle it?** (Open 1♣ intending to jump to 2NT on the rebid.) Playing a range of 15 to 17 HCP for an opening 1NT bid means that you use a range of 18 or 19 high-card points for hands that are too strong to open 1NT but not strong enough to open 2NT. Open one-of-a-suit, intending to jump in notrump after partner's response — unless you find a fit.

"One important point. The jump rebid of 2NT is not forcing. Using the suggested style, the jump rebid of 2NT shows only 18 or 19 points. Suppose you open 1♣ and partner responds 1♠. You now jump to 2NT. With 6 points for the 1♠ response, partner can pass, leaving you to play partscore in notrump.

You might even be too high if partner has a minimum response.

"Change the South hand.

	SOUTH ♠ J x
"In hearts: take away a low card and add the queen.	♥ A Q x ♦ K Q x ♣ A K J x x

"You're the dealer.

"**What would you bid with this hand?** (2NT.) This hand is worth 20 high-card points. Playing a range of 15 to 17 points for 1NT, you usually use 20 or 21 points for an opening bid of 2NT. So you would open this hand 2NT. Don't worry about the lack of strength in the spade suit. At one time, you were expected to have stoppers in all four suits before opening 2NT. A stopper is a high card that is likely to prevent the opponents from taking all of the tricks in a suit. That 'requirement' has long since fallen by the wayside. With a balanced hand that falls in the range for an opening bid of 2NT, don't worry about holding a small doubleton or a five-card major. Make the descriptive bid.

"Change the South hand.

	SOUTH ♠ J x
	♥ A Q x ♦ K Q x
"In clubs: take away the ace and add a low card.	♣ K J x x x

"**What would you bid with this hand?** (1NT.) A balanced hand worth 16 HCP. Opening 1NT is almost automatic. Whenever you have a balanced hand that falls in the appropriate range, open 1NT. That doesn't mean that there isn't a little room for judgment.

"Change the South hand.

	SOUTH ♠ J x
"In hearts: take away a low card. "In diamonds: add a low card.	♥ A Q ♦ K Q x x ♣ K J x x x

"What's the opening bid with this hand? Take a moment to discuss it with the other players at your table.

"**What's wrong with this hand for an opening bid of 1NT?** (Not balanced — two doubletons.) Although the general guideline is to open 1NT only with a balanced hand, don't be too rigid. If you open this hand 1♣, you'll have a difficult time finding a suitable rebid if partner responds 1♥ or 1♠. 1NT is too little and 2NT is too much. A rebid of 2♦ is also awkward. As we'll discuss a little later in this series, this is a reverse, since it forces partner to give preference to clubs at the three level. If partner has a minimum response, you may get too high. There's nothing wrong with opening 1♣ with this hand — or 1♦ for that matter — but a 1NT opening avoids rebid problems. You could always say you had one of your clubs mixed in with your spades. They say partners are more understanding about your eyesight than your judgment.

"Change the South hand.

	SOUTH
"In spades: add a low card.	♠ J x x
	♥ A Q
	♦ K Q x x
"In clubs: take away a low card.	♣ K J x x

"This is back to a more normal opening bid of 1NT. Now turn all of the cards in this hand face down in front of South. We'll focus on responder in a moment."

Summary

"A quick review:

- With a balanced hand and 12 to 14 points, open one-of-a-suit intending to rebid notrump at the cheapest available level.
- With 15 to 17 HCP, open 1NT.
- With 18 or 19 HCP, open one-of-a-suit intending to jump to 2NT at the next opportunity.
- With 20 or 21 HCP, open 2NT.

"Don't worry if the hand has a small doubleton or a five-card major. If it's balanced and falls within the appropriate pointcount range, make a descriptive notrump bid."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Opening Notrump Bids

You are the dealer. What is your call on the following hands?

1) ♠ K 10 8
♥ A Q 9
♦ K J 7 3
♣ Q J 7

_____

2) ♠ A J 10
♥ K 9 8 7 4
♦ Q 5
♣ A J 6

_____

3) ♠ K Q 10
♥ J 4
♦ A K J 4
♣ A Q 10 5

_____

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

_____

5) ♠ Q 7 5
♥ K 9 4 3
♦ A 7
♣ K Q 6 2

_____

6) ♠ K 3
♥ K 10 4
♦ A J
♣ K J 10 9 6 5

_____

Exercise One *Answer* — Opening Notrump Bids

1) 1NT. Balanced hand, 16 HCPs.

2) 1NT. Balanced hand, 15 HCPs plus 1 for the five-card suit.

3) 2NT. Balanced hand, 20 HCPs.

4) 1♦. 18 HCPs makes this hand too strong for 1NT.

5) 1♣. 14 HCPs; too weak for 1NT.

6) 1NT (or 1♣). 15 HCPs plus 2 for the six-card suit; not quite balanced but no suitable rebid after 1♣ opening.

The Stayman Convention

Students taking this course are likely to be using Stayman already. This first section is a quick review. The more challenging aspects of Stayman start with the section "Using Stayman with a Game-Going Hand."

Introduction

"We'll look at probably the most important of all of the conventional bids, the Stayman convention. It's one that comes up very often, so you need to be thoroughly familiar with it. Even casual partners will usually assume that you play Stayman."

Instructions

"Take the (remaining) cards in each suit and construct the following hand in front of the North player. Put the cards dummy style, so that everyone can see the hand."

	NORTH
"In spades: the ace, the ten and two low cards.	♠ A 10 x x
"In hearts: the king, the ten and two low cards.	♥ K 10 x x
"In diamonds: the ace and two low cards.	♦ A x x
"In clubs: two low cards."	♣ x x

Check that all tables have the correct hand laid out as a dummy in front of the North player.

"Imagine you are the North player with that hand, and I'm your partner as South. I open 1NT, and you have to respond with that hand.

"**Do you want to be in game?** (Yes.) You have 11 high-card points, and I have a minimum of 15 HCP. The partnership has 26 combined points, enough for game. Even with 10 points, you want to get to game when I have 15 or more. Competitive players push for game with 25 or more points.

"**Having decided you belong in game, which is the best game? 3NT, 4♥ or 4♠?** (Hard to say.) Although responder is generally the captain and can place the contract when partner opens the bidding 1NT, there are times when responder needs more information from opener before making the decision.

"**What would you like to know before placing the contract?** (Whether opener has four hearts or four spades.) The partnership wants to look for an eight-card major-suit fit. If there is one, the best contract is usually game in the major suit, 4♥ or 4♠. If there isn't a major-suit fit, the best game contract is usually 3NT. Rarely do you want to play at the game level in a minor suit.

"This is where the Stayman convention comes into play. It was invented by George Rapée, a member of the ACBL Bridge Hall of Fame, but Rapée's partner, Sam Stayman, was the first to write about it in an article in The

Bridge World magazine. The convention ended up with Stayman's name.

"The basic idea is quite simple. A response of 2♣ to an opening bid of 1NT is assigned a special meaning for the partnership. Instead of being a natural bid showing clubs, it's used as a conventional (artificial), forcing bid to ask if opener has a four-card major suit. With a four-card or longer major suit, opener bids the suit. With no four-card major suit, opener makes the conventional response of 2♦. Let's see how it would work on the combined hands. Turn the South hand face up.

NORTH
♠ A 10 x x
♥ K 10 x x
♦ A x x
♣ x x

NORTH	SOUTH
	1NT
2♣	2♦
3NT	Pass

SOUTH
♠ J x x
♥ A Q
♦ K Q x x
♣ K J x x

"**What does South open the bidding?** (1NT.) **What does North respond?** (2♣.) North uses the Stayman convention to ask about South's major suits.

"**What does South rebid?** (2♦.) The 2♦ rebid is conventional. It has nothing to do with diamonds. It merely says that South doesn't have a four-card major suit.

"**What does North rebid?** (3NT.) Since there is no major-suit fit, North puts the partnership in game in notrump. With 11 points, North wants to make sure that the partnership gets to game. The process is like raising directly to 3NT but with a little excursion along the way to check for a major-suit fit.

"Change the South hand.
"In spades: add the king.
"In clubs: take away the king.

NORTH
♠ A 10 x x
♥ K 10 x x
♦ A x x
♣ x x

NORTH	SOUTH
	1NT
2♣	2♠
4♠	Pass

SOUTH
♠ K J x x
♥ A Q
♦ K Q x x
♣ J x x

"South would still open 1NT and North would still respond 2♣, the Stayman convention.

"**What does South rebid?** (2♠.) South shows a four-card major by bidding 2♠.

"**What does North rebid?** (4♠.) Having found an eight-card major-suit fit and knowing the partnership belongs at the game level, North would jump directly to 4♠, ending the auction.

"4♠ is a better contract than 3NT. In notrump, the defenders might take enough club tricks to defeat the contract before declarer ever gets the lead. In 4♠, you have only two club losers, and you may avoid a spade loser by

guessing which defender has the ♠Q. You should take at least 10 tricks. That's the value of the Stayman convention. It helps you avoid 3NT when you have an eight-card major-suit fit.

"Change the South hand.
"In spades: add a low card.
"In diamonds: take away a low card.

NORTH
♠ A 10 x x
♥ K 10 x x
♦ A x x
♣ x x

NORTH	SOUTH
	1NT
2♣	2♠
4♠	Pass

SOUTH
♠ K J x x x
♥ A Q
♦ K Q x
♣ J x x

"**How does the auction go?** (1NT–2♣–2♠–4♠.) North–South would still get to 4♠. South's 2♠ response shows a four-card *or longer* spade suit.

"Let's change the South hand again.
"In spades: take away a low card.
"In hearts: add two low cards.
"In clubs: take away a low card.

NORTH
♠ A 10 x x
♥ K 10 x x
♦ A x x
♣ x x

NORTH	SOUTH
	1NT
2♣	2♥
4♥	Pass

SOUTH
♠ K J x x
♥ A Q x x
♦ K Q x
♣ J x

"**How does the auction go?** (1NT–2♣–2♥–4♥.) With two four-card majors, the guideline is to show the hearts first. You bid the suits 'up the line' in a manner similar to responding to an opening bid of one-of-a-suit when you have a choice of four-card suits to bid. In fact, it doesn't make any real difference which major you bid first in this situation — some partnerships prefer to bid the stronger major first — but we'll use the guideline of bidding the suits up the line."

Summary

"When the opening bid is 1NT, a response of 2♣ asks opener to bid a four-card or longer major suit. With no four-card or longer major suit, opener rebids 2♦. Otherwise, opener bids the major suit at the two level. With both major suits, opener bids 2♥, bidding the suits up the line."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Responding to Stayman

You open 1NT, and partner responds 2♣. What would you rebid with each of the following hands?

1) ♠ K J 6
♥ K Q 9
♦ J 8
♣ K Q J 7 3

_____

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

_____

3) ♠ A K J 7
♥ 10 8 6 4
♦ K 4
♣ K J 9

_____

Exercise Two *Answer* — Responding to Stayman

1) 2♦. No four-card or longer major suit.

2) 2♠. Shows four-card or longer major suit.

3) 2♥. Bid four-card suits ‘up the line.

Using Stayman with a Game-Going Hand

Introduction

"Let's turn back to responder and see how responder uses the Stayman convention to reach the appropriate game contract."

Instructions

"Change the North hand.
"In spades: take away a low card.
"In diamonds: add a low card.

NORTH
♠ A 10 x
♥ K 10 x x
♦ A x x x
♣ x x

NORTH	SOUTH
	1NT
2♣	2♥
4♥	Pass

SOUTH
♠ K J x x
♥ A Q x x
♦ K Q x
♣ J x

"**When South opens the bidding 1NT, does North still use the Stayman convention?** (Yes.) North can use the Stayman convention holding only one four-card major suit.

"**How does the auction go on these two hands?** (1NT–2♣–2♥–4♥.) The Stayman convention would uncover the major-suit fit and the partnership would reach the best contract.

"Change the North hand.
"In spades: add a low card.
"In hearts: take away two low cards.
"In clubs: add a low card.

NORTH
♠ A 10 x x
♥ K 10
♦ A x x x
♣ x x x

NORTH	SOUTH
	1NT
2♣	2♥
3NT	4♠
Pass	

SOUTH
♠ K J x x
♥ A Q x x
♦ K Q x
♣ J x

"**Do you still use the Stayman convention in response to a 1NT opening bid by South?** (Yes.) How would the auction proceed? This one's a little trickier, so discuss it among yourselves for a moment.

"South opens 1NT.

"**What does North respond?** (2♣.) **What does South rebid?** (2♥.) South uses the guideline of bidding suits up the line and shows the heart suit first.

"**What does North rebid?** (3NT.)"

Some of the students may want to bid 2♠ with the North hand at this point, to show the spade suit.

"It might seem reasonable for North to show the spades, but as you'll see in a moment, that's not a forcing bid and South could pass. Instead, North assumes that there is no major-suit fit and jumps to game in notrump.

"**Now what happens?** (South bids 4♠.) This is the key to understanding the Stayman convention. North's 2♣ bid showed interest in a major suit.

"**Since the jump to 3NT showed that North wasn't interested in hearts, what suit must North be interested in?** (Spades.) So, South should now put the partnership in the 'known' eight-card fit by bidding 4♠."

It's important that the students follow this logic. If they get it, they understand the Stayman convention. If they don't, you may need to review the ideas to this point.

"To clarify this last point, change the South hand.
"In spades: take away the king and the jack.
"In clubs: add the ace and a low card.

NORTH
♠ A 10 x x
♥ K 10
♦ A x x x
♣ x x x

NORTH	SOUTH
	1NT
2♣	2♥
3NT	Pass

SOUTH
♠ x x
♥ A Q x x
♦ K Q x
♣ A J x x

"**How does the auction proceed?** (1NT–2♣–2♥–3NT.) South opens 1NT and North uses the Stayman convention to inquire about majors. South shows a four-card heart suit by bidding 2♥. With no interest in hearts, North jumps to game in notrump.

"**What does South bid now?** (Pass.) South leaves the partnership in its best contract of 3NT. Of course, South — and the defenders — will expect to see four spades when the dummy is put down. Otherwise, North wouldn't have bothered with the Stayman convention.

"In summary, responder uses the Stayman convention with a game-going hand of 10 or more points and a hand containing at least one four-card major suit."

Note to teacher: If you are using this class as a review and your students already play Jacoby Transfer, please adjust accordingly.

"With a game-going hand and five or more cards in the major suit, responder doesn't use the Stayman convention.

"Change the North hand.
"In spades: add a low card.
"In clubs: take away a low card.

NORTH
♠ A 10 x x x
♥ K 10
♦ A x x x
♣ x x

NORTH	SOUTH
	1NT
3♠	3NT
Pass	

SOUTH
♠ x x
♥ A Q x x
♦ K Q x
♣ A J x x

"When South opens 1NT, North doesn't need to know if partner has four or more spades. If opener has only three spades, there will be an eight-card fit. In the next lesson, you'll be looking at another way for North to show a game-going hand with a five-card major suit. The standard way, however, is for North to jump to 3♠ with this hand. That's a forcing bid, asking opener to choose between 3NT and 4♠.

"**Which contract will South choose?** (3NT.) With a doubleton spade, opener rebids 3NT. With three-card or longer support, opener would take the partnership to game in the major suit."

Unless the class is quite experienced, you can avoid the issue of what South does with a fit and a maximum hand. The bid of a new suit by South would be a cuebid, showing interest in slam. For now, assume the only choice is between 3NT and four of the major suit.

"Change the North hand.
"In spades: add a low card.
"In clubs: take away a low card.

NORTH
♠ A 10 x x x x
♥ K 10
♦ A x x x
♣ x

NORTH	SOUTH
	1NT
4♠	Pass

SOUTH
♠ x x
♥ A Q x x
♦ K Q x
♣ A J x x

"With a six-card or longer major suit, North doesn't need to ask for any further information from opener.

"**Using standard methods, what does North respond to South's 1NT opening bid?** (4♠.) North goes directly to game in the major suit, since there must be at least an eight-card fit. In the next lesson, you'll look at another way to get to game in the major suit."

There are players who want to bid 3♠ with a hand like this, "leaving the choice to partner." On this hand, South would choose 3NT and that is an inferior contract to 4♠. 3NT could go down, while 4♠ is likely to make with an overtrick if the defenders' spades divide 3–2.

"You still use the Stayman convention when you have a four-card major suit, even when you have a five-card or longer major suit as well.

"Change the North hand.
"In spades: take away a low card.
"In hearts: add two low cards.
"In diamonds: take away a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A 10 x x x		1NT	♠ x x
♥ K 10 x x	2♣	2♥	♥ A Q x x
♦ A x x	4♥	Pass	♦ K Q x
♣ x			♣ A J x x

"**After South opens 1NT, how does the auction continue?** (1NT–2♣–2♥–4♥.) North uses the Stayman convention to uncover the fit in hearts. North can put the partnership in game and forget the spades. If North had jumped to 3♠ directly over 1NT, North wouldn't know whether to bid 4♥ over partner's 3NT rebid. South might not have four hearts, and the partnership would belong in 3NT.

"Change the South hand.
"In spades: add the jack.
"In hearts: take away a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A 10 x x x		1NT	♠ J x x
♥ K 10 x x	2♣	2♦	♥ A Q x
♦ A x x	3♠	4♠	♦ K Q x
♣ x	Pass		♣ A J x x

"**How does the auction go?** (1NT–2♣–2♦–3♠–4♠.) North uses the Stayman convention and South shows no four-card or longer major. North now jumps to 3♠, asking South to choose between 3NT and 4♠. This is similar to the direct jump to three of a major over 1NT. With three-card support, South puts the partnership in game in the eight-card fit. With only two spades, South would rebid 3NT."

Summary

"When partner opens 1NT, you want to be sure to get the partnership to game when you have 10 or more points. Use the Stayman convention whenever you have a hand with at least one four-card major suit. If you find a fit, play game in the major suit. If you don't, play game in 3NT."

Stayman with an Invitational Hand

Introduction

"Stayman isn't reserved only for game-going hands when partner opens 1NT. It can be used also with hands of invitational-strength."

Instructions

"Change the North hand.
"In spades: take away the ace.
"In clubs: add the queen.

NORTH
♠ 10 x x x
♥ K 10 x x
♦ A x x
♣ Q x

NORTH	SOUTH
	1NT
2♣	2♦
2NT	3NT
Pass	

SOUTH
♠ J x x
♥ A Q x
♦ K Q x
♣ A J x x

"**What's the North hand worth?** (9 high-card points.)

"**Do you want to be in game or partscore when South opens the bidding 1NT?** (Can't tell.) With 8 or 9 points, responder wants to make an invitational bid, asking whether opener is at the top or bottom of the range for 1NT. If opener has a maximum — 17 points, playing a range of 15 to 17 — the partnership belongs in game. If opener has a minimum — 15 points — the partnership should rest in partscore. If opener's in the middle — 16 points — it'll be a matter of judgment. Opener might value those 10's and 9's more closely. You may occasionally get to a 24-point game, but 3NT isn't so easy to defend. At least some of the time you'll make those borderline contracts — with the help of a favorable lead or a lucky lie of the cards.

"North wants to invite game but is also interested in looking for a major-suit fit. North can do both by starting with the Stayman convention.

"**Suppose North responds 2♣. What does South rebid?** (2♦.) **After hearing the 2♦ rebid, what does North bid next?** (2NT.) With enough to invite game but not enough to commit to game, North makes the invitational rebid of 2NT. This is exactly like raising 1NT to 2NT except that North has checked for a major-suit fit along the way.

"**What does South rebid?** (3NT.) With a maximum, South accepts the invitation by bidding 3NT. That's a reasonable contract looking at the combined hands.

"Change the South hand.
"In spades: take away the jack.
"In hearts: add a low card.

NORTH
♠ 10 x x x
♥ K 10 x x
♦ A x x
♣ Q x

NORTH	SOUTH
	1NT
2♣	2♥
3♥	4♥
Pass	

SOUTH
♠ x x
♥ A Q x x
♦ K Q x
♣ A J x x

"**How would the auction go?** (1NT–2♣–2♥–3♥–4♥.) North starts with the Stayman convention and South shows the heart suit. North now makes an invitational raise to 3♥. South has 16 points, so the hand is borderline. Most players would probably accept the invitation with this hand — game contracts are usually more exciting to play than partscores. 4♥ is a good contract, but it's not ironclad. If the suits break badly, South might be happy to stop in partscore. Give the hand to a roomful of bridge players and some would get to game and some wouldn't."

A student might raise the issue of whether North should go directly to game after finding the heart fit. North could revalue the hand using dummy points and add 1 for the doubleton club. No problem. It's a matter of judgment. Many players would not want to count too much for the doubleton ♣Q. It also pays to be a little more conservative when partner could have as few as 15 points. Nonetheless, many players would jump to game after finding the heart fit. There's no right or wrong answer.

"Change the North hand.
"In hearts: take away two low cards.
"In clubs: add two low cards.

NORTH
♠ 10 x x x
♥ K 10
♦ A x x
♣ Q x x x

NORTH	SOUTH
	1NT
2♣	2♥
2NT	3NT/Pass

SOUTH
♠ x x
♥ A Q x x
♦ K Q x
♣ A J x x

"**How would the auction go?** (1NT–2♣–2♥–2NT–3NT/Pass.) Once again, North would use the Stayman convention to look for a spade fit. When South shows the heart suit, North bids 2NT, invitational. With 16 points, South can accept the invitation or reject it. It's a borderline call. 3NT could make — if the clubs lie favorably or the defenders can't take all of their spade winners — but even 2NT might go down on a bad day.

"Change the South hand.
"In spades: add the ace and the jack.
"In hearts: take away the ace and the queen.

NORTH
♠ 10 x x x
♥ K 10
♦ A x x
♣ Q x x x

NORTH	SOUTH
	1NT
2♣	2♠
3♠	Pass

SOUTH
♠ A J x x
♥ x x
♦ K Q x
♣ A J x x

"**How would the auction go?** (1NT–2♣–2♠–3♠–Pass.) Using Stayman, the partnership finds the spade fit. When North invites game by raising to 3♠, South rejects the invitation holding a minimum hand. 4♠ could make on a lucky day, but 3♠ is about the right level."

Summary

"Responder can use the Stayman convention with a hand of invitational strength and interest in finding a major suit. If a fit is found, responder raises to the three level to invite game. If no fit is found, responder bids 2NT to show a hand of invitational strength.

"Using standard methods, responder also uses the Stayman convention to show an invitational-strength hand with a five-card or longer major suit. Responder starts with 2♣ and then bids the major suit at the cheapest available level if no fit has been found. Opener can pass or accept the invitation by bidding game in notrump or the major suit."

Stayman with a Weak Hand

Introduction

"So far, you've seen that Stayman can be used when responder has a game-going hand or a hand of invitational strength. What if responder has a weak hand but is interested in a major suit?"

Instructions

"Change the North hand.
"In hearts: add a low card.
"In diamonds: take away the ace.

"Change the South hand.
"In spades: take away the ace and a low card, add the queen.
"In hearts: add the ace."

NORTH
♠ 10 x x x
♥ K 10 x
♦ x x
♣ Q x x x

NORTH	SOUTH
	1NT
Pass	

SOUTH
♠ Q J x
♥ A x x
♦ K Q x
♣ A J x x

If you skipped the previous section, you will need to adjust the North–South hands to reach this layout.

"South opens 1NT and North has a four-card spade suit, but only 5 points.

"**Can North use Stayman to check for a four-card major?** (No.) With a weak hand, North usually can't afford to go looking for a major suit. If there is no fit, the partnership may get too high.

"**On this hand, if North were to bid 2♣, what would South rebid?** (2♦.)

"**What can North bid after hearing the 2♦ rebid from opener?** (Nothing.)

"**What's wrong with rebidding 2NT?** (Invitational.) North can't afford to make an invitational bid. South would bid 3NT with a maximum, getting the partnership much too high.

"**What about passing 2♦?** (No.) Opener's 2♦ rebid says nothing about diamonds. Opener could have as few as two, and the partnership would be playing in a poor fit.

"**What should North bid?** (Pass.) North must hope that 1NT is the best contract. There's not enough room to go venturing beyond the one level when North holds a weak hand.

"Of course, there are always exceptions. Never say never.

"Change the North hand.
"In hearts: add a low card.
"In diamonds: add two low cards.
"In clubs: take away the queen and two low cards.

NORTH
♠ 10 x x x
♥ K 10 x x
♦ x x x x
♣ x

NORTH	SOUTH
	1NT
2♣	2♦
Pass	

SOUTH
♠ Q J x
♥ A x x
♦ K Q x
♣ A J x x

"**Can you afford to bid Stayman with this North hand?** (Yes.) Although you have a weak hand, there's nothing much that can go wrong if you respond 2♣.

"**If partner shows a major suit by bidding 2♥ or 2♠, what do you bid?** (Pass.) You've found a major-suit fit that should be a better spot than 1NT.

"**What if opener rebids 2♦?** (Pass.) 2♦ may not be a great contract, since partner could have only two of them. Still, it may be a better spot than 1NT, especially if partner has three or more diamonds."

Summary

"Don't use Stayman with a weak hand unless you are short in clubs and are prepared to pass anything that opener rebids."

➥ "Let's practice what we just learned about the Stayman Convention by doing Exercises 3, 4 and 5."

Exercise Three — Responding to 1NT

Partner opens 1NT. What would you respond with each of the following hands? What do you plan to do next?

1) ♠ Q 10 8 5
♥ A 8 6 3
♦ 8 3
♣ A J 6

_____

2) ♠ 8 3
♥ Q J 8 3
♦ A 10 5
♣ J 8 6 5

_____

3) ♠ Q 8 7 3
♥ 9 7 6 3
♦ J 7 5 4 3
♣ —

_____

4) ♠ A 10 6 2
♥ K J 10 8 3
♦ Q 4 3
♣ 5

_____

5) ♠ 6
♥ A 9 3
♦ A K J 8 6 3
♣ K 8 4

_____

6) ♠ 9 3
♥ K Q
♦ 10 7 2
♣ A Q 8 7 5 2

_____

Exercise Three *Answer* — Responding to 1NT

1) 2♣ (Stayman). If opener rebids 2♥ or 2♠, raise to game; if opener rebids 2♦, bid 3NT.

2) 2♣ (Stayman). If opener rebids 2♥, raise to 3♥; if opener rebids 2♦ or 2♠, bid 2NT.

3) 2♣ (Stayman). Pass if opener rebids 2♦, 2♥ or 2♠.

4) 2♣ (Stayman). If opener rebids 2♥ or 2♠, raise to game; if opener rebids 2♦, jump to 3♥ (forcing).

5) 2♣ (Stayman). If opener rebids 2♦, 2♥ or 2♠, bid 3♦ (slam try in diamonds).

6) 3NT. No interest in a major suit but enough for game; 3NT should be easier than 5♣.

Exercise Four — Responder's Rebid

Partner opens 1NT, you respond 2♣ and opener rebids 2♥. What's your next bid with each of the following hands?

1) ♠ A 8 6 4
♥ K 10 8 3
♦ J 3
♣ 10 8 2

_____

2) ♠ A J 9 5
♥ 7 3
♦ K Q 8 4
♣ J 6 2

_____

3) ♠ K Q 9 7 3
♥ A Q 7 2
♦ 8 5
♣ 7 3

_____

4) ♠ K Q 6 2
♥ 8 3
♦ A 7
♣ A Q J 8 5

_____

5) ♠ J 9 7 6
♥ 10 8 6 2
♦ K 8 6 3
♣ 4

_____

6) ♠ Q J 8 7 3
♥ K 4
♦ 9 8 2
♣ Q 7 6

_____

Exercise Four *Answer* — Responder's Rebid

1) 3♥. With 8 HCPs plus 1 dummy point for the doubleton diamond, make an invitational raise.
2) 3NT. With 11 HCPs, there's enough for game, and no major suit fit has been found so far.
3) 4♥. Having found a fit and with enough for game, there's no need to introduce a new suit.
4) 3♣. Having failed to find a spade fit, look for a possible slam in clubs (3♣ is forcing).
5) Pass. 2♥ should be a better contract than 1NT; there's not enough strength to invite game.
6) 2♠. This shows an invitational hand with five or more spades.

Exercise Five — Opener's Second Rebid

As West, you open 1NT with the following hand:

♠ A Q 4 3
♥ K Q 6 2
♦ A Q 3
♣ 7 4

What's your next bid in the following auctions with North–South passing?

1)

West	East
1NT	2♣
2♥	3♥
?	

2)

West	East
1NT	2♣
2♥	2NT
?	

3)

West	East
1NT	2♣
2♥	2♠
?	

4)

West	East
1NT	2♣
2♥	3♣
?	

Exercise Five *Answer* — Opener's Second Rebid

1) 4♥. With 17 HCPs, you have enough to accept partner's invitation.

2) 4♠. Partner must have spades to use Stayman and not raise hearts; partner is also showing an invitational-strength hand; accept the invitation and play in the eight-card fit.

3) 4♠. Partner is showing an invitational hand with five or more spades; accept with a maximum.

4) 3NT. Partner's 3♣ bid is forcing, showing a good club suit; 3NT shows no interest in clubs.

Stayman over 2NT

Introduction

"Stayman can be applied in situations other than after a 1NT opening bid. Another common use of the convention is after an opening bid of 2NT."

Instructions

"Change both the North and the South hands.

"In spades: take away a low card and add the king. "In diamonds: take away a low card. "In clubs: add the king.	NORTH ♠ K 10 x x ♥ K 10 x x ♦ x x x ♣ K x

"In spades: add the ace. "In hearts: add the jack. "In diamonds: take away the king "In clubs: take away two low cards and add the queen.	SOUTH ♠ A Q J x ♥ A J x x ♦ Q x ♣ A Q J

"**What would South open the bidding with?** (2NT.) With a balanced hand and 21 high-card points, open 2NT. The range for 2NT is 20 or 21 HCP.

"**What does North respond?** (3♣.) North knows the partnership belongs in game but not in slam. With interest in finding a major-suit fit, North uses the Stayman convention over a 2NT opening bid. The only difference is that it's now 3♣, rather than 2♣. If the partnership agrees to use the Stayman convention, it's generally assumed that it applies over a 2NT opening as well as a 1NT opening — but it never hurts to make sure by checking with your partner before you start to play.

"Over a strong artificial 2♣ opening, the Stayman convention is also used after the auction begins 2♣–2♦–2NT.

"**How would the auction proceed?** (2NT–3♣–3♥–4♥.) The Stayman convention uncovers the heart fit and the partnership reaches a good contract. Notice that 4♥ is a much better spot than 3NT, which might be defeated if the opponents lead diamonds.

"North doesn't need this much to use Stayman after a 2NT opening.

"Change the North hand.
"In hearts: take away the king and the ten.
"In clubs: add two low cards.

NORTH	NORTH	SOUTH	SOUTH
♠ K 10 x x		2NT	♠ A Q J x
♥ x x	3♣	3♥	♥ A J x x
♦ x x x	3NT	4♠	♦ Q x
♣ K x x x	Pass		♣ A Q J

"**How would the bidding go?** (2NT–3♣–3♥–3NT–4♠.) The 6 points in the North hand are more than enough to get the partnership to game once South opens 2NT. North needs only one four-card major suit to use Stayman. With both majors, South responds 'up the line' and bids 3♥. This isn't the suit that North was interested in, so North puts the partnership in 3NT. South must now recognize that North was interested in spades. South puts the partnership in its eight-card fit."

Summary

"If the partnership uses Stayman in response to a 1NT opening bid, it is usually assumed that it is used also in response to an opening 2NT bid. A response of 3♣ is Stayman when partner opens 2NT."

➥ "Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Responding to 2NT

Partner opens the bidding 2NT (20 or 21). What do you respond with each of the following hands? What's your plan?

1) ♠ 9 5 4
♥ J 10
♦ J 8 7 6 3
♣ 10 4 3

_____

2) ♠ K J 8 5
♥ 7 3
♦ Q J 6 4
♣ 9 7 2

_____

3) ♠ J 7 3
♥ A Q 7 6 2
♦ 8 5
♣ 9 4 2

_____

4) ♠ A 10 7 4 2
♥ Q 5 4 3
♦ J 7
♣ 5 4

_____

5) ♠ Q 8
♥ 8 7 6
♦ Q 7 4
♣ K J 10 5 4

_____

6) ♠ A J 8
♥ Q 10 3
♦ K Q 7 5
♣ 8 6 2

_____

Exercise Six *Answer* — Responding to 2NT

1) Pass. With only 2 HCPs plus 1 for the five-card suit, game is unlikely when opener has 20 or 21 points.

2) 3♣ (Stayman). With 7 HCPs, there's enough combined strength for game; look for an eight-card spade fit; if opener rebids 3♦ or 3♥, put the partnership in 3NT.

3) 3♥. This response is forcing, asking opener to choose between 3NT and 4♥. Playing Jacoby transfers, the bidding would be different.

4) 3♣ (Stayman). If opener rebids 3♥ or 3♠, you can raise to game in the major suit; if opener rebids 3♦, bid 3♠ to show the five-card spade suit and to ask opener to choose between 3NT and 4♠.

5) 3NT. With no interest in a major, put the partnership in game in notrump; 3♣ would be Stayman.

6) 4NT. Enough to invite slam; with a minimum (20), opener can pass; with a maximum (21), opener can bid slam.

Stayman over 3NT

Introduction

"If Stayman is used over an opening bid of 2NT, what happens after an opening bid of 3NT? Let's look at the situation before coming to a conclusion."

Instructions

"Change the South hand.
"In spades: take away a low card.
"In diamonds: add the ace.

NORTH
♠ K 10 x x
♥ x x
♦ x x x
♣ K x x x

NORTH	SOUTH
	3NT
Pass	

SOUTH
♠ A Q J
♥ A J x x
♦ A Q x
♣ A Q J

"**What is South's opening bid?** (3NT/2♣.) With 25 points, South can open 3NT if the partnership uses this to show a range of 25 to 27 HCP. If the partnership uses a strong artificial 2♣ opening, South would start with 2♣, intending to rebid 3NT.

"**Can North use the Stayman convention after South's 3NT bid?** (Yes.) Although most partnerships would treat 4♣ by North as the Stayman convention, some partnerships would not. They might use it as the Gerber convention — which will be discussed in the next course — or assign it some other meaning. It's best not to assume that you can use the Stayman convention over an opening 3NT bid unless it has been specifically discussed by the partnership. Instead, make some move toward slam if you are interested or pass and hope that partner can make 3NT."

If the students want to know what to do with this particular North hand, a raise to 4NT would be quantitative, inviting opener to slam with a maximum. With "only" 25 points, South would decline and that would be where the partnership would stop. It's probably best not to get into this discussion unless someone asks.

Summary

"Unless you've discussed it with partner, don't assume that you can use the Stayman convention over an opening 3NT bid."

Handling Interference

Introduction

"In competitive games, you don't always have the auction to yourselves, even when partner opens 1NT. Before moving on to the practice deals, it's a good idea to know how to handle the auction when the opponents interfere."

Instructions

"Change the North hand.
"In hearts; add the king and the jack.
"In clubs: take away two low cards.

"Change the South hand.
"In spades: take away the ace and add two low cards.
"In hearts: take away the jack.
"In diamonds: take away the ace.
"In clubs: add a low card.

NORTH
♠ K 10 x x
♥ K J x x
♦ x x x
♣ K x

WEST	NORTH	EAST	SOUTH
			1NT
2♦	3♦	Pass	3♠
Pass	4♠	Pass	Pass
Pass			

SOUTH
♠ Q J x x
♥ A x x
♦ Q x
♣ A Q J x

"**What is South's opening bid?** (1NT.)

"**What do you plan to bid with the North hand?** (Use Stayman to look for a major-suit fit.) Before North bids 2♣, however, West bids 2♦. Now what? Discuss your options with the others at your table for a moment.

"**Is there any consensus?** (Likely not.) If you jump to 3NT, you might miss a major-suit fit. You can't bid 2♥ or 2♠. That would tend to show a five-card suit and partner might pass, since you didn't jump. If you bid 3♥ or 3♠, you show a five-card suit. Double is a reasonable choice. It's for penalty. The danger is that you might not get a large enough penalty to compensate for your game. The 2♦ overcall has opened up one other option. A bid of 3♦, the opponent's suit, can't logically be an attempt to play in diamonds. With good diamonds, you'd simply double West for penalty. Instead, 3♦ is referred to as a cuebid of the opponent's suit, and it is used to replace Stayman.

"Let's see how that works.

"**South starts with 1NT, West overcalls 2♦ and North makes a cuebid of 3♦. What does South bid?** (3♠.) Since the cuebid replaces Stayman,

South bids a four-card or longer major suit. South shows the spade suit.

"**What does North bid?** (4♠.) Having found a major-suit fit, North raises to game. The partnership reaches its best contract despite the interference of the opponents.

"Change the South hand.
"In spades: take away the queen.
"In diamonds: add the king.

NORTH
♠ K 10 x x
♥ K J x x
♦ x x x
♣ K x

WEST	NORTH	EAST	SOUTH
			1NT
2♦	3♦	Pass	3NT
Pass	Pass	Pass	

SOUTH
♠ J x x
♥ A x x
♦ K Q x
♣ A Q J x

"**South opens 1NT and West overcalls 2♦. What does North bid?** (3♦.) North cuebids the opponent's suit in place of Stayman.

"**What would South bid?** (3NT.) With no major suit to bid, South bids 3NT.

"**What will North do?** (Pass.) By using the cuebid to replace Stayman, the partnership can deal with the overcall when North has a game-going hand and interest in a major suit.

"There are other types of hands that North might hold after the interference.

"Let's look at a couple of examples.

"Change the North hand.
"In spades: take away the king.
"In hearts: add a low card.

NORTH
♠ 10 x x
♥ K J x x x
♦ x x x
♣ K x

WEST	NORTH	EAST	SOUTH
			1NT
2♦	2♥	Pass	Pass
Pass			

SOUTH
♠ J x x
♥ A x x
♦ K Q x
♣ A Q J x

"Suppose the auction starts the same way.

"**South opens 1NT and West overcalls 2♦. What does North bid?** (2♥.)

"**Is this forcing?** (No.) North could jump to 3♥ with a game-going hand.

"Does North show a weak hand? (No.) With a very weak hand, North would pass and defend 2♦. So North is showing some strength. Most partnerships play the 2♥ bid in this situation as mildly invitational. Unfortunately, the overcall has taken away some of your side's bidding room. It's difficult to be too exact. Experienced partnerships can use other conventions to try to compensate after the interference. You can read about the lebensohl convention in the Appendix of the student text. Unless you are an experienced

partnership, however, you'll probably have more to lose than to gain by using complicated bidding sequences.

"Change the North hand.
"In spades: add the king and the queen.
"In hearts: take away the jack and a low card.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ K Q 10 x x				1NT	♠ J x x
♥ K x x	2♦	3♠	Pass	4♠	♥ A x x
♦ x x x	Pass	Pass	Pass		♦ K Q x
♣ K x					♣ A Q J x

"**What would you bid if South opened 1NT and West overcalled 2♦?** (3♠.) You can still jump to 3♠ to show a game-going hand with a five-card spade suit. South can choose between 3NT and 4♠.

"Change the North hand.
"In spades: take away the king.
"In diamonds: add a low card.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ Q 10 x x				1NT	♠ J x x
♥ K x x	2♠	Double	Pass	Pass	♥ A x x
♦ x x x x	Pass				♦ K Q x
♣ K x					♣ A Q J x

"**Suppose South opens 1NT and West overcalls 2♠. What does North do?** (Double.) Don't forget to use the penalty double if the opponents come into your auction and you have a good defensive hand. Opposite partner's 1NT bid, you can probably extract a large penalty from 2♠. If you bid 2NT, you're losing an opportunity for a good score.

"Change the North hand.
"In hearts: take away a low card.
"In diamonds: add the ace.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ Q 10 x x				1NT	♠ J x x
♥ K x	2♥	3♥	Pass	3NT	♥ A x x
♦ A x x x x	Pass	Pass	Pass		♦ K Q x
♣ K x					♣ A Q J x

"**South opens 1NT and West overcalls 2♥. What do you bid as North?** (3♥.) With interest in finding a spade fit, cuebid the opponent's suit as the Stayman convention.

"**What will South rebid?** (3NT.) With no four-card major, South bids 3NT.

"**What does North bid now?** (Pass.) That should end the auction. North looked for a major-suit fit, didn't find one and settled for game in notrump.

"It's also possible that the opponents will interfere after Stayman has been used. In this situation, opener shows a four-card major if it is convenient to do so, but has the option of passing or doubling the opponent's contract.

"**Suppose South opens 1NT and West passes. What does North respond?** (2♣.) North is interested in looking for a spade fit and uses the Stayman convention.

"**Before South can reply, East pops in with an overcall of 2♥. What does South do?** (Pass.) With no four-card major to show, South simply passes, leaving the next decision to North.

"Change the South hand.
"In spades: add the ace.
"In hearts: take away the ace.

NORTH
♠ Q 10 x x
♥ K x
♦ A x x x x
♣ K x

WEST	NORTH	EAST	SOUTH
			1NT
Pass	2♣	2♥	2♠
Pass	4♠	Pass	Pass
Pass			

SOUTH
♠ A J x x
♥ x x
♦ K Q x
♣ A Q J x

"Suppose the auction begins the same way.

"**South opens 1NT, North bids 2♣ and East comes in with 2♥. What does South rebid?** (2♠.) South can show the spade suit, and the partnership is on its way.

"**What if East had bid 2♠ instead of 2♥?** (Double.) South can double, showing an interest in defending for penalty."

Summary

"The opponents' interference won't usually prevent you from using the Stayman convention to effectively find your fits. The opponents' interference makes two new calls available, the cuebid of their suit and the penalty double. These can usually compensate for the bidding room that has been taken away. There'll be exceptions, of course, but if the partnership is on the same wavelength, you shouldn't go far astray."

➥ "Let's do Exercise 7 in the student text to review what we have just discussed."

Exercise Seven — Handling Interference

Partner opens 1NT, and the opponent on your right overcalls 2♦. What do you bid with each of the following hands?

1) ♠ 10 2
♥ J 6 3
♦ 6 5 3
♣ Q 9 8 4 3

_____

2) ♠ K Q 8 7 5
♥ 8 4
♦ Q 9 3 2
♣ 7 5

_____

3) ♠ 3
♥ A Q J 6 5
♦ K 10 8 5
♣ J 8 2

_____

4) ♠ Q 10 8 6 5 2
♥ A 10 3
♦ 7 6
♣ K 2

_____

5) ♠ Q J 9 6
♥ A 10 8 5
♦ 6 3
♣ A 7 4

_____

6) ♠ 8 7 3
♥ A 4
♦ K J 9 2
♣ 10 9 7 6

_____

Exercise Seven *Answer* — Handling Interference

1) Pass. Nothing to say.
2) 2♠. This shows a mildly invitational hand with a five-card suit; with less, you would pass.
3) 3♥. A jump in a new suit is forcing.
4) 4♠. With 9 HCPs plus 2 for the six-card suit, there's enough for game.
5) 3♦. The cuebid takes the place of the Stayman convention.
6) Double. Looks like your opponent has walked into trouble.

Stayman as a Minor-Suit Slam Try

This section will be of more interest to the intermediate to experienced players. You may not want to cover this in class.

The methods discussed in this section are those used on the ACBL Standard American Yellow Card. There are other ways to handle minor suits, especially if four-suit transfers are used. Be careful to emphasize that this is only one approach — not the final word on the subject.

Introduction

"While Stayman is used when responder is interested in finding a major-suit fit, it can be put to other uses as well. Finding minor-suit fits after an opening bid of 1NT is often difficult, so let's see one way in which it can be done."

Instructions

"Change the North hand.
"In spades: take away the queen and a low card.
"In hearts: add the ten.
"In diamonds: add the jack.

"Change the South hand.
"In spades: take away the ace and a low card and add the queen.
"In hearts: add the ace.
"In clubs: take away the queen and add a low card.

NORTH
♠ 10 x
♥ K 10 x
♦ A J x x x x
♣ K x

NORTH	SOUTH
	1NT
3NT	Pass

SOUTH
♠ Q J x
♥ A x x
♦ K Q x
♣ A J x x

"South opens the bidding 1NT.

"**What do you bid with the North hand?** (3NT.) The North hand is worth 13 points — 11 high-card points plus 2 points for the six-card suit. That's more than enough for a game contract, but not enough to consider slam. Even if opener has 17 points, the combined total is only 30 points. With no interest in a major suit, a contract of 3NT is usually easier to make than 5♣ or 5♦.

"In duplicate bridge, it's especially important to play in notrump rather than the minor suit because of the scoring. The score for taking nine tricks in a notrump contract is the same as that for taking 11 tricks in a minor suit. If you take 10 or 11 tricks in the notrump contract, you will get a better score even if you can make an overtrick in the minor suit contract.

"Make the North hand a little stronger.
"In spades: take away a low card and add the king.

NORTH
♠ K 10
♥ K 10 x
♦ A J x x x x
♣ K x

NORTH	SOUTH
	1NT
2♣	2♦
3♦	(4♦)
(4NT)	(5♥)
(6♦)	(Pass)

SOUTH
♠ Q J x
♥ A x x
♦ K Q x
♣ A J x x

"Now the North hand is worth 16 total points. There's the possibility of a slam contract if opener has a fit with your diamonds and a maximum-strength hand. The partnership needs about 33 combined points for slam. If you jump straight to 3NT, you will be giving up on slam. If you jump to 6♦, you may be too high if partner has a minimum 1NT bid.

"There are different methods for handling strong hands with a minor suit when partner opens 1NT. Some partnerships use a jump to 3♣ or 3♦ to show slam interest. Others use transfer bids, which we'll be talking more about in the next lesson. The approach we'll suggest here is only one of the common methods. It's usually best to discuss this with partner, rather than assuming you both come from the same background. This particular method integrates well with other conventions we will discuss in the next lesson.

"To show a hand with a five-card or longer minor suit and interest in slam, start with 2♣. This sounds a little unusual, but follow along. You'll see how it works.

"Partner will assume that this is the standard Stayman convention and respond accordingly.

"**With the actual South hand, opener will rebid 2♦, showing no major suit. Now what?** (3♦.) When you bid 3♦, partner may be taken aback. If you're on the same wavelength, however, this is a forcing bid, showing diamonds. With a fit and the upper range for the 1NT opening, partner can show support. Otherwise, partner can bid 3NT, showing no interest in slam.

"Let's see what might happen on these combined hands.

"**How would the auction start?** (1NT–2♣–2♦–3♦.)

"**Does opener like diamonds?** (Yes.)

"**Does opener have a maximum?** (Yes.) Opener can show this in one of two ways. Opener could simply raise to 4♦ or opener could bid a new suit, 3♥. The 3♥ bid would be a cuebid, not a natural bid. There are many forms of cuebids. For now, let's take the simple approach and assume South shows support by raising to 4♦. Having found a fit, North could simply jump to 6♦ and hope for the best, or North could use another convention that we'll be discussing in the future, the Blackwood convention. A bid of 4NT would

ask how many aces South holds. When South shows two by responding 5♥, North can bid the slam knowing the defenders have only one ace.

"Looking at the combined hands, 6♦ is an excellent contract. The focus here is on how to show an interest in slam when you have a minor suit and are using the Stayman convention. Once you know that, at least you'll have a chance of reaching a slam contract when it's there for the taking.

"Change the South hand.
"In hearts: add the jack.
"In diamonds: take away the king.

NORTH
♠ K 10
♥ K 10 x
♦ A J x x x x
♣ K x

NORTH	SOUTH
	1NT
2♣	2♥
3♦	3NT
Pass	

SOUTH
♠ Q J x
♥ A J x x
♦ Q x
♣ A J x x

"**How would the auction go?** (1NT–2♣–2♥–3♦–3NT–Pass.) South starts with 1NT and North bids 2♣. South rebids 2♥, showing the major suit. North now bids 3♦, showing a five-card or longer diamond suit and interest in slam. With a minimum 1NT opening and poor support for diamonds, South bids 3NT. Having suggested a slam contract but getting no cooperation from partner, North rests in game. 6♦ isn't a good contract, especially if North–South don't have the ♦10."

Summary

"With a five-card or longer minor suit and interest in reaching the slam level, responder can start with 2♣. Opener will make a rebid assuming that this is the standard Stayman convention. Responder now bids the minor suit. This is a forcing bid and opener can show interest in getting to slam by raising or bidding a new suit. With a minimum-strength opening and no good fit for responder's minor, opener rebids 3NT.

"Be sure to check with partner before using this type of sequence. Some partnerships assign a completely different set of meanings to such bids. You don't want to stop in partscore when you thought you were headed for slam!"

SAMPLE DEALS

On each of the sample deals, start by having the students bid and play with no additional instructions from you. Tell them they have approximately 10 minutes to complete the bidding and play (7 to 8 minutes if they are experienced players). If they aren't finished at the end of the allotted time, they should stop their play, so that everyone can discuss the deal at the same time. When they have finished playing, have them put out all four hands dummy style. If they are finished ahead of time, they can quietly discuss the hands among themselves.

Start by reviewing the bidding. Don't worry if the students didn't reach the expected contract. Tell them to assume that the auction goes as suggested, so that everyone is now looking at the deal from the same perspective during the discussion of the play.

The students should be familiar with the standard concepts for choosing the opening lead. If necessary, you can quickly review leading top of a sequence or fourth highest against notrump contracts and top of touching honors or fourth highest in an unbid suit against suit contracts. On most deals, the opening lead should not be an issue.

When discussing the play, keep to the main theme. If a student wants to discuss a particular variation, tell them that you will go over it with them later. Don't hold up the entire class.

The students should be familiar with counting winners in notrump contracts and counting losers in suit contracts. They should be familiar also with the basic methods for developing tricks — promotion, length, and finessing — and eliminating losers — ruffing and discarding. You'll have to judge how much time is needed to review these points based on the level of the class. Try to keep the focus on the particular points of interest in the deal, as suggested in the comments on the deals. Students having particular difficulty following the play or defense can be referred to other books in the *ACBL Bridge Series* that cover these topics.

SAMPLE DEALS – LESSON 1

Guidelines for Teachers: The deals in this lesson focus on the Stayman convention. They also illustrate the basic principles of play and defense, but can be used also to challenge more experienced players. There are examples of: unblocking, the hold-up play, avoiding the dangerous opponent, third hand high (or not so high) and loser on a loser.

Bid and Play — Deal 1: Responding to Stayman

Guidelines for Teachers: This first deal illustrates the process of using the Stayman convention when responder holds two four-card major suits. The defender is presented with an opportunity to unblock partner's suit. Declarer will be able to make several overtricks if this play is overlooked.

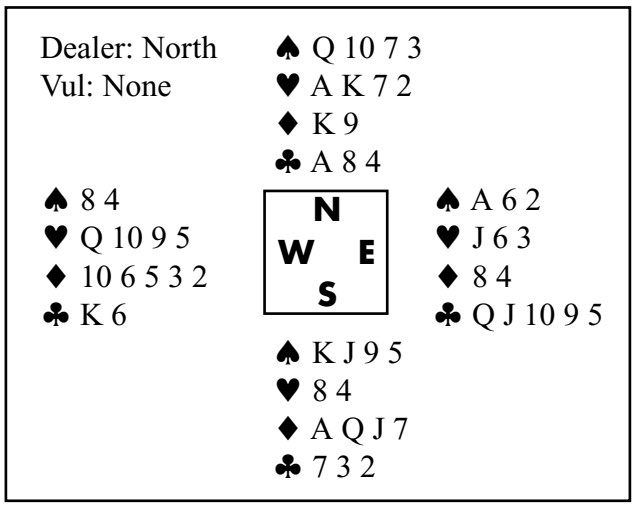
Introduction

"Let's bid a deal that demonstrates the use of the Stayman convention when responder holds both four-card major suits."

Instructions

"North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E-Z Deal Cards: #1, Deal 1 — Dealer, North)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	1NT	Pass	2♣
Pass	2♥	Pass	3NT
Pass	4♠	Pass	Pass
Pass			

"After North opens 1NT, South uses Stayman to look for a major-suit fit. With both four-card majors, North rebids 2♥, bidding up the line. South isn't interested in hearts and puts the partnership in 3NT, holding enough strength for a game-level contract. North draws the inference that South wouldn't use Stayman without interest in a major; since it isn't hearts, it must be spades. North puts the partnership in its eight-card fit."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards with 4♠ by North as the contract.

Suggested Opening Lead

"East is on lead. With the knowledge that South's 2♣ response was an artificial bid, East selects the ♣Q, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"North can see one loser in spades, two in hearts and two in clubs. The heart losers can be ruffed in dummy or discarded on South's extra diamond winners after drawing trumps. North can afford to win the ♣A and lead spades, planning to drive out the ♠A and then draw the rest of the trumps. Following this line of play, North should lose at most one spade trick and two club tricks.

"Playing duplicate bridge, North may want to try for an overtrick after the opening club lead by discarding a club loser on one of dummy's extra diamond winners, before letting the defenders in with the ♠A. On the actual deal, East ruffs the third round of diamonds as North discards a club. North still makes the contract, since there will be only one club loser left to go with the spade loser.

"If North–South were to reach 3NT, rather than 4♠, East would lead a club to defeat the contract. After the ♣A is driven out, North doesn't have enough tricks and will have to promote extra winners in spades. East–West take four club tricks, along with the ♠A."

Suggested Defense

"Although East–West can't defeat a contract of 4♠, they must be careful not to let declarer make an overtrick. When East leads the ♣Q, West should play the ♣K on this trick to avoid blocking the suit. Otherwise, if declarer wins the first trick with the ♣A and drives out East's ♠A, the defenders can take only one club trick with West's ♣K. West doesn't have a club left to return, and declarer can discard a club loser on dummy's diamonds after drawing the remaining trumps."

Bid and Play — Deal 2: Looking for a Major Suit Fit

> **Guidelines for Teachers:** This second deal demonstrates the proper bids when Stayman uncovers the fact that there is no major-suit fit. There is an opportunity for some advanced discussion on the hold-up play, especially from the defenders' point of view.

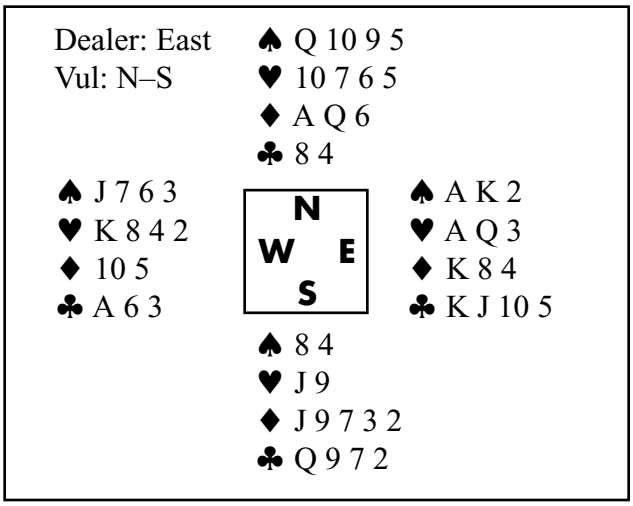
Introduction

"Let's play a deal that demonstrates what happens when Stayman does not uncover a four-card major suit."

Instructions

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E-Z Deal Cards: #1, Deal 2 — Dealer East)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		2NT	Pass
3♣	Pass	3♦	Pass
3NT	Pass	Pass	Pass

"With 20 high-card points, East opens the bidding 2NT using a partnership range for this bid of 20 or 21 points. After South passes, West uses the Stayman convention to look for an eight-card major-suit fit. With no four-card major, East makes the artificial rebid of 3♦. Holding 10 high-

card points, West knows the partnership has enough combined strength for a game contract, but not enough for a slam. Since there's no major-suit fit, West signs off in 3NT."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 3NT by East.

Suggested Opening Lead

"South is on lead and starts with the ♦3, fourth from the longest and strongest suit. South should not be deterred by East's 3♦ bid, since that was an artificial response."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"East can count seven sure tricks — two spades, three hearts and two clubs. East also will take a trick with the ♦K once South has led the suit. The ninth trick could come from the spade suit, if the ♠Q is doubleton. There also might be an extra trick from the heart suit if the missing hearts divide 3–3. The club suit offers a sure method for developing a ninth trick. Declarer can take a club finesse. If it wins, declarer has an extra trick and may make an overtrick. Even if the finesse loses, declarer has an extra trick, because the ♣10 will be established as a winner once the ♣Q is driven out.

"With all of these options, how should declarer play? Establishing an extra trick from the club suit is the surest way of making the contract. Declarer must be careful, however. The defenders have attacked diamonds. If declarer loses a trick to the ♣Q, the defenders may be able to take enough diamond tricks to defeat the contract. To prevent this, declarer should use the hold-up play.

"Suppose North wins the first trick with the ♦A and returns the ♦Q. Declarer plays low, letting North win the trick. When North leads another diamond, declarer wins with the ♦K. Since declarer is planning to develop an extra trick in clubs, either a low spade or a low heart may be discarded from dummy. The advantage of holding up is that South now becomes the dangerous opponent, while North becomes a non-dangerous opponent. If declarer loses a trick to South, South may be able to take enough diamond winners to defeat the contract. That makes South dangerous. If declarer loses a trick to North, North is likely to have no diamonds left to lead. If North does have a diamond left to lead, the defenders' diamonds must originally have been divided 4–4, so they can't take enough tricks to defeat the contract. That makes North non-dangerous.

"Declarer now wants to tackle the club suit in a way that avoids losing a trick to the dangerous opponent. This can be done by playing the ♣K and then leading the ♣J, planning to finesse against the ♣Q in the South hand. On the actual

deal, South holds the ♣Q and the finesse succeeds, giving declarer a ninth trick. If the finesse were to lose to the ♣Q in the North hand, declarer still would be safe. The ♣10 would be established as the ninth trick and North is the non-dangerous opponent — the defenders cannot take enough tricks to defeat the contract before declarer regains the lead.

"The danger on this deal can be seen if declarer plays a club to dummy's ♣A and then plays a club to the ♣J, taking a finesse against the ♣Q in the North hand. When the finesse loses to the ♣Q in the South hand — the dangerous hand — South takes enough diamond tricks to defeat the contract."

Suggested Defense

"South gets the defense off to a good start by leading the ♦3. Assuming North plays third hand high and wins the first trick with the ♦A, North should then return the ♦Q — high card from the short side — to avoid blocking the suit. Once East's ♦K is driven out, South's remaining diamonds are established as winners. If declarer lets South gain the lead with the ♣Q, the defenders can defeat the contract.

"If the defense starts this way, but declarer holds up with the ♦K and avoids giving South a trick with the ♣Q (as discussed above), it would appear that the defenders have no chance to defeat the contract. There is a way, however, for the defenders to give declarer a much tougher challenge. Although it is usual to play third hand high when partner leads a low card against declarer's notrump contract, there are exceptions. Suppose North chooses to play the ♦Q rather than the ♦A on the first trick. Now it's difficult for declarer to hold up winning the ♦K. Declarer will be under the illusion that South holds the ♦A and will think that this is the only opportunity to win a trick with the ♦K. Assuming declarer does win the first trick with the ♦K, now both defenders become dangerous. If declarer loses a trick in another suit to either opponent, the defenders can take enough diamond tricks to defeat the contract. Declarer will have to guess which defender holds the ♣Q.

"North won't lose a trick by playing the ♦Q rather than the ♦A on the first trick. If South holds the ♦K, the ♦Q will win the trick, and North can play the ♦A and continue with the suit. If declarer wins with the ♦K, North will get the ♦A later and can continue leading the suit upon regaining the lead. The play of the ♦Q might cause some confusion for South, however. If declarer wins with the ♦K and then loses a trick to South's ♣Q, South may think that declarer, not North, holds the ♦A. South may not lead the suit again. That's the trouble with a play like this. You might fool declarer, but you might also fool partner. Both defenders will really need to be on their toes to defeat this contract."

Bid and Play — Deal 3: Stayman with a Weak Hand

Guidelines for Teachers: This third deal is interesting. Responder's hand is too weak to use traditional Stayman, but can use 2♣ to negotiate a good final contract. This deal introduces an application of the loser on a loser concept, which is likely to be of interest to the more experienced players. It's a theme that has many variations – some of which will be encountered in upcoming lessons.

Introduction

"Let's play a deal that demonstrates how to use the 2♣ response to an opening 1NT to find the best possible spot, even when responder is too weak to use Stayman. Let's see what happens."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E-Z Deal Cards: #1, Deal 3 — Dealer, South)

Dealer: South
Vul: E–W

	♠ J 9 4 3 ♥ K 9 6 2 ♦ J 8 5 3 2 ♣ —	
♠ K 8 ♥ 8 5 4 ♦ A 10 9 ♣ Q J 9 6 2	N W E S	♠ Q 10 6 2 ♥ A 7 3 ♦ 7 4 ♣ A 10 7 5
	♠ A 7 5 ♥ Q J 10 ♦ K Q 6 ♣ K 8 4 3	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			1NT
Pass	2♣	Pass	2♦
Pass	Pass	Pass	

"South has 15 high-card points and a balanced hand. This is ideal for a 1NT opening bid using a range of 15 to 17 points. With only 5 high-card points, North does not have the usual strength required for the Stayman convention. With shortage in clubs, however, it is relatively safe to respond 2♣. North can pass any response by South. When South rebids 2♦, showing no four-card major, North passes and leaves the partnership in a partscore contract that is likely to be better than 1NT."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 2♦ by South.

Suggested Opening Lead

"West would probably start with the ♣Q, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"It's sometimes difficult to plan the play from declarer's perspective, when the long trumps are in the dummy. It's often easier to view the hand as though it were being played by dummy. Dummy's hand has three spade losers, one heart loser and one diamond loser (if the diamonds divide 3–2). That appears fine, since declarer can afford to lose five tricks.

"Declarer should be careful not to run out of trumps before all of the work is done. If declarer ruffs the first club lead with a trump in dummy and then starts to draw trumps, West may win the ♦A and lead another club. If declarer ruffs this trick, declarer can't afford to draw the remaining trumps and then give up a heart trick. The defenders will take a club winner. Declarer may be able to make the contract by playing hearts before drawing the last trump. When the hearts luckily divide 3–3, declarer can come to enough tricks. There's an easier way to keep control, however.

"On the lead of the ♣Q, declarer should discard a spade loser from dummy. East will win this trick with the ♣A, but now declarer is in command. South's ♣K is a winner and can be used to discard another spade loser from dummy. The defenders can't force declarer to use dummy's trumps right away. On regaining the lead, South can drive out the ♦A, draw trumps and then drive out the ♥A. South should finish with an overtrick, losing one spade — having discarded two spade losers on the clubs — one heart, one diamond and one club.

"The play of discarding a spade loser from dummy while losing the first trick to East's ♣A is referred to as a loser on a loser. This type of play arises in many situations, and by exchanging one loser for another, declarer can often gain a trick. In this deal, for example, declarer develops the ♣K into a winner while preserving dummy's trumps."

Suggested Defense

"With the favorable lie of the cards for declarer — diamonds dividing 3–2 and hearts dividing 3–3 — the defenders will have a difficult time holding declarer to fewer than eight tricks. Holding declarer to eight tricks is a reasonable result, however, since South might take nine tricks.

"If South declares 1NT, the defenders have a chance to defeat the contract. They can establish four club winners by giving South a trick with the ♣K. They must restrict declarer to two hearts, two diamond winners and the ♠A. They can do this, for example, if West holds up the ♦A for two rounds, and East holds up the ♥A for two rounds. Now South can never get to the dummy. The defenders eventually get a spade winner (maybe two) to go along with four club tricks and two aces."

Bid and Play — Deal 4: Using Stayman with Interference

Guidelines for Teachers: On this fourth deal, an overcall takes away responder's chance to bid 2♣ Stayman. This deal illustrates how to get the information without the traditional bid. On the play, timing is important. If declarer draws trumps and plays all of the clubs before trying to set up a diamond, there could be trouble.

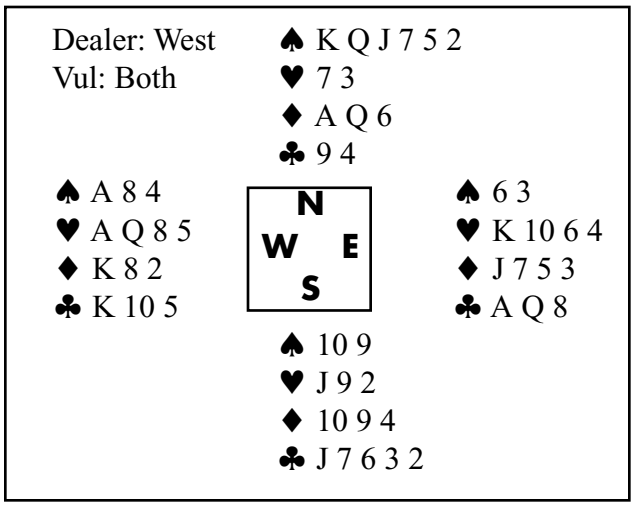
Introduction

"Let's play a deal that shows us how to use Stayman when the opponents overcall. Let's see what happens."

Instructions

"West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E-Z Deal Cards: #1, Deal 4 — Dealer, West)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
1NT	2♠	3♠	Pass
4♥	Pass	Pass	Pass

"After West's 1NT opening bid, North overcalls 2♠ with a good six-card suit. When North has a good suit, it's unlikely that East–West will double the overcall for penalty. Even if 2♠ is doubled and defeated, the penalty is likely to be less than the value of East–West's potential contract.

"With 10 high-card points, East has the strength to take the partnership to the game level and would like to investigate whether there is an eight-card heart fit. 2♣ is no longer available as the Stayman convention after the overcall. In this situation, a cuebid of the opponent's suit replaces Stayman. It's forcing and commits the partnership to game. Holding a four-card or longer major suit, opener shows it in response to the cuebid. Opener has the other major suit and shows it by bidding 4♥. Without a four-card heart suit, opener would rebid 3NT with some strength in spades or bid a four-card minor. East–West find their heart fit despite North's interference."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♥ with West as declarer.

Suggested Opening Lead

"North is on lead and starts with the ♠K, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"West's 4♥ contract is a little precarious. West needs the defenders' hearts to divide 3–2 to avoid a heart loser. In addition, there are two spade losers and three diamond losers. One spade loser can be ruffed in dummy, so declarer wants to restrict the diamond losers to two.

"After winning the ♠A and drawing trumps, declarer tackles the diamond suit by leading toward one of the honors. Declarer might start by leading a low diamond from dummy toward the ♦K, hoping South holds the ♦A. When the ♦K loses to North's ♦A, declarer still has a chance. Later, declarer can lead a low diamond toward dummy's ♦J, hoping that North holds the ♦Q. The second finesse works.

"On this layout, it doesn't matter whether declarer leads toward the ♦K or toward the ♦J first. As a matter of good technique, however, leading toward the ♦J first is better. The 2♠ overcall makes it more likely that North holds the ♦A. At the same time, it's unlikely North holds a lot of diamonds. Exchange North's ♦Q and ♦6 for two low clubs in the South hand to see why it might be a good idea to lead a low diamond from the West hand first. Also, if the ♦J does lose to South's ♦Q, declarer still has the option of "guessing" that North started with the doubleton ♦A. Try exchanging North's ♦Q for a low club in the South hand. Declarer still might make the contract. If North hesitates when a low diamond is led toward the ♦J, declarer could infer that North holds the ♦A. On the next round of diamonds, declarer might play a low diamond from both hands rather than lead a diamond toward the ♦K."

Suggested Defense

"The defenders can't defeat 4♥ if declarer plays correctly. They may get a chance, however, if declarer slips slightly. Suppose declarer wins the ♠A, draws trumps and then takes all of the club winners, before leading a diamond to the ♦K. North can win this with the ♦A, take a spade winner and play another high spade, forcing declarer to ruff in the dummy. With no club entries left, declarer will have to lead a diamond from dummy, away from the ♦J. South will win this trick, and North will have the ♦10 left to defeat the contract."

LESSON 2

Jacoby Transfers



General Concepts

General Introduction

Group Activities

Sample Deals



GENERAL CONCEPTS

Jacoby Transfers

This lesson covers the use of the *Jacoby transfer* for the major suits and one method for handling the minor suits. For the most part, some of the students are likely to be unfamiliar with these concepts. The lesson may prove quite challenging.

This lesson includes the construction of a chart which isn't in the textbook. You might want to have copies available for the students to take with them. The charts are included on a separate page at the end of the lesson, so that they can be photocopied. Even students who have used the Jacoby transfer before seem to find the charts very useful.

This is the first convention in this course that falls under the ACBL Alert procedure. Toward the end of this lesson, you might want to familiarize the students with the convention card and the appropriate procedure. Jacoby transfer bids are Announced. Transfers for minor suits are Alerted. Information on the current Alert procedure is in the Appendix of the student text. You can simply refer the students to this Appendix, if you don't want to discuss the topic during the class.

Bidding

Even if they already use Jacoby transfer*s*, the students are likely to find a review of the basics worthwhile. Here are the topics covered:

Jacoby Transfers for the Majors

This is the basis of Jacoby transfer*s*. You may need to spend some additional time if the students are not too familiar with the basic principles behind responding to a notrump opening bid with a five-card or longer major suit.

Stopping in Partscore in a Major Suit

The mechanics for stopping in a partscore when using transfers are discussed.

Inviting Game in a Major Suit

These are important concepts. You could spend time discussing the difference between using transfers and using Stayman to show the same type of hand (Lesson 1). Jacoby transfer*s* handle some of these hands more efficiently.

Bidding Game in a Major Suit

An illustration of how responder gets the partnership to game using Jacoby transfer*s*.

Opener's Rebid after the Transfer

Opener usually follows responder's instructions after a transfer. The idea of super acceptance may be new to those already familiar with transfer bids.

The Subsequent Auction

It's important to walk through this section to make sure the students are comfortable with the complete auction following a transfer bid. You could introduce the subject of the Alert procedure at this point.

Signing Off in a Minor Suit

For basic students, treat this as the way to handle minor suits and then move on. With a more experienced group, you may discuss alternatives, such as four-suit transfers.

When the Opponents Interfere

All students should know how to handle direct interference when using transfer bids.

Responding to 2NT and 3NT

The students should be aware that transfers also are used over 2NT. You can omit the later examples if pressed for time.

Other Responses to 1NT

This section could be skipped for a basic class. For more experienced students, spend some time on this section, making certain that they are clear on the different ways of handling minor suits: sign-off sequences, invitational sequences and slam-try sequences.

Play & Defense

The deals in this lesson are designed to show the advantage of using transfer bids, but they do include some points of interest for the more experienced player. There are examples of:

- Avoidance.
- Combining chances.
- Loser on a loser.

Deals played in partscore are difficult to construct, since there is likely to be competition for the contract. The sample deals are designed to avoid this as much as possible, but there may be questions from the students about entering the auction. That's fine. It will lead to different results, and that's part of the game. None of the interference is clear-cut, however, so during the discussion you can focus on the recommended auction.

The second deal provides some scope for discussion of the hold-up play in a suit contract. It's also interesting from the defenders' point of view. You can spend some extra time discussing the play and defense with more experienced students.

The fourth deal contains another application of the loser-on-a-loser concept. This is likely to be of interest to the more experienced players in the group.

GENERAL INTRODUCTION

Jacoby transfer*s* are outside the realm of "standard" bidding for most players. You might start with something like this:

> "In the last lesson, we discussed one of the most important conventions that partnerships use when responding to opening notrump bids, the Stayman convention. It helps find major-suit fits. It's so useful that it's hardly considered a convention at all. It's assumed to be part of 'standard' bidding in most bridge circles.
>
> "In this lesson, we'll look at another convention that is useful when responding to an opening notrump bid. It's popular among competitive bridge players, but it isn't part of what might be considered standard practice in a social bridge game. When you're finished, you can judge for yourself whether you want to adopt transfers into your bidding system."

GROUP ACTIVITIES

Jacoby Transfers for the Majors

Introduction

"We'll look at an idea that originally came from Sweden in the early 1950's. It was made popular in North America by a famous player named Oswald Jacoby. The convention bears his name, Jacoby transfer bids.

"To see how this convention works, let's start by reviewing the standard method of responding to a notrump bid when you have a long major suit."

Instructions

"The cards are sorted into suits. Give each player one suit. Start by constructing a hand in front of the North player."

	NORTH
"In spades: three low cards.	♠ x x x
"In hearts: the queen, the ten and four low cards.	♥ Q 10 x x x x
"In diamonds: two low cards.	♦ x x
"In clubs: the ten and one low card."	♣ 10 x

Check to make sure that each table has the correct hand set up, dummy style, in front of North.

"Put aside the remaining cards face-down in front of you. You're sitting North, and you're the dealer. With only a queen, you're probably not expecting to have much to do with this hand.

"I'll be your partner in the South position and open 1NT.

"**Playing standard methods, what would you bid with this hand if the next player passes?** Take a moment to discuss your choice with the others at your table.

"**Do you want to pass? To bid 2♥? To do something else?**"

The questions are meant to stimulate thought. Avoid asking or accepting answers from individual students. There will be a gentle "buzz" in the room as students "answer" questions. They're "talking among themselves."

"As responder, you're the captain. I've described my hand in detail with the 1NT bid. It's up to you to place the contract, if you know how high and where the partnership belongs.

"**Does the partnership belong in game or partscore?** (Partscore.) Counting 2 high-card points and 2 length points for the six-card suit gives this hand a value of 4 points. My 1NT bid promises 15 to 17 HCP, so partscore is high enough.

"**Does the partnership have an eight-card or longer fit?** (Yes.) I must have at least two hearts, so the partnership has an eight-card or longer heart fit. So, you know that the partnership belongs in a partscore contract with hearts as the trump suit. Using standard methods, the way to do that is to bid 2♥.

"I'm the opener and need to recognize that 2♥ is a sign-off bid. If you wanted to be any higher, you would have jumped in hearts or used the Stayman convention.

"**Is 2♥ likely to be a better contract than 1NT?** (Yes.)"

Some of the students may not be convinced that responder should be saying anything with this hand or that 2♥ will be a better contract than 1NT. The next example should help to assure them.

"Construct a typical hand for my opening notrump bid as South. Leave the North hand as it is and put the following cards in front of South.

"In spades: the king and two low cards.
"In hearts: the jack and a low card.
"In diamonds: the ace, the queen and two low cards.
"In clubs: the king, the queen, the jack and a low card."

NORTH
♠ x x x
♥ Q 10 x x x x
♦ x x
♣ 10 x

NORTH	SOUTH
	1NT
2♦	2♥
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

Make sure the students have both hands laid out correctly, dummy style, in front of North and South.

"**Would South open the bidding 1NT?** (Yes.) South has a balanced hand with 16 high-card points. A standard 1NT opening. Look at the combined hands.

"**How many tricks is South likely to take if you leave South in a contract of 1NT?** (Four or five.) South might get a trick with the ♠K if the opponents lead the suit. It will be difficult if South has to play the suit, since there's no entry to the North hand so that declarer can lead toward the ♠K.

"**What's the problem in the heart suit?** (No entry.) Even if South can establish heart winners by driving out the ♥A and ♥K, there's no sure way to reach them. In diamonds, South's going to get at least one trick, but may have difficulty getting a trick with the ♦Q unless the defenders lead the suit. Again, there's no entry to dummy to take the finesse. The only good news is the club suit. South can promote three winners in that suit. In conclusion, South is unlikely to make 1NT, even if the cards lie favorably and the defenders help. 1NT will probably be defeated at least two tricks.

"Now suppose North bids 2♥ instead of passing 1NT. There are a lot of losers. North could lose three spade tricks, two heart tricks, a diamond trick and a club trick.

"But does North have a chance of making 2♥? (Yes.) If the hearts divide favorably, North should get four tricks from that suit. North also might get three tricks from the club suit and be able to discard some losers. North may be able to use the trump suit as an entry to lead toward the ♠K or to take the diamond finesse. On a lucky day, North could take eight or nine tricks with hearts as trumps. Even if 2♥ is defeated, most likely it will go down fewer tricks than 1NT.

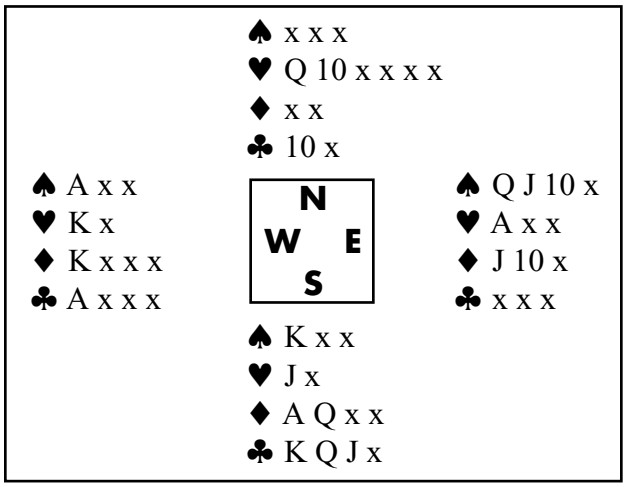
"I hope you're convinced that North should be taking some action over 1NT to get the partnership to a partscore in hearts.

"Is there any disadvantage to having North play the contract in 2♥? (Yes.) The major disadvantage is that the contract will be played from the weaker hand. Most of the partnership's assets will be in the dummy for the defenders to see. That may help them defend the contract correctly. It also may help them, because the opening lead will come *through* South's strength rather than *up to* the high cards in the South hand.

"To illustrate this, let's put in the East and West hands. Leave the North and South hands as they are and put the following hand in front of East.

"In spades: the queen, the jack, the ten and one low card.
"In hearts: the ace and two low cards.
"In diamonds: the jack, the ten and one low card.
"In clubs: three low cards.
"Lay out the remaining cards in front of West."

Check that the students have all four hands laid out correctly, dummy style, in front of each player.



"**If North is declarer in the 2♥ contract, who is on lead?** (East.)

"**What would East be most likely to lead?** (♠Q.)

"**What will happen to the contract after East leads the ♠Q?** (It will most likely be defeated.) East's lead traps the ♠K in dummy and the defenders will take three tricks in the suit. They also have the ♥A and ♥K, as well as the ♣A. North stands no chance. With careful defense, they can even arrange to take a diamond trick and defeat the contract two tricks. It won't be very difficult for East, having seen all of the high cards in the dummy, to lead a diamond through the ♦A Q at some point.

"That's the disadvantage of putting the stronger hand down in the dummy. It's easier for the opening lead to trap the high cards, and it's easier for the defenders to decide how best to defeat the contract.

"This is where Jacoby transfer bids come in handy. The partnership still wants to play in a contract of 2♥, but it would be much better if it were played by the stronger hand with the weaker hand being the dummy.

"The way transfer bids work is that you change the meaning of responder's bids. A response of 2♦ asks opener to bid 2♥; a response of 2♥ asks opener to bid 2♠.

"That's all there is to it. Well, almost. Let's see how it would work on these hands.

"**South opens 1NT and West passes. Playing transfer bids, what would you bid as North?** (2♦.) Instead of bidding 2♥, you bid 2♦, asking *opener* to bid hearts.

"**When East passes, what does South bid?** (2♥.) South accepts the transfer by bidding 2♥. South doesn't have a choice, even though South doesn't like hearts. North's 2♦ bid asks South to bid 2♥, and South complies. North knows a lot about South's hand from the 1NT bid. South doesn't know anything about the North hand.

"**After South bids 2♥, what does North do when the bidding comes around?** (Pass.) North passes, and the partnership has again arrived in a contract of 2♥.

"**What's the difference?** (South is declarer.) Since South bid hearts first, the contract is played from the South hand, the strong hand.

"**Who is on lead?** (West.) To see the difference that makes, turn the cards in the North, South and East hands face down. Leave West's cards face up.

"**What would you lead against 2♥ if you held the West hand?** (Tough to say.) West doesn't have an easy choice. West doesn't want to lead away from an ace against a suit contract. A heart lead is unattractive. West might lead a low diamond, hoping partner has help in that suit. I don't know what's right. I'd be happy not to be in that position. Put out a low diamond as the lead.

"Even after West makes the opening lead, things aren't so easy for the defenders. Turn the rest of West's cards face down. Turn North's cards face up. That's the dummy. Now turn East's cards face up. That's what East sees:

partner's opening lead and the dummy. When East gets the lead with the ♥A during the play, it won't be so clear what to do. Should East return partner's suit? Should East lead the top of the sequence in spades, or the top of the sequence in diamonds? It's much more difficult when the strong hand is hidden from view.

"Turn all of the cards face up.

"**How will a contract of 2♥ fare when played from the South side of the table?** (Probably very well.) If West leads a diamond, that lead will potentially cost the defenders a trick, since it goes right into South's ♦A Q. If West leads a spade, South will take a trick with the ♠K. If West leads the ♣A, that lead will help declarer establish that suit. In fact, the winning lead for the defense is a heart — the most difficult lead to find!

"Suppose West does lead a diamond. Declarer wins the first trick with the ♦Q and may lead clubs to drive out West's ♣A. Without being able to see South's cards, it's unlikely that West will find the winning defense after winning the ♣A. West has to lead a heart to East's ♥A. East then has to lead a spade to defeat the contract. More likely, the defenders will slip up, and the contract will be made.

"Enough discussion about this deal and the theory behind transfer bids. Keep the North and South hands intact and sort the East and West hands into suits. We'll look in more detail at the mechanics of Jacoby transfer bids."

Summary

"Remember, when you are playing transfer bids in response to an opening bid of 1NT, a response of 2♦ asks opener to bid hearts and a response of 2♥ asks opener to bid spades."

Stopping in Partscore in a Major Suit

Introduction

"Transfer bids take the place of standard responses when you hold a five-card or longer major suit. You still have to be able to do everything you could do using standard methods. You have to be able to stop in partscore, invite game and get to game. Let's start by seeing how you stop in partscore. You've already seen one example."

Instructions

"To play partscore in a major suit, you transfer opener to the major suit and then pass. Let's review that with the North hand.

NORTH
♠ x x x
♥ Q 10 x x x x
♦ x x
♣ 10 x

NORTH	SOUTH
	1NT
2♦	2♥
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

"**Your partner, South, opens 1NT. What do you respond?** (2♦.) 2♦ asks partner to bid hearts.

"**What do you do when South dutifully bids 2♥?** (Pass.) Pass and the partnership stops in partscore in the correct suit. The only difference is opener will be declarer.

"Change the North hand.
"In spades: add four low cards.
"In hearts: take away the queen and three low cards.

"Change the South hand.
"In spades: take away a low card and add the ten.

NORTH
♠ x x x x x x x
♥ 10 x
♦ x x
♣ 10 x

NORTH	SOUTH
	1NT
2♥	2♠
Pass	

SOUTH
♠ K 10 x
♥ J x
♦ A Q x x
♣ K Q J x

"Not a high card in the hand!

"**Partner opens 1NT. What do you respond?** (2♥.) You can see why it's important that you have an agreement with partner about the methods you are using.

"**What's your worst fear?** (Partner will pass.) That's one of the drawbacks of artificial bids — they require some memory work. Once you've made your agreement, however, you have to assume that partner will remember.

"**After you hold your breath and partner bids 2♠, what do you bid next?** (Pass.) Passing gets you to the right contract, and the good news is that you don't have to declare the hand.

"Once you get used to the idea of transfer bids, signing off in a major suit is straightforward. That doesn't mean that you don't have to use your judgment on occasion.

"Change the North hand.
"In spades: take away two low cards.
"In clubs: add the ace and a low card.

"Change the South hand.
"In spades: take away the 10 and add a low card.

NORTH
♠ x x x x x
♥ 10 x
♦ x x
♣ A 10 x x

NORTH	SOUTH
	1NT
2♥	2♠
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

"South again opens 1NT and the bidding comes to North. What now? Take a moment to discuss with the others at your table what you would bid?

"**Do you know for sure that you have an eight-card major-suit fit?** (No.) Partner could have only two spades. So North–South may have only seven spades. Since you can't afford to go beyond the two level, you don't have enough room to ask whether partner has three or more spades.

"**What should you bid?** (Pass/2♥.) You have a choice of passing and leaving partner to play in 1NT or bidding 2♥ to play in a partscore of 2♠. It's usually better to transfer to the five-card suit. Partner is more likely to have three or four spades than a doubleton. Partner could have five spades. If you look at the combined hands, you'll see that 2♠ is a better contract than 1NT. 1NT will definitely go down if the defenders lead hearts and take all of their tricks. 2♠ is likely to make.

"On the other hand, transferring to 2♠ could be risky. If South's hearts and spades are exchanged, 1NT figures to be a better spot than 2♠. When you have a weak hand with a five-card major suit, you'll have to exercise your judgment. Jacoby transfer*s* don't take that away.

"Change the North hand.
"In spades: take away a low card.
"In hearts: add a low card.

NORTH
♠ x x x x
♥ 10 x x
♦ x x
♣ A 10 x x

NORTH	SOUTH
	1NT
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

"**What would you bid with the North hand now if partner opened 1NT?** (Pass.) With four cards or fewer in the major suit, you would pass and hope for the best. Remember, you can't use the Stayman convention with a weak hand, unless you are short in clubs. Otherwise, you risk getting too high."

Summary

"When partner opens 1NT and you hold a weak hand and a long major suit, transfer partner to the major suit and then pass. To help keep this in mind, you're going to fill out a chart for responding to 1NT based on the number of cards you have in the major suit. What do you bid in the following situations?

"**With a weak hand of 0 to 7 points and a six-card major suit?** (Transfer to the major suit and then pass.) Sign off in the major suit.

"**With a weak hand of 0 to 7 points and a five-card major suit?** (Transfer and pass.) It's usually best to sign off in the major suit.

"**With a weak hand of 0 to 7 points and a four-card major suit?** (Pass.) Leave well enough alone. We'd pass also with fewer than four cards."

Complete the appropriate section of the summary chart on page 106 of this manual. You can make copies for your students.

Inviting Game in a Major Suit

Introduction

"In the lesson on Stayman, you saw one way of handling invitational-strength hands with a five-card or longer major suit. The Jacoby transfer handles these hands more efficiently."

Instructions

"Change the North hand.
"In spades: add the queen and the jack.
"In clubs: take away two low cards.

NORTH
♠ Q J x x x x
♥ 10 x x
♦ x x
♣ A 10

NORTH	SOUTH
	1NT
2♥	2♠
3♠	4♠/Pass
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

"South opens with 1NT and West passes. **What are your thoughts with the North hand?** Take a moment to discuss it with the others at your table.

"**How much is the North hand worth?** (9 points.) There are 7 high-card points plus 2 for the six-card suit. That puts this hand in the invitational category. It's too strong to sign off in 2♠, but not strong enough to commit the partnership to the game level.

"**What two things do you want to do?** (Show the spades and invite opener to game.)

"**How do you let opener know about the spade suit?** (Bid 2♥.) You start by transferring opener to spades.

"**What do you bid when the bidding comes back around?** (3♠.) By raising to 3♠, you are inviting opener to game in spades. With a minimum, opener may pass. With a maximum, opener may bid 4♠.

"**What will South bid?** (4♠/Pass.) With 16 points, South is right on the borderline. With a nice fit for spades, South should probably accept the invitation. Looking at the combined hands, 4♠ is a good contract. If South's ♠K were the ♥K, South would have the same point count, but 4♠ would not be as good a contract. The Jacoby transfer doesn't improve your judgment. It just puts you in a good position to exercise it.

"If you weren't playing Jacoby transfer*s*, you would have to start with the Stayman convention to show an invitational hand with a major suit. The auction would begin 1NT by South, 2♣ by North, 2♦ by South and 2♠ by North. North's 2♠ bid would show an invitational hand with five or more spades. The partnership still might get to game, but the route is a little dif-

ferent. One advantage of using Jacoby transfer*s* with invitational hands is that you can distinguish between hands with a five-card major and hands with a six-card or longer major suit. Let's see how that works.

"Change the North hand.
"In spades: take away a low card.
"In clubs: add a low card.

NORTH
♠ Q J x x x
♥ 10 x x
♦ x x
♣ A 10 x

NORTH	SOUTH
	1NT
2♥	2♠
2NT	3♠/4♠
Pass	

SOUTH
♠ K x x
♥ J x
♦ A Q x x
♣ K Q J x

"**How would the auction start?** (1NT–2♥–2♠.) South would open 1NT and North would bid 2♥ to transfer to spades.

"**After South accepts the transfer, how do you think North shows an invitational-strength hand with only a five-card spade suit?** (2NT.) A bid of 2NT at this point describes the hand perfectly. It's as though North had raised from 1NT to 2NT — inviting game — but took time out along the way to show a spade suit.

"**Opener now has a number of options. What do you think they are?** (Pass, 3♠, 3NT, 4♠.) With a minimum hand and only two spades, South may pass 2NT. With a minimum hand and three or more spades, South may return to 3♠. With a maximum hand, South may continue to 3NT with only a doubleton spade or jump to 4♠ with three-card support or more.

"**What would South bid?** (3♠/4♠.) It's close between 3♠ and 4♠. Neither is right nor wrong. 4♠ is a reasonable contract. The defenders have a spade trick and two heart tricks off the top. Making game will probably depend on the location of the ♦K. Do you want to be there? It depends how aggressive you are — and perhaps the type of scoring. At duplicate scoring, you tend to be a little more conservative. You'll probably get a reasonable score if you stop in partscore and make an overtrick. You'll get an excellent score if you stop and game doesn't make. In a team game, you tend to be more aggressive when bidding games. There's more to gain than to lose by bidding close games.

"Notice one of the advantages of Jacoby transfer*s* on these hands. South will be declarer. That will make it more difficult for the defenders to get a diamond trick, even if West holds the ♦K. West might lead a diamond, or East might not get the lead in time to lead a diamond. Declarer may be able to discard one of North's diamonds on a club winner.

"Try another example.

"Change the North hand.
"In spades: take away the queen and a low card.
"In hearts: add the king and a low card.

"Change the South hand.
"In spades: add the queen.
"In clubs: take away the king.

NORTH
♠ J x x
♥ K 10 x x x
♦ x x
♣ A 10 x

NORTH	SOUTH
	1NT
2♦	2♥
2NT	Pass

SOUTH
♠ K Q x x
♥ J x
♦ A Q x x
♣ Q J x

"**South is the dealer. How would the auction go now when using transfer bids?** (1NT–2♦–2♥–2NT–Pass.) With 15 high-card points, South would open 1NT. North would bid 2♦ asking South to transfer to hearts. South would accept the transfer by bidding 2♥. North now shows an invitational-strength hand with specifically five hearts by bidding 2NT. With a minimum for the 1NT bid and only a doubleton heart, South would reject the invitation by passing. The partnership would rest in 2NT, and that looks like a good contract.

"Change the South hand slightly.
"In hearts: take away a low card and add the queen.

NORTH
♠ J x x
♥ K 10 x x x
♦ x x
♣ A 10 x

NORTH	SOUTH
	1NT
2♦	2♥
2NT	3NT
Pass	

SOUTH
♠ K Q x x
♥ Q J
♦ A Q x x
♣ Q J x

"Now South has a maximum hand. Again, South is the dealer.

"**How would the auction go?** (1NT–2♦–2♥–2NT–3NT.) The auction would start the same way, but after North's invitational 2NT bid, South would raise to 3NT. That looks like a good spot for North–South."

Summary

"Now you can fill in the second column on your chart (see page 88). With a hand of invitational strength — 8 or 9 points — and a six-card or longer major suit, responder transfers to the major and then raises to the three level. With an invitational hand and a five-card suit, responder transfers to the major suit and then bids 2NT.

"**Going back to the previous lesson, what does responder do with an invitational hand and a four-card major suit?** (2♣.) Responder uses the Stayman convention to look for a fit by asking opener to bid a four-card major suit. If a fit is found, responder raises to the three level. If a fit isn't found, responder bids 2NT. Notice how the Stayman convention and Jacoby transfer*s* work together and have some similar-sounding sequences.

"Finally, with no interest in a major suit, responder simply raises to 2NT. That's the standard way to invite opener to game."

Bidding Game in a Major Suit

Introduction

"Now you have to complete the final column in your chart. Let's see how responder gets the partnership to game using Jacoby transfer*s*. Responder generally wants to get the partnership to game when holding 10 or more points."

Instructions

"Change the North hand.
"In spades: take away the jack.
"In hearts: add a low card.
"In clubs: take away a low card and add the king.

"Change the South hand.
"In spades: take away the queen.
"In hearts: add a low card.

NORTH
♠ x x
♥ K 10 x x x x
♦ x x
♣ A K 10

NORTH	SOUTH
	1NT
2♦	2♥
4♥	Pass

SOUTH
♠ K x x
♥ Q J x
♦ A Q x x
♣ Q J x

"**Playing transfer bids, how would the auction go, starting with South?** (1NT–2♦–2♥–4♥.**)** With 15 points, South would open 1NT. Holding 10 high-card points plus 2 points for the six-card suit, North knows the partnership has enough combined strength for game. North also knows the partnership has at least an eight-card heart fit, so the partnership belongs in game in hearts. North starts by bidding 2♦ to transfer to hearts. South accepts the transfer, and North now takes the partnership right to the game level. North–South reach a contract of 4♥, played from the South side of the table.

"In standard bidding, North would simply have jumped to 4♥ directly over the 1NT bid.

"**Is there any advantage to using the transfer bid on these hands?** (Yes.) The contract is played by the stronger hand, and South might get a favorable lead. West is on lead. If West leads either a spade or a diamond, the chances of making the contract improve dramatically. If North were declarer and East were on lead, a spade or a diamond lead would be uncomfortable."

Some students might want to know whether they could bid 4♥ anyway, without going through the transfer bid. Let them know that's fine. North would get to play the contract. The only issue is whether it's better to play the hand from the North or South side of the table. Since it is usually better to have the 1NT opener declaring the hand, suggest that they always go through the transfer process. For the more experienced students, you might want to suggest that there are other conventions that

are sometimes used in this situation. You can refer them to the section on Texas transfers in the Appendix of the student text.

"So, with a six-card or longer major suit, responder transfers and then jumps to game in the major suit. Let's see how responder handles a five-card major suit with enough strength for game.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1NT	♠ K x x
♥ K 10 x x x	2♦	2♥	♥ Q J x
♦ x x	3NT	4♥	♦ A Q x x
♣ A K 10 x	Pass		♣ Q J x

"The auction would begin the same way. South is the dealer and opens 1NT. North responds 2♦ and South accepts the transfer by bidding 2♥.

"**Now what does North bid?** (3NT/3♣.) North jumps to 3NT. This tells opener that North wants to be at the game level but also has a five-card heart suit. South can choose between 3NT and 4♥. This is similar to the standard approach in which South would open 1NT and North would jump to 3♥, asking South to choose between 3NT and 4♥.

"**On the actual hand, what would South bid over 3NT?** (4♥.) With three-card support for partner's suit, South should put the partnership in its eight-card major-suit fit. South could choose to pass 3NT, but that would be a matter of judgment — choosing not to play in the major-suit fit. South might be right, but on these two hands, 4♥ is probably a better contract.

"Instead of jumping to 3NT, North could show the second suit by bidding 3♣. A new suit by responder after the transfer bid is forcing. It is usually done with a more distributional hand, however, or a hand in which responder is interested in slam. If one of North's low spades or diamonds were a low club, a bid of 3♣ would be more appropriate. You don't really want to suggest a club contract with this particular hand. The choice is really between 3NT and 4♥.

"Change the South hand.
"In spades: add the queen.
"In hearts: take away the jack.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1NT	♠ K Q x x
♥ K 10 x x x	2♦	2♥	♥ Q x
♦ x x	3NT	Pass	♦ A Q x x
♣ A K 10 x			♣ Q J x

"**Now how would the auction go with South as the dealer?** (1NT–2♦–2♥–3NT–Pass.) South opens 1NT and North responds 2♦ to transfer to hearts. After South bids 2♥, North jumps to 3NT, giving South a choice between 3NT and 4♥. With only two hearts, South would pass and play in 3NT.

"Change the North hand.
"In spades: add a low card.
"In hearts: take away a low card.

NORTH
♠ x x x
♥ K 10 x x
♦ x x
♣ A K 10 x

NORTH	SOUTH
	1NT
2♣	2♠
3NT	Pass

SOUTH
♠ K Q x x
♥ Q x
♦ A Q x x
♣ Q J x

"**Now how would the auction go with South as the dealer?** (1NT–2♣–2♠–3NT–Pass.) With a four-card major suit, North would use the Stayman convention rather than the Jacoby transfer bid. When South shows the four-card spade suit, North puts the partnership in game in notrump. North knows there's no heart fit, since South shows major suits up the line."

Summary

"Now you can fill in the last column on your chart (see page 88). With a game-going hand of 10 or more points and a six-card or longer major suit, responder transfers to the major and then jumps to game in the major suit. With exactly five cards in the major suit, responder transfers to the major and then jumps to 3NT, giving opener a choice. With a four-card major suit, responder uses the Stayman convention to look for a fit. And, with no interest in a major suit, responder simply takes the partnership to game in notrump.

"That's a little bit of oversimplification, since we haven't allowed for slam bidding, but it gives you the general idea. We'll look at an example of bidding a slam after using transfers in a moment … and there will be more about slams in another lesson."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Using Jacoby Transfer Bids

Partner opens 1NT. What do you respond with each of the following hands? What do you plan to do next?

1) ♠ 4
♥ J 10 8 7 5 3
♦ Q 8 3 2
♣ 9 8

_____

2) ♠ K J 9 6 5 4
♥ 8 3
♦ K 6
♣ 7 4 2

_____

3) ♠ A K
♥ 10 9 7 6 5 2
♦ K 7 6
♣ 5 4

_____

4) ♠ Q J 6 4 2
♥ Q 8 3
♦ 8 4 2
♣ K 6

_____

5) ♠ K Q 6
♥ A 10 8 5 2
♦ 10 3
♣ Q 4 3

_____

6) ♠ K Q J 8 2
♥ —
♦ A Q 9 7 4
♣ 10 8 3

_____

Exercise One *Answer* — Using Jacoby Transfer Bids

1) 2♦ (transfer). Pass partner's 2♥ bid.
2) 2♥ (transfer). Raise to 3♠, invitational.
3) 2♦ (transfer). Raise to 4♥.
4) 2♥ (transfer). Bid 2NT, invitational.
5) 2♦ (transfer). Jump to 3NT.
6) 2♥ (transfer). Bid 3♦ (forcing) to show the second suit.

Opener's Rebid after the Transfer

Introduction

"When South opens 1NT, it's up to North, the responder, to act as captain and steer the partnership toward the best contract. Most of opener's rebids are automatic. Opener usually answers the questions posed by responder. On occasion, however, opener may use some judgment."

Instructions

"Change the North hand.
"In hearts: add two low cards.
"In clubs: take away the ace and the king.

"Change the South hand.
"In hearts: take away the queen and add a low card.
"In clubs: take away the jack and add the ace.

NORTH
♠ x x x
♥ K 10 x x x x
♦ x x
♣ 10 x

NORTH	SOUTH
	1NT
2♦	2♥
Pass	

SOUTH
♠ K Q x x
♥ x x
♦ A Q x x
♣ A Q x

"Focus on the South hand.

"**What would be the opening bid?** (1NT.) 17 points and a balanced hand — a top-of-the-line 1NT opening bid.

"**West passes, and North bids 2♦. East passes, and what do you bid?** (2♥.) North's transfer bid is a request that you bid 2♥. It doesn't ask for your opinion. Even though you don't like hearts, you should accept the transfer. You don't know what North's hand is like. On this deal, North will pass 2♥, and that's the best contract for your side. If you were to bid 2♠ or 2NT instead of accepting the transfer, you'd probably get the partnership too high.

"Of course, partner might ask your opinion after you've accepted the transfer. If partner were to rebid 2NT, for example, you'd accept the invitation and raise to 3NT, since you don't like hearts. If partner were to jump to 3NT, you'd choose to pass rather than play game in hearts. So you may get some voice later in the auction.

"Change the North hand.
"In spades: add the ace, the jack and a low card.
"In hearts: take away the king and two low cards.

NORTH
♠ A J x x x x
♥ 10 x x
♦ x x
♣ 10 x

NORTH	SOUTH
	1NT
2♥	3♠
4♠	Pass

SOUTH
♠ K Q x x
♥ x x
♦ A Q x x
♣ A Q x

"You open 1NT, but this time partner responds 2♥, a transfer to spades. This is much more to your liking. You could simply accept the transfer by bidding 2♠, but with a maximum hand and an excellent fit, you do have a little leeway. Instead of bidding 2♠, you may jump to 3♠. This is called a super acceptance of the transfer. You're telling partner that the transfer bid has struck gold.

"Now look at the hand from North's point of view. North has 5 high-card points plus 2 points for the six-card suit. With only 7 points, North was planning to sign off by passing 2♠. When South shows a maximum hand and excellent support for spades, North may reconsider. North might decide to stretch to the 4♠ game. On the combined hands, that's a good contract. It won't make all of the time, but if either the diamond finesse or the club finesse works, you'll come to ten tricks. Besides, South is playing the hand, and West might lead a diamond or a club. Now it should be easy.

"Of course, North might have a much weaker hand. If North's ♠A were a low spade, North would pass the super acceptance. North would be wishing that South had peacefully accepted the transfer by bidding 2♠. Still, 3♠ is likely to be a reasonable contract, even when North has a very weak hand."

Summary

"Opener does have some leeway over the transfer bid. With a maximum hand and excellent support — usually four-card support — opener may super accept the transfer by jumping a level. With a minimum hand or poor support, opener should accept the transfer at the lowest possible level."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Opener's Response to a Jacoby Transfer

You are North and open 1NT with the following hand:

♠ K 6
♥ K Q 8 2
♦ A J 9 3
♣ K J 4

What is your rebid in each of the following auctions?

1)

WEST	**NORTH**	EAST	SOUTH
	1NT	Pass	2♥
Pass	? _____		

2)

WEST	**NORTH**	EAST	SOUTH
	1NT	Pass	2♦
Pass	? _____		

3)

WEST	**NORTH**	EAST	SOUTH
	1NT	Pass	2♥
Pass	2♠	Pass	3NT
Pass	? _____		

4)

WEST	**NORTH**	EAST	SOUTH
	1NT	Pass	2♥
Pass	2♠	Pass	2NT
Pass	? _____		

Exercise Two Answer— Opener's Response to a Jacoby Transfer

1) 2♠. Accept the transfer.
2) 3♥. With a maximum and four-card support, super accept the transfer.
3) Pass. Partner is showing a game-going hand with a five-card spade suit, asking you to choose between 3NT and 4♠.
4) 3NT. Partner has shown an invitational hand with five spades; accept in notrump with a maximum but no spade fit.

The Subsequent Auction

Introduction

"Now that you're familiar with the idea of Jacoby transfers, let's walk through a couple of examples that expand the concept."

Instructions

"Change the North hand.
"In spades: take away a low card.
"In hearts: add the ace and the jack.
"In diamonds: take away a low card.

"Change the South hand.
"In spades: take away the king and the queen.
"In hearts: add the king and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A J x x x		1NT	♠ x x
♥ A J 10 x x	2♥	2♠	♥ K x x x
♦ x	3♥	4♥	♦ A Q x x
♣ 10 x	Pass		♣ A Q x

"**How would the auction proceed with South as the dealer?** (1NT–2♥–2♠–3♥–4♥.) After South's 1NT opening bid, North wants to show both major suits and have South choose. North starts with 2♥, transferring to spades. When South accepts the transfer, North shows the second suit by bidding 3♥. It may sound to South as though North forgot about transfer bids and really has a long heart suit, but 3♥ is a forcing bid in this sequence, showing at least five spades and five hearts. With five spades and four hearts, North would start with the Stayman convention to look for a fit. South prefers hearts to spades and puts the partnership in game in the appropriate suit.

"Change the North hand.
"In spades: add the king and the queen.
"In hearts: take away the ace, the ten and two low cards.
"In diamonds: add a low card.
"In clubs: add the king.

NORTH	NORTH	SOUTH	SOUTH
♠ A K Q J x x x		1NT	♠ x x
♥ J	2♥	2♠	♥ K x x x
♦ x x	6♠	Pass	♦ A Q x x
♣ K 10 x			♣ A Q x

"**How might the auction go, starting with South?** (1NT–2♥–2♠–6♠.) With a hand worth 17 points, North should consider a slam opposite partner's 1NT opening. North starts by transferring to spades. The simple approach is to then bid the slam, hoping for the best. If the partnership has more scientific methods available, North might want to use them."

For the more experienced players, you might suggest that leaping to slam might be the best bid with this hand unless the partnership knows exactly what it is doing. Technically, 4NT in this sequence would be quantitative, not Blackwood. 4♣ would be Gerber, asking for aces, but that's not a perfect bid holding a doubleton diamond. Experienced partnerships might try 3♣ with the North hand after transferring. That's a forcing bid, and they might hope to get into a cuebidding sequence with South.

Point out that it is better to play 6♠ from the South hand. If North is declarer, a diamond lead would force declarer to stake everything on the diamond finesse. From South's side, declarer will have extra chances. Either a heart lead or a diamond lead will make the contract easy. On a club or a spade lead, South will have two chances: leading toward the ♥K and falling back on the diamond finesse, if that fails. This line of play also makes 6♠ a better contract than 6NT. On a club or spade lead, South will have to guess which finesse to take.

Summary

"Transfer bids cover a lot of ground — from showing two-suited hands to getting to slam. Once you understand the basics, you'll find that there are many advantages to this convention."

➥ "Let's do Exercise 3 in the student text to review what we have just discussed."

Exercise Three — The Subsequent Auction

As North, you open 1NT with the following hand:

♠ A Q 6 3
♥ K Q J 5
♦ Q 6 5
♣ J 4

What is your next bid in each of the following auctions?

1)

WEST	**NORTH**	EAST	SOUTH
1NT	PASS	2♠	
PASS	? _____		

2)

WEST	**NORTH**	EAST	SOUTH
1NT	PASS	2♠	
PASS	3♣	PASS	3♦
PASS	? _____		

3)

WEST	**NORTH**	EAST	SOUTH
	1NT	PASS	3♣
PASS	? _____		

4)

WEST	**NORTH**	EAST	SOUTH
	1NT	PASS	2♣
PASS	2♥	PASS	3NT
PASS	? _____		

5)

WEST	**NORTH**	EAST	SOUTH
	1NT	PASS	2♣
PASS	2♥	PASS	3♣
PASS	? _____		

Exercise Three *Answer* —The Subsequent Auction

1) 3♣. Accept the transfer.

2) Pass. Partner is showing a weak hand with a long diamond suit.

3) Pass. Partner is showing an invitational hand with a long club suit; with a minimum-strength hand, decline the invitation and settle for partscore in clubs.

4) 4♠. Partner has a game-going hand with a four-card spade suit; play game in the major-suit fit.

5) 3NT. Partner is showing a hand with a club suit and slam interest; with no fit and a minimum-strength hand, show no interest in slam by rebidding 3NT.

Signing Off in a Minor Suit

Introduction

"Now that you've looked at how to handle the major suits, it's time to look at the minor suits. After all, you've had to give up the natural sign-off bid of 2♦. That's now a transfer to hearts. What do you bid when you really want to play a partscore in diamonds?"

Instructions

"**Although the major suit transfer bids have used up the responses of 2♦ and 2♥, what response is now available?** (2♠.) Since responder bids 2♥ to show a spade suit, the response of 2♠ is now available for another purpose. One popular approach is to use this bid to help you sign off in a minor suit. You'll have to sign off at the three level rather than the two level, but that's the compromise you have to make for the advantages of using the Stayman convention and Jacoby transfer*s*.

"It works like this. A response of 2♠ asks opener to bid 3♣. Responder can now pass with a long club suit and a weak hand, or responder can correct to 3♦ with a long diamond suit and a weak hand. Let's see an example.

"Change the North hand.
"In spades: take away the ace, the king, the queen and the jack.
"In clubs: add four low cards.

"Change the South hand.
"In spades: add the ace and a low card.
"In diamonds: take away a low card.
"In clubs: take away the ace.

NORTH
♠ x x x
♥ J
♦ x x
♣ K 10 x x x x x

NORTH	SOUTH
	1NT
2♠	3♣
Pass	

SOUTH
♠ A x x x
♥ K x x x
♦ A Q x
♣ Q x

"**What would South open?** (1NT.) With 15 points and a balanced hand, South starts with 1NT. **After West passes, what would North bid?** (2♠.) North bids 2♠, asking South to bid 3♣. It's similar to transfer bids in the major suits.

"**So what does South bid? (3♣.)** South dutifully does what North has asked and bids 3♣. North hasn't asked whether South likes clubs.

"**Now what happens?** (North passes.) The partnership has arrived at its best spot. A contract of 1NT by South is unlikely to fare well. Expect the defenders to hold up the ♣A until the second round of the suit, so South

will only get one club trick. South will be lucky to take four or five tricks. A 3♣ contract has some chance of success. If the clubs lie favorably and the diamond finesse works, the contract should make. It might be made without the help of the diamond finesse, if South gets a trick with the ♥K.

"Change the North hand.
"In diamonds: add four low cards.
"In clubs: take away the king and three low cards.

NORTH
♠ x x x
♥ J
♦ x x x x x x
♣ 10 x x

NORTH	SOUTH
	1NT
2♠	3♣
3♦	Pass

SOUTH
♠ A x x x
♥ K x x x
♦ A Q x
♣ Q x

"**South opens 1NT and West passes. What does North bid?** (2♠.) North might not want to do much at this point with such a meager collection of cards. Nonetheless, it's North's responsibility to put the partnership in the best partscore. North's hand is unlikely to take any tricks in a notrump contract, but it can probably take a few with diamonds as trumps. North would like to sign off in 2♦, but that's not possible using transfer bids. In fact, North needs to be careful not to bid 2♦ with this hand. Instead, North bids 2♠, asking opener to bid 3♣.

"After South bids 3♣, what does North bid? (3♦.) North bids 3♦ as a sign-off bid, showing long diamonds and a weak hand.

"**What does South bid?** (Pass.) South is expected to pass. North hasn't asked South's opinion on the contract.

"The final contract isn't perfect. North will probably be defeated a couple of tricks in 3♦. Still, a contract of 1NT is probably worse. It's more likely that East–West can make 3NT than that South can make 1NT. North has done the best that can be done for the partnership. It's a judgment call. With one fewer diamond and one more heart, North should leave partner in 1NT rather than venture to the three level.

"Using 2♠ to sign off in either minor suit isn't the only method available to handle minor suits.

"**Can anyone see a disadvantage to this approach?** (Diamonds are played by the weaker hand.) If responder has clubs, opener will play the contract. If responder has diamonds, the strong hand will be on the table as dummy. Another popular approach is to use 2♠ as a transfer to clubs and 2NT as a transfer to diamonds. That gets around this problem and has some other advantages as well. Opener has a little more room available and can show a good fit and a maximum hand by making the cheapest available bid, rather than accepting the transfer. This is like a super acceptance over a major-suit transfer. There's a disadvantage to this method. You give up 2NT as an invitational raise. There are ways around this, but you'll need to read the section on four-suit transfers in the Appendix of the student text if you and your partner want to try this out."

Summary

"After an opening bid of 1NT, a response of 2♠ can be used to sign off in a minor suit, if the partnership is using Jacoby transfer bids. The 2♠ response asks opener to bid 3♣. Responder then passes with clubs or corrects to 3♦ when holding diamonds. Opener is expected to pass the 3♦ bid."

➥ "Let's do Exercise 4 in the student text to review what we have just discussed."

Exercise Four — Responding with Minor Suits

Partner opens 1NT. What do you respond with each of the following hands? What do you plan to do next?

1) ♠ 9 4 3
♥ 8
♦ 8 6 3
♣ Q 10 8 7 6 4

_____

2) ♠ 6
♥ Q 9 5
♦ J 9 8 6 5 4 2
♣ J 5

_____

3) ♠ 3 2
♥ 8 5 4
♦ J 7 6
♣ K 10 8 6 4

_____

4) ♠ 9 4 2
♥ K 8
♦ K J 10 8 6 3
♣ 8 4

_____

5) ♠ 7 4 2
♥ K Q
♦ A Q J 9 7 3
♣ 10 8

_____

6) ♠ A 4
♥ 6 4
♦ K Q 7
♣ K Q J 10 8 3

_____

Exercise Four Answer — Responding with Minor Suits

1) 2♠ (extended Jacoby transfer). Pass partner's 3♣ bid.

2) 2♠ (extended Jacoby transfer). Bid 3♦ as a sign-off bid in diamonds.

3) Pass. Since you can't sign off at the two level in clubs, the choice is between playing partscore in 1NT or transferring to 3♣; it should be easier to take seven tricks in 1NT than nine tricks in 3♣.

4) 3♦ (invitational). With 7 HCPs plus 2 points for the six-card suit, make an invitational bid of 3♦; partner can pass to play a partscore in diamonds, or accept and play game in notrump (or diamonds).

5) 3NT. With enough strength for game but not enough for slam, bid game in notrump; it should be easier to take nine tricks than 11.

6) 2♣ (Stayman). Rebid 3♣ (forcing) after hearing partner's response to show slam interest.

When the Opponents Interfere

Introduction

"When your partnership agrees to use transfer bids, it's important to know what your bids mean if the opponents interfere. For example, suppose you open 1NT and the next player overcalls 2♦. If your partner now bids 2♥, does that show hearts or is it a transfer to spades? You can see how you might run into difficulty if you don't have a firm agreement.

"The standard agreement is to continue to use transfer bids over 1NT if the opponent doubles, since no bidding room has been used. If an opponent overcalls, however, you have to abandon transfer bids, because there is no longer sufficient room to do everything. Let's see how that works."

Instructions

"Change the North hand.
"In hearts: add the queen and three low cards.
"In diamonds: take away four low cards.
"In clubs: take away two low cards and add the king and the jack.

"Change the South hand.
"In hearts: take away a low card.
"In diamonds: take away the queen.
"In clubs: take away the queen and add the ace and two low cards.

NORTH
♠ x x x
♥ Q J x x x
♦ x x
♣ K J 10

WEST	NORTH	EAST	SOUTH
			1NT
2♦	2♥	Pass	Pass
Pass			

SOUTH
♠ A x x x
♥ K x x
♦ A x
♣ A x x x

"**What would South open the bidding?** (1NT.) **After South opens 1NT, what would North plan to bid?** (Transfer to hearts, then bid 2NT.) With 7 high-card points plus 1 for the five-card suit, North might plan an invitational sequence. North could bid 2♦ to transfer to hearts and then bid 2NT to invite game.

"**Suppose, however, that West overcalls 2♦. Now what?** (2♥.) North can no longer bid 2♦ to transfer to hearts. *Transfers are off after an overcall*. Instead, North bids a natural 2♥. This is invitational, since North could pass with a weak hand. With a minimum hand, South is happy to stop in partscore.

"You can see why transfers are off after an overcall. If 2♥ were a transfer to spades, North would have no way to show the heart suit at a low level. If West had doubled instead of overcalling, North could still bid 2♦ as a transfer to hearts. No room has been taken up by the double.

"Give North a stronger hand.

"In spades: take away a low card and add the king.

NORTH
♠ K x x
♥ Q J x x x
♦ x x
♣ K J 10

WEST	NORTH	EAST	SOUTH
			1NT
2♦	3♥	Pass	4♥
Pass	Pass	Pass	

SOUTH
♠ A x x x
♥ K x x
♦ A x
♣ A x x x

"**If South opens 1NT and West overcalls 2♦, what does North bid?** (3♥.) Transfers are off, so North has to fall back on standard methods. A jump to 3♥ shows a five-card suit and asks South to choose between 3NT and 4♥.

"**What will South choose?** (4♥.) With three-card support for hearts, South will raise to game. Without transfer bids available, the contract would be played from the North hand.

"Change the North hand.
"In spades: take away a low card.
"In hearts: add a low card.

NORTH
♠ K x
♥ Q J x x x x
♦ x x
♣ K J 10

WEST	NORTH	EAST	SOUTH
			1NT
2♦	4♥	Pass	Pass
Pass			

SOUTH
♠ A x x x
♥ K x x
♦ A x
♣ A x x x

"**Now what would North bid if South opens 1NT and West overcalls 2♦?** With a six-card major suit, North will jump right to game."

Summary

"If an opponent overcalls directly over the 1NT bid, revert to standard bidding. Jacoby transfers no longer apply. If the opponent doubles, however, transfers can still be used."

With a more experienced group, you can suggest that they look at the lebensohl convention in the Appendix of the student text for a more complex method of handling the auction after interference. Texas transfers are also discussed in the Appendix of the student text.

➥ "Let's do Exercise 5 in the student text to review what we have just discussed."

Exercise Five — Handling Interference

Partner opens 1NT, and the opponent on your right overcalls 2♥. What call do you make with each of these hands?

1) ♠ 8 4 2
♥ J 7
♦ Q 8 6 4 3
♣ 10 5 3

_____

2) ♠ K J 7 6 5
♥ 8 2
♦ Q 9 6 4
♣ J 8

_____

3) ♠ A Q J 8 3
♥ 5
♦ 10 8 5
♣ K J 9 6

_____

4) ♠ Q J 8 7 4 2
♥ 10 3
♦ A K 6
♣ 9 5

_____

5) ♠ A J 7 4
♥ 9 2
♦ A Q 6 5
♣ 7 4 2

_____

6) ♠ 9 7 3
♥ J 4
♦ Q 8 2
♣ K Q 7 6 3

_____

Exercise Five *Answer* — Handling Interference

1) Pass. With a weak hand, it's best to defend 2♥ and hope to defeat the contract.

2) 2♠, natural and invitational, showing a five-card or longer suit. Jacoby transfers no longer apply after an overcall; with a weak hand, you would have passed.

3) 3♠, forcing, asking opener to choose between 3NT and 4♠. Jacoby transfers no longer apply after an overcall.

4) 4♠. You want to be in game in spades and can no longer use a Jacoby transfer.

5) 3♥. A cuebid of the opponent's suit replaces Stayman when there is interference.

6) 2NT. Make an invitational raise, as you would have done without the interference.

Responding to 2NT

Introduction

"If you use Jacoby transfers over 1NT, you usually agree to use them over a 2NT opening bid as well. After 2NT, a response of 3♦ is a transfer to hearts and a response of 3♥ is a transfer to spades."

Instructions

"Change the North hand.
"In spades: take away the king and add two low cards.
"In hearts: take away the queen and add a low card.
"In clubs: take away the king.

"Change the South hand.
"In spades: take away a low card and add the king.
"In hearts: take away a low card.
"In diamonds: add the queen.

NORTH
♠ x x x
♥ J x x x x x
♦ x x
♣ J 10

NORTH	SOUTH
	2NT
3♦	3♥
Pass	

SOUTH
♠ A K x x
♥ K x
♦ A Q x
♣ A x x x

"**What would South open?** (2NT.) A balanced hand with 20 high-card points falls within the range for an opening bid of 2NT, showing 20 or 21 points.

"**What would North bid?** (3♦.) With a long major suit and a weak hand, North would bid 3♦ to transfer to hearts.

"**After South bids 3♥, what would North bid?** (Pass.) 3♥ should be high enough. North should pass and play partscore in the eight-card fit.

"Change the North hand.
"In hearts: take away two low cards and add the queen.
"In diamonds: add the king.

NORTH
♠ x x x
♥ Q J x x x
♦ K x x
♣ J 10

NORTH	SOUTH
	2NT
3♦	3♥
3NT	Pass

SOUTH
♠ A K x x
♥ K x
♦ A Q x
♣ A x x x

"Take a moment to discuss with the others at your table how you think the auction should proceed.

"**How would the auction continue after South opens 2NT?** (2NT–3♦–3♥–3NT–Pass.) North would bid 3♥ to transfer opener to hearts. After South accepts the transfer, North bids 3NT. This gives South the choice of playing in 3NT or 4♥. With only a doubleton heart, South would choose to play in 3NT.

"Change the North hand.
"In hearts: add a low card.
"In clubs: take away the jack.

NORTH
♠ x x x
♥ Q J x x x x
♦ K x x
♣ 10

NORTH	SOUTH
	2NT
3♦	3♥
4♥	Pass

SOUTH
♠ A K x x
♥ K x
♦ A Q x
♣ A x x x

"**What would happen after South opens 2NT?** (2NT–3♦–3♥–4♥.) With a six-card suit and enough strength to put the partnership in game, North would transfer to the major suit and then raise to the game level."

Summary

"Jacoby transfer*s* for the major suits can be used over an opening bid of 2NT as well as an opening bid of 1NT. The transfer to a minor suit usually is not used over 2NT, since you would be at the four level. Better to pass 2NT or take a chance on 3NT.

"You also can use transfer bids after an opening bid of 3NT. 4♦ would be a transfer to 4♥, and 4♥ would be a transfer to 4♠. You might want to check with partner beforehand, however. Not everyone plays transfer bids over a 3NT opening bid."

With a more experienced group, you can point out that Jacoby transfer bids are used also after a strong 2♣ opening, a 2♦ response and a 2NT or 3NT rebid.

➥ "Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Responding to 2NT

Partner opens the bidding 2NT (20 or 21). What do you respond with each of these hands? What's your plan?

1) ♠ 7 5
♥ 10 8 6 4 3 2
♦ 7 5 3
♣ 4 2

_____

2) ♠ Q J 8 6 5
♥ K 7 3
♦ 9 2
♣ 10 7 3

_____

3) ♠ J 10 4
♥ Q 10 7 6 5 2
♦ K 3
♣ 8 6

_____

4) ♠ K 10 7 5 2
♥ Q 8 6 3
♦ 9 5
♣ J 7

_____

5) ♠ J 8 3
♥ 6
♦ Q 9 7 6 4
♣ K 8 5 4

_____

6) ♠ K J 8
♥ Q 10 4
♦ K 7 6 5
♣ A J 2

_____

Exercise Six *Answer* — Responding to 2NT

1) 3♦ (transfer). Pass. Partner will play the partscore contract of 3♥.

2) 3♥ (transfer). Bid 3NT, giving opener the choice of 3NT or 4♠.

3) 3♦ (transfer). Raise to game, 4♥; opener will play the contract.

4) 3♣ (Stayman). If opener shows a four-card major, raise to game; if opener bids 3♦, you bid 3♠, showing the five-card suit and asking opener to choose between 3NT and 4♠. If you were to transfer to 3♠ right away, you would not have room to search for a fit in hearts.

5) 3NT. Settle for game in notrump, even with an unbalanced hand; there's no way to explore for a minor-suit fit using standard methods.

Other Responses to 1NT

Introduction

"If you use both Stayman and Jacoby transfers, then all responses at the two level have an assigned meaning: 2♣ is Stayman; 2♦ is a transfer to hearts; 2♥ is a transfer to spades; 2♠ is a transfer to 3♣; and 2NT is an invitational raise to game. In addition to these bids, most partnerships assign some special meanings to jumps to the three level in a suit.

"In the previous lesson, you saw how the Stayman convention could be used to show a strong hand with a five-card or longer minor suit. You start with 2♣ and then bid the minor at the three level after opener's rebid. Your bid of 3♣ or 3♦ is forcing. In this lesson, you've seen what to do with a weak hand and a long minor suit: respond 2♠ to transfer opener to 3♣, and then pass or correct to 3♦. What's missing is a way to show an invitational hand with a long minor suit. Many partnerships use an immediate jump to 3♣ or 3♦ to show that type of hand. Let's look at an example."

Instructions

"Change the North hand.
"In hearts: take away the queen and four low cards.
"In clubs: add the king and four low cards.

"Change the South hand.
"In spades: take away the king and add a low card.
"In hearts: add two low cards.
"In clubs: take away the ace and two low cards and add the queen.

NORTH
♠ x x x
♥ J
♦ K x x
♣ K 10 x x x x

NORTH	SOUTH
	1NT
3♣	Pass

SOUTH
♠ A x x x
♥ K x x x
♦ A Q x
♣ Q x

"South opens 1NT and North has to decide what to respond. North has 7 high-card points plus 2 points for the six-card suit. That's enough to invite opener to game. A raise to 2NT isn't very descriptive, and if opener passes, the partnership may be in the wrong partscore. This is the type of hand that some players would have for a jump to 3♣, showing a six-card suit and inviting opener to bid game.

"**What would South bid if North bids 3♣?** (Pass.) With a minimum hand for the 1NT opening bid, South would pass. The partnership would rest in the reasonable partscore of 3♣.

"Change the North hand.
"In diamonds: add three low cards.
"In clubs: take away three low cards.

"Change the South hand.
"In clubs: take away the queen and add the ace.

NORTH
♠ x x x
♥ J
♦ K x x x x x
♣ K 10 x

NORTH	SOUTH
	1NT
3♦	3NT
Pass	

SOUTH
♠ A x x x
♥ K x x x
♦ A Q x
♣ A x

"Take a moment to discuss with the others at your table how you think the auction should go with these hands.

"Over South's 1NT, North makes an invitational jump to 3♦. With a maximum hand and a nice fit for diamonds, South accepts the invitation by bidding 3NT. The partnership should take at least nine tricks.

"If you use a jump to 3♣ or 3♦ as an invitational hand with a long minor suit, what about jumps to 3♥ or 3♠? There's no need to use these bids as invitational in the major suit. You can handle sign-off bids, invitational bids and game-going bids in a major by using Jacoby transfers.

"**What's left?** (Slams.) A common meaning assigned to the jump to 3♥ or 3♠ is to show a hand with a six-card or longer major suit and interest in slam.

"Change the North hand.
"In spades: add the king, the queen and the jack.
"In diamonds: take away three low cards.
"In clubs: take away a low card and add the jack.

NORTH
♠ K Q J x x x
♥ J
♦ K x x
♣ K J 10

NORTH	SOUTH
	1NT
3♠	4♠
(4NT)	(5♠)
(6♠)	(Pass)

SOUTH
♠ A x x x
♥ K x x x
♦ A Q x
♣ A x

"North would be interested in a slam when South opens 1NT. North would jump to 3♠ to see how South feels about slam. With a maximum and a fit with partner's spades, South will be happy to cooperate in getting to slam. We're not going to discuss slam bidding here, but if South raises to 4♠, North can check for aces using the Blackwood convention and then bid 6♠. South might even take the initiative over 3♠ and get the partnership to the good slam contract."

Summary

"The partnership may agree to use a jump to 3♣ or 3♦ in response to 1NT as an invitational bid, showing a six-card or longer minor suit. A jump to 3♥ or 3♠ can be used to show a six-card or longer major suit and interest in slam."

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 2

Guidelines for Teachers: The deals in this lesson are designed to show the advantage of using transfer bids, but they do include some points of interest for the more experienced player. There are examples of: avoidance, combining chances and loser on a loser. Focus on the recommended auction, even though there may be questions from the students about entering the auction since none of the interference is clear-cut.

Bid and Play — Deal 1: A Classic Jacoby Transfer

Guidelines for Teachers: This first deal illustrates the use of the Jacoby Transfer following an opening 1NT bid to get the partnership to the right contract. Since Jacoby allows the hand to be played from the side with short trumps, this offers an opportunity for declarer to practice counting losers from dummy's perspective.

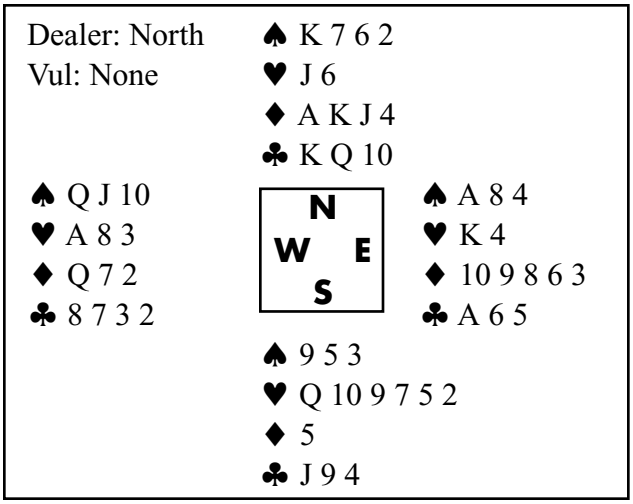
Introduction

"Let's bid a deal that demonstrates the use of the Jacoby Transfer bid to find the right contract following an opening 1NT bid."

Instructions

"North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #2, Deal 1 — Dealer, North)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	1NT	Pass	2♦
Pass	2♥	Pass	Pass
Pass			

"After North opens 1NT and East passes, South knows the partnership belongs in a partscore in hearts. Using the Jacoby transfer bid, South responds 2♦, asking opener to bid hearts. North accepts by rebidding 2♥. South now passes to leave the partnership in its best partscore contract."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards with 2♥ by North as the contract.

Suggested Opening Lead

"East is on lead. With nothing much to go on, East will most likely select the ♦10, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"One consequence of playing transfer bids is that the contract is played from the short side — the hand with the fewer trumps. In such situations, it's sometimes easier for declarer to count the losers from dummy's perspective. Looked at in this manner, there are three spade losers in the South hand, two heart losers and one club loser.

"North could hope that West has the ♠A and could plan to eliminate a loser by leading toward the ♠K. After a diamond lead from East, however, there's a much easier solution. Whether or not West plays the ♦Q, declarer will get three diamond tricks. Before playing trumps, declarer can discard two of South's spade losers on the extra diamond winners. Then it's safe to lead hearts. Declarer should finish with an overtrick, losing one spade, two hearts and one club.

"Notice that the 2♥ contract might be less successful if played from South's side of the table. West might lead the ♠Q, trapping North's ♠K. The defenders could take three spade tricks, two heart tricks and the ♣A to defeat the contract. The transfer bid makes quite a difference to the outcome."

Suggested Defense

"East–West will have difficulty defeating a 2♥ contract played from the North hand. The only winning defense is for East to find a heart lead! West can get a trick with the ♥A and then lead the ♠Q to trap North's ♠K. Defending this way, the defenders could get three spade tricks, two heart tricks and one club trick. From East's point of view, a heart lead is very unattractive, especially when North is known to hold most of the high cards. Without seeing all four hands, East probably will make the standard lead of a diamond.

"This hand illustrates one of the advantages of Jacoby transfer bids. The opening leader has to choose a lead that plays into the strong hand. This frequently costs the defense one or more tricks.

South does well to remove partner from the 1NT contract. After a diamond lead against 1NT, careful defense will restrict North to three diamond tricks and two club tricks. That's down two in a 1NT contract."

Bid and Play — Deal 2: Jacoby with a Game-Going Hand

Guidelines for Teachers: This second deal demonstrates the use of the Jacoby Transfer bid to make the strong hand the declarer. There is almost always an advantage in having the opening lead come into the strong hand. With East on lead, a heart would give the defenders an excellent chance to defeat the contract. There is also some opportunity for discussion of the hold-up play in a suit contract. Declarer can win the second club trick to make certain that East can't gain the lead for a heart shift.

Introduction

"Let's play another deal to see how the Jacoby Transfer bid helps the declaring side get to the right contract and make it."

Instructions

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #2, Deal 2 — Dealer, East)

Dealer: East Vul: N–S	♠ A K J 9 6 3 ♥ 8 4 2 ♦ J 9 ♣ 7 5	
♠ 8 4 ♥ A 9 3 ♦ K 5 2 ♣ Q J 10 6 2	N W E S	♠ 10 2 ♥ Q J 10 7 5 ♦ 8 7 4 ♣ K 8 4
	♠ Q 7 5 ♥ K 6 ♦ A Q 10 6 3 ♣ A 9 3	

Suggested Opening Lead

"Because of the use of the transfer bid, West is on lead and would make the standard opening lead of the ♣Q, top of a sequence."

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		Pass	1NT
Pass	2♥	Pass	2♠
Pass	4♠	Pass	Pass
Pass			

"After South opens 1NT, North uses the Jacoby transfer bid of 2♥ to request that partner bid spades. After South accepts the transfer, North has enough strength to put the partnership in a game contract. Knowing there is at least an eight-card spade fit, North raises to 4♠. The advantage of the transfer bid is that South is now the declarer and West will have to make the opening lead."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♠ by South.

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"Counting losers from dummy's perspective, South has three potential heart losers, a potential diamond loser and one club loser. South's plan should be to draw trumps and then take the diamond finesse. If East has the ♦K, South will avoid a diamond loser. Even if West has the ♦K, South can discard two of dummy's hearts on the established diamond winners and avoid losing two heart tricks — West can't lead hearts without giving declarer a trick with the ♥K.

"The only danger for declarer is if East can gain the lead. East could then lead a heart, trapping South's ♥K if West holds the ♥A. If declarer wins the first trick with the ♣A and the diamond finesse loses later, West can lead a club to East's ♣K, and East can lead a heart. To avoid this possibility, declarer should let West win the first trick with the ♣Q. Now there's no danger that East can ever gain the lead and trap South's ♥K. Of course, duplicate bridge players may be reluctant to give up a club trick to ensure the contract. If the diamond finesse is successful, they can discard all of dummy's hearts and make two overtricks. Even if the diamond finesse is unsuccessful, they still would be okay if East holds the ♥A or if the defense is less than accurate."

Suggested Defense

"Although East–West can't legitimately defeat a contract of 4♠ played by South if declarer is careful, they may get an opportunity. When West leads the ♣Q, East should play the ♣8 as an encouraging signal. If declarer wins the first trick with the ♣A, draws trumps and then takes the diamond finesse, West can win the ♦K and lead a club to East's ♣K. East can finish off a fine defense by leading the ♥Q to trap declarer's ♥K.

"If North–South aren't using transfer bids, East–West will have an excellent chance to defeat the contract. East would be on lead and could lead the ♥Q, giving the defenders the first two tricks. If they now switch to clubs, they can take a club trick after declarer loses the finesse to West's ♦K."

Bid and Play — Deal 3: Jacoby with an Invitational Hand

Guidelines for Teachers: On this third deal, responder initiates a Jacoby Transfer first to show at least a five-card heart suit and then describes the hand as invitational. Declarer has two chances to make the 4♥ contract and should play the hand to take advantage of both.

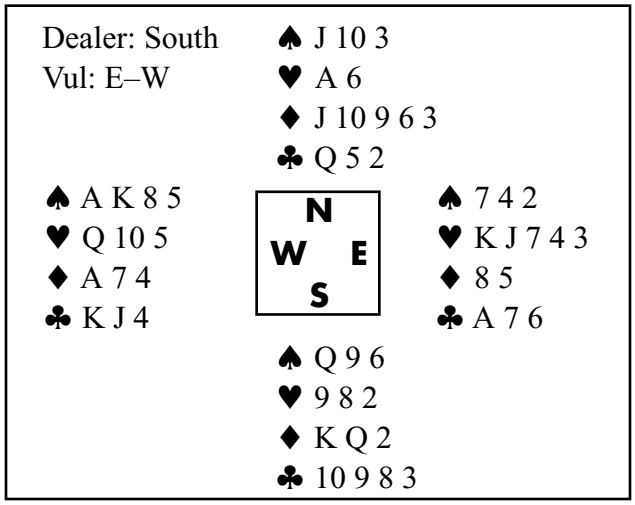
Introduction

"Let's play a deal that demonstrates how to use the Jacoby Transfer bid to show both a five-card major and an invitational hand. Let's see what happens."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #2, Deal 3 — Dealer, South)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			Pass
1NT	Pass	2♦	Pass
2♥	Pass	2NT	Pass
4♥	Pass	Pass	Pass

"With an invitational-strength hand and a five-card major suit, East transfers West to 2♥ and then bids 2NT. With a maximum-strength hand for the 1NT opening bid, West has enough to accept the invitation. With the knowledge that East has five hearts, West puts the partnership in game in the eight-card fit."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♥ by West.

Suggested Opening Lead

"North is on lead and would probably start with the ♦J, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"West has two spade losers, a heart loser, two diamond losers and a club loser. With only three spades and two diamonds in the dummy, West can probably restrict each of these suits to one loser. Since there's nothing that can be done about the heart loser, West will have to try to avoid losing a club trick. One choice is to take the club finesse — hoping South holds the ♣Q — but there's another option. If the missing spades are divided 3–3, one of dummy's clubs can be discarded on the established spade winner. West should organize the play to take advantage of both possibilities.

"After winning the ♦A, West should lead trumps to drive out the ♥A. On regaining the lead, West should plan to draw trumps and then play spades. When the spades divide 3–3, West no longer needs the club finesse."

Suggested Defense

"The defenders will establish a diamond trick with the opening lead and have a second sure trick with the ♥A. They will eventually get a spade trick, but that will be all unless declarer chooses to take the club finesse rather than establish the spade suit.

"If East–West reach 3NT, rather than 4♥, the defenders have an opportunity to defeat the contract. North will start with the ♦J, and South must be careful to play a high diamond on this trick to avoid blocking the suit. If South plays the two high diamonds early, North–South can get four diamond tricks to go along with the ♥A."

Bid and Play — Deal 4: Minor Suit Contracts and the Jacoby Transfer Bid

Guidelines for Teachers: On this fourth deal, responder uses transfers to get to a diamond partscore contract. In the play, declarer must address the losing hearts before tackling trumps in order to make the contract.

Introduction

"Let's play a deal that shows us how to use transfers after an opening 1NT bid to get to a partscore contract in diamonds. Let's see what happens."

Instructions

"West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #2, Deal 4 — Dealer, West)

Dealer: West Vul: Both	♠ K 8 4 2 ♥ 10 9 5 3 ♦ A 5 ♣ Q J 10	
♠ A Q J 10 ♥ A 8 6 ♦ J 9 ♣ A 8 5 3	N W E S	♠ 3 ♥ 7 4 2 ♦ Q 10 8 7 6 3 ♣ 9 6 4
	♠ 9 7 6 5 ♥ K Q J ♦ K 4 2 ♣ K 7 2	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
1NT	Pass	2♠	Pass
3♣	Pass	3♦	Pass
Pass	Pass		

"After West's opening 1NT bid, East has a hand for which the best contract is likely to be a partscore in diamonds. Since a 2♦ response would be a transfer to hearts, East starts by responding 2♠. This asks West to bid 3♣. East now bids 3♦, a sign-off bid, and West passes.

"If the partnership uses four-suit transfers, East would respond 2NT as a transfer to diamonds. Without a good fit for diamonds, West would simply accept the transfer by bidding 3♦, and the contract would be played by West instead of East."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 3♦ with East as declarer.

Suggested Opening Lead

"South is on lead and can start with the ♥K, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"After the opening lead, East has two immediate heart losers to go along with the two top trump losers. East also has two club losers. The best chance to make the contract is to use dummy's spades. After winning the ♥A, East should lead the ♠A and then the ♠Q. If North covers the ♠Q with the ♠K, East ruffs and can start to draw trumps, having established two spade winners in dummy on which to discard clubs. If the defenders switch to clubs before the high diamonds have been driven out, East will have to play the spade winners before leading any more trumps and attempt to discard two losers.

"If North doesn't play the ♠K when the ♠Q is led from dummy, East should discard a heart loser. Even if it turned out that South held the ♠K, East would still have eliminated a loser and established the remaining spade honors in dummy as winners. This type of play is called "discarding a loser on a loser" — if you lose the trick, you've eliminated a loser anyway, so nothing is lost."

Suggested Defense

"The lead of the ♥K establishes two winners for the defense. If declarer doesn't discard either of the losers before leading trumps, the defenders can take their heart winners and switch to clubs. Now it will be too late for declarer to establish any spade winners, before the defenders can regain the lead and take their club winners to defeat the contract.

"If West is left to play in 1NT, the defenders can defeat that contract. Declarer can develop three spade tricks to go along with the ♥A and ♣A, but that should be all. Even if declarer can establish an extra trick in the club suit, that's still one trick short."

Number of cards		Responder's point range	
in the major suit	**0 to 7 points**	**8 or 9 points**	**10+ points**
6 or more cards			
5 cards			
4 cards			
3 or fewer cards			

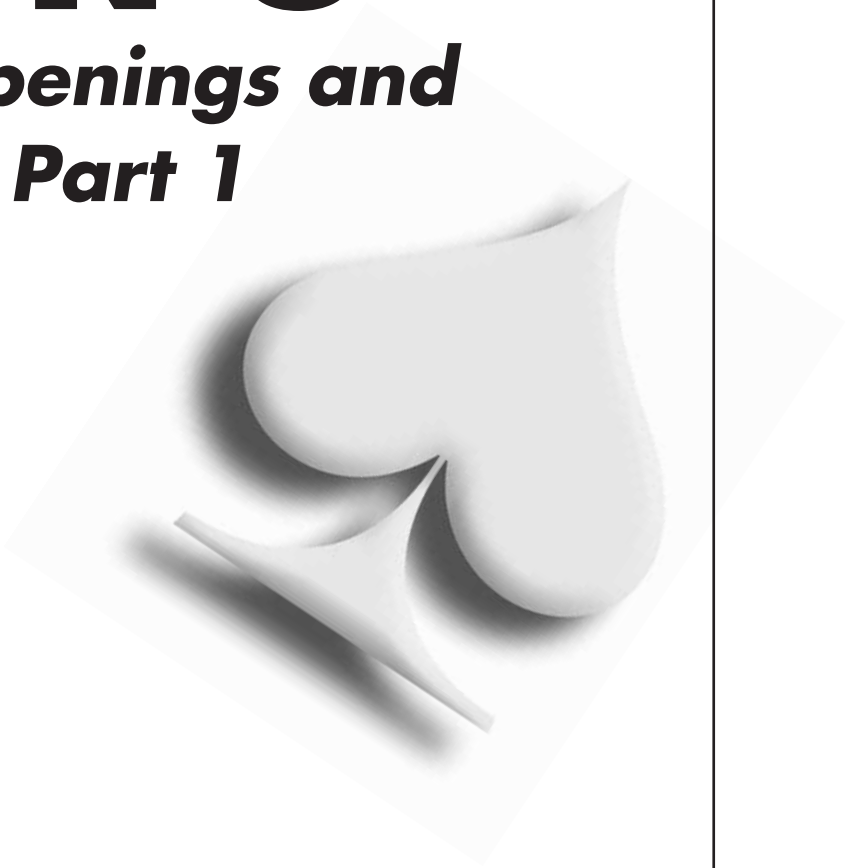
Number of cards		Responder's point range	
in the major suit	**0 to 7 points**	**8 or 9 points**	**10+ points**
6 or more cards	Transfer & pass		
5 cards	Transfer & pass		
4 cards	Pass		
3 or fewer cards	Pass		

Number of cards		Responder's point range	
in the major suit	**0 to 7 points**	**8 or 9 points**	**10+ points**
6 or more cards	Transfer & pass	Transfer & raise	
5 cards	Transfer & pass	Transfer & bid 2NT	
4 cards	Pass	2♣ (Stayman)	
3 or fewer cards	Pass	2NT	

Number of cards		Responder's point range	
in the major suit	**0 to 7 points**	**8 or 9 points**	**10+ points**
6 or more cards	Transfer & pass	Transfer & raise	Transfer & bid game
5 cards	Transfer & pass	Transfer & bid 2NT	Transfer & bid 3NT
4 cards	Pass	2♣ (Stayman)	2♣ (Stayman)
3 or fewer cards	Pass	2NT	3NT

LESSON 3

Major-Suit Openings and Responses — Part 1





General Concepts

General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

Major-Suit Openings and Responses — Part 1

The focus of this lesson is the Jacoby 2NT convention. The students should be familiar with: five-card major-suit opening bids and responses; valuing responder's hand using dummy points; making a single raise, a limit raise, a forcing raise and a preemptive raise using natural methods. In the textbook, the introductory sections in Chapter 3 review the concepts that the students should know prior to being introduced to Jacoby 2NT.

In addition to Jacoby 2NT, there is some material on using 2NT as a limit raise after a takeout double. This can be skipped if you are short of time. You can probably cover all of the material with most classes.

Bidding

The concept of using 2NT as a forcing raise is not too difficult. However, the subsequent auction is much more challenging. You need to clarify that the real purpose behind an artificial game-forcing raise is to investigate slam possibilities, not game possibilities. This may be the first time the students have encountered the idea of valuing a hand opposite known shortness in partner's hand — rather than valuing one's own shortness in terms of dummy points. A more experienced group should be interested in this form of valuation.

A basic group might have some difficulty with the slam bidding methods. Although they should already be familiar with Blackwood, they may not be familiar with cuebidding. You may have to gloss over some points — telling them that there will be more on slam bidding later in the course. A more experienced group should have less difficulty with the slam bidding.

Here are the topics covered:

Jacoby 2NT

This is the main focus of the lesson. The concept of using 2NT as an artificial forcing raise should not be too challenging for the students. The more challenging part will come in the next section. Here, you should focus on responder's hand type for the Jacoby 2NT. You can also start to emphasize that the purpose of the convention is to evaluate slam prospects, not to get the partnership to the game level.

Opener's Rebid

The students may be more challenged by this aspect of the convention. There's a lot of potential memory work. Again, the emphasis should be on how the rebid will help the partnership evaluate prospects for slam. You should walk through the sample auctions carefully to make sure they are comfortable. If your class are regular duplicate players, you can discuss the Alert procedure for this convention (both 2NT and opener's rebid must be alerted).

Handling Interference

For more experienced students, it's important to clarify that Jacoby 2NT is off in competition and to make sure they know what responder's bids mean. The concept of the cuebid as a limit raise or better may be unfamiliar to most of the students.

2NT after a Takeout Double*

This introduces another convention, the Jordan 2NT, that may be confused with Jacoby 2NT in the minds of the students. You can skip this with a basic class (the same concept is discussed in a later lesson in relation to minor suits), but the fourth sample hand is an example of this convention. Preemptive jump raises over a takeout double are now considered standard practice in club and tournament games.

Play & Defense

The deals have some slams that can be bid. This may be awkward if the students are unfamiliar with slam bidding methods. However, most of them will be familiar with Blackwood at this level, so the explanation should make sense.

The second deal can be played twice. After it has been completed the first time, have the students modify the deal as suggested (see sample deal on page 130). Then have them bid and play the deal again. If you are short of time, you can have them change the deal and then walk through the revised auction.

The deals illustrate the basic principles of the lesson, but also contain a couple of challenging play concepts:

- Safety play.
- Strip and end play.

The first deal has a standard safety play in the trump suit. Few students will be familiar with it. For a more experienced group it provides an opportunity to discuss finesses and how to avoid them. It's also an interesting deal for experienced duplicate players. You can spend some time discussing whether to play safely for the contract or try for an overtrick.

The third deal illustrates a strip and endplay. Again, few of the students will play correctly. With a basic class, you might want to omit too much discussion on the play. Let them guess which way to finesse. For an experienced group, you can walk them through the complete play. It's another opportunity to discuss avoiding finesses whenever possible.

The suggested bidding on the fourth deal involves 2NT as a limit raise over a takeout double. If you didn't cover this in the lesson, the auction will go differently. You could substitute another deal if you prefer.

**Please note: Jordan 2NT is discussed in Chapter 4 of the student text.*

GENERAL INTRODUCTION

This is the first of two lessons on major-suit openings and responses. The students should be familiar with the topic of major-suit opening bids, but this lesson will serve as a review and add some new wrinkles about hand valuation.

Your opening remarks might be something like this:

> "Welcome back. In this lesson, we'll look at responding to major-suit opening bids when you have a fit with partner and a strong hand. We'll be looking at how you might get to slam, after partner opens the bidding 1♥ or 1♠.
>
> "The guideline is that you need about 25 combined points for a game contract, 33 for a small slam and 37 for a grand slam. That's only a rough guide, however. As you're probably aware, you can often make game on fewer than 25 points, and sometimes you can't make anything with 28 or 29 points. It's the same at the slam level. When the hands fit well together, you may be able to take 12 or more tricks with very few high cards. When they fit poorly, you may have to struggle to find tricks.
>
> "Distribution plays a large part in valuing hands for game or slam. Voids and singletons, or long suits, can compensate for a lack of high cards. You've seen some of the methods for taking distribution into account. When opening the bidding, extra points are added for length. When raising partner's suit, dummy points are counted for shortness. In this lesson, you're going to look at another tool for valuing the combined hands.
>
> "Opening a major suit and responding to a major-suit opening is a large subject. So, let's get started."

GROUP ACTIVITIES

Opening Bids of 1♥ and 1♠

The participants will be familiar with most of this material. It's just a warmup to set the stage for responding to 1♥ or 1♠ with support and an opening bid.

Introduction

> "Before getting to any new conventions, it's important for the partnership to agree on its basic style for opening bids of 1♥ and 1♠. In most areas of North America, it's popular to use a five-card major system, and that's what we'll be assuming throughout this course. An opening bid of 1♥ or 1♠ shows at least a five-card suit. Let's see if you all agree on your opening bids."

If any of the students come from a four-card major background, you may need to cajole them into trying five-card majors. Explain that usually there's not much difference. Even playing four-card majors, opener will have a five-card suit for a bid of 1♥ or 1♠ more often than not. Also, partnerships that use four-card majors usually have some restrictions on suit quality that results in the occasional opening in a three-card minor suit.

Instructions

> "The cards are sorted into suits. Give each player one suit.
> "Construct the first hand in front of the South player."

A reminder — be sure to mention the *suit first* followed by the cards. Tell the students that any low card (non honor) will do.

> "In spades: the ace, the king and three low cards.
> "In hearts: three low cards.
> "In diamonds: the ace, the queen and two low cards.
> "In clubs: one low card."

NORTH	SOUTH
	1♠

SOUTH
♠ A K x x x
♥ x x x
♦ A Q x x
♣ x

Check that each table has the correct starting hand and that it is set up, dummy style, in front of South. By now, the students should be very comfortable creating hands on the table.

> "Put aside the remaining cards. You're the dealer sitting South.
>
> "**What's your call?** (1♠.) This is a standard opening bid of 1♠, whether the partnership uses four-card or five-card majors.

"Change the South hand.
"In spades: take away a low card.
"In hearts: add two low cards.
"In diamonds: take away a low card.

NORTH	SOUTH
	1♥

SOUTH
♠ A K x x
♥ x x x x x
♦ A Q x
♣ x

"**What's your call with this hand?** (1♥.) Open the longest suit, not the strongest suit. The number of trumps in the combined hands is important, not the location of the high cards. Playing five-card majors, there's no requirement that the opening bid show a good suit — only five cards or more."

If any of the students want to open this hand with a Flannery 2♦, that's fine. Let them know that it's not something that will be covered in this course, but there is a reference to it in the Appendix of the student text.

"Change the South hand.
"In spades: add a low card.
"In hearts: take away four low cards.
"In diamonds: add three low cards.

NORTH	SOUTH
	1♦

SOUTH
♠ A K x x x
♥ x
♦ A Q x x x x
♣ x

"**What would you open with this hand?** (1♦.) Although there is a five-card major, start with the longest suit in the hand.

"**How do you plan to describe this hand?** (Bid spades twice after opening 1♦.) Start with 1♦ and then bid spades at your next opportunity. Then rebid the spades if you get a chance. By bidding the spades twice, you'll be showing a five-card suit. Because you opened 1♦, partner will know that you have six diamonds. With five cards in both suits, you would have started with 1♠."

Make sure the students understand that this hand is opened 1♦. There are usually some who are under the impression that, playing five-card majors, you must open with a five-card major when you have one.

"Change the South hand.
"In spades: take away the ace and add a low card.
"In hearts: add the ace, the queen and two low cards.
"In diamonds: take away the queen and three low cards.

NORTH	SOUTH
	1♠

SOUTH
♠ K x x x x
♥ A Q x x x
♦ A x
♣ x

"**What's your opening bid with this hand?** (1♠.) With two five-card suits, open the higher-ranking. It doesn't matter about the quality of the suits."

A student might ask about opening a hand with five spades and five clubs. You can comment that some players prefer opening 1♣ with that hand pattern — especially with a weak or very strong hand. The majority of players, however, stick to the guideline and open 1♠. There's no right or wrong. It's a matter of style.

"Change the South hand.
"In spades: take away a low card.
"In hearts: take away a low card.
"In diamonds: add a low card.
"In clubs: add a low card.

NORTH	SOUTH
	1♦

SOUTH
♠ K x x x
♥ A Q x x
♦ A x x
♣ x x

"**What's the opening bid with this hand?** (1♦.) With no five-card major, open the longer minor suit. With a choice of minor suits, the guideline is to open 1♦ with four cards in both minors and to open 1♣ with three cards in both minors."

This may lead to some discussion about the "short club." You can point out that opening 1♣ with this type of hand would be a conventional bid — requiring an alert — rather than the accepted style when playing five-card majors. There's still a lot of confusion over terms such as "convenient club" and "better minor." Confirm that the style used in this course will be to open 1♦ with this type of hand.

"Change the South hand.
"In diamonds: take away a low card.
"In clubs: add a low card.

NORTH	SOUTH
	1♣

SOUTH
♠ K x x x
♥ A Q x x
♦ A x
♣ x x x

"This is the worst case scenario when playing five-card majors.

"**What would you open?** (1♣.) Opening 1♣ on a hand like this may make you uneasy, but that's how it goes. It's hands like this that make the four-card-major style popular in some areas.

"So far, all of the hands had 13 or more high-card points, making it an easy decision to open the bidding. Of course, there's more to valuing a hand than high-card points.

"Change the South hand.
"In spades: take away the king and a low card.
"In hearts: add the jack and a low card.

NORTH	SOUTH
	1♥

SOUTH
♠ x x
♥ A Q J x x x
♦ A x
♣ x x x

"**Would you open the bidding with this hand?** (Yes.) There are many guidelines that players use to judge whether a hand meets the requirements for an opening bid.

- If you count points for length, you add 2 points for the six-card suit to the 11 high-card points. That's a total of 13, enough to open 1♥.
- Some players prefer to count shortness when opening the bidding: 3 for a void; 2 for a singleton; 1 for a doubleton. Using that guideline, the hand is still worth 13 points — 11 high-card points plus 1 for each doubleton.
- Culbertson used the idea of quick tricks. An ace was a quick trick and an ace-queen combination was one and a half quick tricks. You needed two quick tricks to open, so this hand would qualify.
- A popular guideline for borderline hands is the *Rule of 20*. Add the high card points to the number of cards in the two longest suits. If the total is 20 or more, open the bidding. On this hand, you would have 11 high-card points plus 6 hearts and 3 clubs. That's a total of 20, so we'd open 1♥.

"It doesn't matter much which approach you choose."

Some students might want to open a weak 2♥ bid with this hand. Point out that you'll be discussing weak two-bids later in the course. As a general guideline, however, if the hand qualifies for an opening bid at the one level, open at the one level rather than with a preemptive bid.

"Change the South hand.
"In spades: take away a low card.
"In hearts: take away the ace.
"In diamonds: add the jack.
"In clubs: add the king.

NORTH	SOUTH
	1♥

SOUTH
♠ x
♥ Q J x x x
♦ A J x
♣ K x x x

"**You're the dealer. What do you open with this hand?** (Pass/1♥.)

- If you rely solely on length points to value distribution, this hand would fall short of the 13-point guideline for opening the bidding. There are 11 high-card points plus 1 length point.
- If you count shortness, however, the hand would qualify because of the singleton spade.
- Culbertson, however, would have recommended passing. A king is only worth half a quick trick. Together with one quick trick for the ace, there isn't quite enough to satisfy his criteria.
- **What about using the Rule of 20?** (Yes.) 11 high-card points plus 5 hearts plus 4 clubs gives a total of 20. According to that guideline, this is an opening bid.

"So, should you open this hand or not? It's all a matter of judgment. What's most important is that you agree with your partner.

"You also might want to consider the top end for an opening bid at the one level.

"Change the South hand.
"In spades: add the ace.
"In hearts: add the ace.
"In clubs: take away two low cards.

NORTH	SOUTH
	1♥

SOUTH
♠ A x
♥ A Q J x x x
♦ A J x
♣ K x

"Open this hand 1♥, but recognize that it is close to a strong 2♣ opener."

Summary

"Requirements such as needing 13 points to open the bidding or 22 or more to open with a strong two-bid are just guidelines, not rules. You're free to use your judgment, but you don't want partner frowning when you put down your hand as dummy."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Major-Suit Openings

You are the dealer. What is your opening call with each of the following hands?

1) ♠ A 8
♥ K 9 7 6 5
♦ K Q 10 7 3
♣ 5

_____

2) ♠ A J 10 7
♥ Q 9 6 4
♦ Q 8 2
♣ A 3

_____

3) ♠ A Q 7 4 2
♥ 3
♦ A
♣ Q J 8 6 5 3

_____

4) ♠ K 9 4
♥ Q 10 8 5 3
♦ A Q 6 2
♣ 7

_____

5) ♠ K Q 10 8 7 4
♥ A K 9
♦ K Q 5
♣ J

_____

6) ♠ J 10 8 6 3
♥ A 10
♦ K Q 8 5 3
♣ 7

_____

Exercise One *Answer* — Major-Suit Openings

1) 1♥. With two five-card suits, open the higher-ranking.

2) 1♦. With no five-card or longer major suit, open the longer minor.

3) 1♣. Open the longer suit, even with a five-card major.

4) 1♥ (or Pass). With a borderline hand, opener can apply the Rule of 20. 11 high-card points + 5 hearts + 4 diamonds = 20.

5) 1♠. 18 high-card points plus 2 length points for the six-card suit is not enough for a strong two-bid. Open at the one level and show the extra strength on the next round.

6) 1♠ (or Pass). 10 high-card points + 5 spades + 5 diamonds = 20. That makes this hand an opening bid if the Rule of 20 is applied.

The Single Raise

This is a review, and with an experienced class, you can omit everything up to Jacoby 2NT. Students in a class on conventions should be familiar with the standard raise structure. On the other hand, if they aren't clear on these topics, Jacoby 2NT will not be very meaningful for them.

Introduction

"An opening bid of 1♥ or 1♠ shows a five-card suit or longer. As responder, with three card or longer support, you know there's at least an eight-card major-suit fit. Once you've agreed on the trump suit, you can go about deciding whether the partnership belongs in partscore, game or slam.

"Besides telling opener about the trump fit, you need to raise to the appropriate level, so that opener can determine the combined strength. In valuing your hand for a raise, you usually use dummy points in place of length points — 5 points for a void, 3 points for a singleton, 1 point for a doubleton. Let's see how that works."

Instructions

"Take the deck of cards and sort it into suits. Give each player one suit. You'll start by constructing a hand for responder in front of the North player. As I read out the cards in each suit, the player holding that suit can put those cards in front of North, as though North is the dummy. When I ask you to put out low cards in a suit, choose any cards that aren't honors.

"Construct the North hand.
"In spades: three low cards.
"In hearts: the king and two low cards.
"In diamonds: two low cards.
"In clubs: the king, the jack and three low cards."

NORTH
♠ x x x
♥ K x x
♦ x x
♣ K J x x x

NORTH	SOUTH
	1♥
2♥	

Check that each table has the correct starting hand set up, dummy style, in front of North.

"I'm your partner, and I'm sitting South. I open 1♥, and West passes.

"**What do you bid?** (2♥.)

"**How much is your hand worth?** (8 points.) 7 high-card points plus 1 dummy point for the doubleton diamond. A raise to the two level shows 6 to 9 or 6 to 10 points — depending on the partnership style — and at least three-card support. It's now up to me, your partner, to make the next move. I can pass with a minimum hand, move toward game with a medium hand or jump right to game with a maximum.

"Change the North hand.
"In spades: add a low card.
"In hearts: add a low card.
"In diamonds: take away a low card.
"In clubs: take away the king.

NORTH
♠ x x x x
♥ K x x x
♦ x
♣ J x x x

NORTH	SOUTH
	1♥
2♥	

"Now there are only 4 high-card points.

"**What would you respond if I opened 1♦?** (Pass.) You can't count dummy points until you've found a fit, so with this hand you don't have enough to say anything except pass when I open 1♦.

"**What if I open 1♥?** (2♥.) With support for hearts, you can revalue the hand using dummy points and add 3 points for the singleton diamond. With a total of 7 points, you have enough to raise to the two level. There's no need to mention the spade suit, since you've already found a fit in hearts."

Some more experienced students may object to passing the opening 1♦ bid. That's fine. Bidding might get the partnership to a better spot. It also might get the partnership into more trouble — if partner jumps to 3♦, for example. Standard practice is to pass for now. The auction isn't over and North may get another chance to bid, having already limited the strength of the hand.

"Change the North hand.
"In spades: take away a low card.
"In hearts: take away two low cards and add the queen.
"In diamonds: add the king and the jack.

NORTH
♠ x x x
♥ K Q x
♦ K J x
♣ J x x x

NORTH	SOUTH
	1♥
2♥	

"Again, I'm your partner and open the bidding 1♥.

"**What do you respond?** (2♥/3♥.) You have 10 high-card points, but no points for distribution. Some partnerships use a range of 6 to 9 points for a raise to the two level, but an upper range of 10 points is equally popular. You can exercise your judgment. With this balanced hand, a raise to the two level may be sufficient. If opener can't bid again, it's unlikely you'll be missing a game. Many players may consider this a game-invitational hand and bid 3♥."

Summary

"A raise of opener's major to the two level shows at least three-card support and 6 to 9 or 6 to 10 points. Value your hand for the raise using dummy points: 5 for a void, 3 for a singleton, 1 for a doubleton."

Limit Versus Forcing Raises

Introduction

"There are at least two styles of thought about what it means if you make a jump raise of opener's major from the one level to the three level.

- For many years, the common practice was to treat this as a forcing bid, showing support and committing the partnership to the game level.
- The modern trend is to treat this as an invitational bid, showing 10 to 11 total points — too much for a raise to the two level, but not enough to commit the partnership to game.

"Throughout the remainder of this series, we'll use the second approach. A jump to the three level is limited to 10 or 11 total points and is not forcing. This style is called limit raises. Before going ahead, however, let's look at the difference between the two approaches, using standard methods."

Instructions

"Change the North hand.
"In spades: take away a low card.
"In hearts: add a low card.

NORTH
♠ x x
♥ K Q x x
♦ K J x
♣ J x x x

NORTH	SOUTH
	1♥
3♥	

"I'm your partner sitting South, and I open the bidding 1♥.

"**What's the value of your hand?** (11 points.) You have 10 high-card points and can add 1 dummy point for the doubleton spade.

"**If your partnership style is to use limit raises, what would you respond with this hand?** (3♥.) Playing limit raises, you can jump to 3♥ with this hand. It's an invitational bid showing support for my suit and 10 or 11 points. With a minimum opening bid, I can pass, and we'll play in partscore. With something extra, I can continue to game.

"You might see different ranges stated for a limit raise depending on the books you read or the players you talk to: 9 to 11 points, 10 to 12 points, or 10 or 11 points. The variation usually comes from the interpretation of 'points.' Some are talking about high-card points, some are including dummy points, and so on. The basic criteria to use when making a limit raise is that you feel the hand is too strong to raise to the two level, but not quite strong enough to commit the partnership to the game level.

"If the partnership style is to use forcing raises, rather than limit raises, you couldn't jump to 3♥ with this hand, since it would commit the partnership to at least game, even if opener has a bare opening bid.

"**What would you respond with this hand playing forcing raises?** (2♣.) The standard way to show this hand is to bid a new suit, planning to raise hearts to the three level, invitationally, at your next opportunity.

"**For example, if you respond 2♣ and I rebid 2♥, what would you bid next?** (3♥.) The delayed raise to 3♥ shows support and invites opener to bid game."

Summary

"Partnerships agree ahead of time on whether they are using limit or forcing raises. A jump raise from 1♥ to 3♥ using limit raises shows enough strength to invite game — 10 or 11 total points. A jump raise from 1♥ to 3♥ using forcing raises shows 12 or more points and is forcing to game. The suggestion is that you use limit raises."

Limit Raise with Three-Card Support

Introduction

"Sometimes when a partnership decides to use limit raises, the fact that an immediate jump raise should show at least four-card support is overlooked. That fourth trump can be important when it comes to playing the hand. If I have a spade loser to ruff in dummy, for example, I can probably draw trumps before trying to ruff my loser. You would have nine trumps in the combined hands, and unless the defenders' trumps divide 4–0, I should be in full control of the trump suit.

"When responder has only three-card support, the play will be a lot more awkward. You might have only eight trumps in the combined hands, leaving the opponents with five. If I draw all of the trumps, I won't have any left in dummy to ruff my spade loser. Even if I delay drawing trumps, it's possible that the defenders may lead them and prevent me from ruffing my loser. Also, if the trumps split badly, 4–1 or 5–0, I may have difficulty keeping control of the hand.

"So the fourth trump in dummy can make a big difference when opener has shown only a five-card suit. Some players don't like to count dummy points with only three-card support, or use a reduced scale — 3 points for a void, 2 points for a singleton and 1 point for a doubleton. I'm going to suggest that you continue to count dummy points whenever you have a fit, but that you reserve your limit raises for hands containing four-card support. With three-card support and 10 or 11 points, you should take a different approach."

Instructions

"Change the North hand.
"In spades: add the king and a low card.
"In hearts: take away the queen.
"In diamonds: take away the jack.

NORTH
♠ K x x x
♥ K x x
♦ K x
♣ J x x x

NORTH	SOUTH
	1♥
1♠	

"As your partner, I'm South and open the bidding 1♥.

"**What do you respond?** (1♠.) With 10 high-card points plus 1 dummy point for the doubleton diamond, you have enough for a limit raise of my suit. With only three-card support, however, you should start with a new suit, 1♠.

"**If I rebid 2♥, what do you bid?** (3♥.) You finish your description by raising to the three level, inviting me to game.

"**But what if I rebid 2♦?** (3♥.) Then, you have to jump to 3♥ to show 10 or 11 points and heart support. This is called jump preference. If you rebid only 2♥ that would be simple preference, and opener would assume you had only 6 to 9 points.

"The same thing would be true if I rebid 1NT.

"**What would you have to say?** (3♥.)

"One further point. You have to be careful not to confuse this situation with one in which you have made a response at the two level, promising 11 or more points.

"Change the North hand.
"In spades: take away the king and a low card.
"In diamonds: add the jack.
"In clubs: add the queen.

NORTH
♠ x x
♥ K x x
♦ K J x
♣ Q J x x x

NORTH	SOUTH
	1♥
2♣	

"Again I open 1♥.

"**How would you handle this hand as responder?** (2♣.) You have 10 high-card points plus 1 dummy point for the doubleton spade. That's enough for a limit raise, but with only three-card support, start by bidding a new suit, 2♣.

"**If I now rebid 2♥, what do you say?** (3♥.) You invite to game by raising to 3♥. Notice that opener now can distinguish between three-card and four-card support. With four-card support and an invitational hand of 10 or 11 points, you immediately make a limit raise. When you don't have four-card support, you bid a new suit and then raise.

"**What if I had rebid 2NT?** (3♥.) You can show a fit by bidding 3♥.

"**What if I had raised to 3♣?** (3♥.) You can show support by bidding 3♥."

This next point may be difficult for the class to grasp.

"**What if my second bid were 2♦?** (2♥.) Although you could jump to 3♥, most partnerships play that it is sufficient to rebid 2♥ at this point.

"**Why?** (You already promised 10 or more points.) Your initial response of 2♣ — a new suit at the two level — promised 10 or more points. So, when you rebid 2♥, partner knows you have a hand of at least invitational-strength with support for hearts. A jump to 3♥ at this point is usually played as a forcing bid."

The previous section should be clear to a more experienced group but may go over the heads of a basic group. Still, it's an important distinction.

Summary

"When showing three-card support and 10 or 11 points, the basic idea is to raise opener's suit to the three level after hearing opener's rebid. You have to be careful, however, because there is an exception. After a one-level response in a new suit, you jump to the three level to show support. After responding in a new suit at the two level, you show support at the cheapest available level."

Limit Raise with Four-Card Support

Introduction

"Supporting opener's major suit with 10 or 11 points and four-card support is straightforward."

Instructions

"Change the North hand.
"In hearts: add a low heart.
"In clubs: take away a low club.

NORTH
♠ x x
♥ K x x x
♦ K J x
♣ Q J x x

NORTH	SOUTH
	1♥
3♥	

"I open 1♥ as your partner, South.

"**What do you bid?** (3♥) You have 10 HCP plus 1 dummy point for the doubleton spade. This is a classic limit raise with 4-card support. As your partner, I will either pass or bid game.

"Change the North hand.
"In spades: add the ace.
"In hearts: take away a small card and add the queen.
"In diamonds: take away the jack.
"In clubs: take away the queen and add a small card.

NORTH
♠ A x x
♥ K Q x x
♦ K x
♣ J x x x

NORTH	SOUTH
	1♥
2♣ (2NT)	

"I open 1♥ as your partner, South.

"**What do you bid?** (2♣/4♥/2NT.) You have 13 high-card points plus 1 dummy point for the doubleton diamond. That's too much for a limit raise to 3♥. Partner's allowed to pass a limit raise, and you want to be sure to get the partnership to game. This hand would be easy for those who play forcing raises. Playing forcing raises, you would jump to 3♥, and opener would have to bid again. Incidentally, the advantage of playing forcing raises is that you can set the trump suit and still leave some bidding room to investigate slam possibilities without going beyond the game level.

"If you are playing limit raises, you have to do something other than bidding 3♥. The standard approach to this hand is to bid a new suit, planning to jump to game in opener's suit on the rebid. Over my 1♥ opening bid, you would respond 2♣. If I rebid something like 2♦, 2♥, 2NT or 3♣, you would jump to 4♥, making sure we reached game. That's the standard approach when playing limit raises."

Summary

"Playing standard methods, a raise to the two level shows 6 to 9 points, a jump raise to the three level shows four-card support and 10 or 11 points. With any other type of hand, responder starts by bidding a new suit, intending to show heart support at the next opportunity."

Preemptive Raises

Introduction

"If a raise to 2♥ shows 6 to 9 points, and a raise to 3♥ shows 10 or 11 points, it might seem logical to use a raise to 4♥ to show 13 or more points. In fact, some partnerships do use this approach. There are a couple of reasons why it isn't the recommended strategy. First, opener could have a strong hand and be interested in slam, if responder has an opening bid. If you jump to 4♥, there's not much room left for any investigation, if it's a borderline decision. Secondly, most players like to reserve the jump to the game level as a preemptive raise, showing excellent trump support but a weak hand."

Instructions

"Change the North hand.
"In spades: take away the ace.
"In hearts: take away the king and add two low cards.
"In diamonds: take away the king.
"In clubs: add the queen.

NORTH
♠ x x
♥ Q x x x x
♦ x
♣ Q J x x x

NORTH	SOUTH
	1♥
4♥	

"**If partner opens the bidding 1♥, what's the value of this hand, using dummy points?** (9.) There are 5 high-card points plus 3 dummy points for the singleton diamond and 1 dummy point for the doubleton spade. That puts it in the range for a raise to 2♥. Yet many players prefer to make a double jump raise to 4♥ with this hand.

"**Why might they want to bid that?** (Offensive/Defensive.) There are two reasons. First, distributional hands tend to take more tricks than you would expect from the standard point count. When you have five-card support for partner's suit, your side has a ten-card trump fit. You'll be able to use the trumps to draw the defenders' trumps, ruff losers and get back and forth between the two hands. Your shortness will reduce the effectiveness of the opponents' high cards in those suits. So, with this type of hand, you might make a contract of 4♥, even when partner holds a minimum opening bid.

"Second, the raise to the four level has some preemptive value. It makes it difficult for the opponents to get into the auction. When you have a large fit with partner's suit, it's quite likely the opponents also have a good trump fit. And if you don't have much strength, the opponents are more likely to have some high cards. The opponents can probably make a contract of their own if left to find their best spot. Your preemptive action will make it difficult for them to judge whether to come into the auction and how high

to bid. They may bid too little or they may bid too much. If they do choose to defend the 4♥ contract and they defeat it, the score they receive may be less than the score for bidding and making their own contract.

"It's easier to see this if you construct a minimum opening bid for South. Leave the North cards as they are and put the following cards dummy style in front of South.

"In spades: the king and two low cards.
"In hearts: the ace, the jack and three low cards.
"In diamonds: the queen and two low cards.
"In clubs: the king and a low card.

NORTH
♠ x x
♥ Q x x x x
♦ x
♣ Q J x x x

NORTH	SOUTH
	1♥
4♥	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"South has 13 high-card points and would open the bidding 1♥.

"**If North jumps to 4♥, does South have a chance of making the contract?** (Hard to say.) South has three spade losers, a heart loser, three diamond losers and a club loser. That's a lot of losers, but the contract is far from hopeless. If East has the ♠A, South can hold the losses in that suit to one trick by ruffing the third round of the suit. If East has the ♥K, you can avoid the loss of a trick in that suit with the help of a finesse. In diamonds, you can ruff two losers in the dummy. With a little luck, you might only lose one spade trick, one diamond trick and a club trick.

"That's one side of the story — you could make the contract. On the other hand, what about the opponents? They have an eight-card spade fit. If they were to reach a contract of 4♠, they might not have to lose any spade tricks if West has the ♠A. They only have three hearts between them, so at most they would lose one heart trick. In diamonds, they might not lose any tricks if they guess that South holds the ♦Q. They might have to lose two club tricks, but if either opponent is short in clubs, they may lose only one or none. With a little luck, they can make 4♠, maybe more."

Summary

"The value of reserving the jump to the four level as a preemptive raise is that it shows good support, but not much in the way of high cards. You have a lot to gain and not much to lose."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Major-Suit Raises

Partner opens the bidding 1♥, and the next player passes. What do you respond with the following hands?

1) ♠ J 9 7 5 3
♥ 5
♦ Q 8 6 5
♣ 9 6 2

_____

2) ♠ A 6
♥ 10 8 4
♦ J 10 7 5
♣ K 8 6 2

_____

3) ♠ 10 8
♥ K 9 7 5
♦ Q 7 3
♣ A J 7 6

_____

4) ♠ 5
♥ K J 8 7 4
♦ 10 8 7 6 3
♣ 9 4

_____

5) ♠ A 7 3
♥ Q 10 7 3
♦ 2
♣ Q 9 7 5 2

_____

6) ♠ K 9 2
♥ K 8 3
♦ 9 5
♣ K Q 10 6 3

_____

Exercise Two Answer — Major-Suit Raises

1) Pass. 3 high-card points plus 1 length point is not enough to respond. Don't try to improve the contract; you may get the partnership into deeper water.

2) 2♥. Raise with three-card support. The hand is worth 8 high-card points plus 1 for the doubleton spade. The quality of the heart suit is unimportant.

3) 3♥. With 10 high-card points plus 1 for the doubleton spade, make a limit raise to 3♥.

4) 4♥/2♥. The strength of the hand falls in the range of a raise to 2♥, but a preemptive raise to 4♥ is likely to be more effective. Partner may make the contract, or the opponents may be kept from their best spot.

5) 3♥. Counting dummy points, this hand is worth a limit raise — 8 high-card points plus 3 points for the singleton diamond.

6) 2♣. Although this hand has the strength for a limit raise, avoid making a jump raise with three-card support when you have an alternative. Show the club suit and then raise hearts at the next opportunity.

Jacoby 2NT

Introduction

"Playing standard methods, a limit raise of opener's major suit shows four-card support and 10 to 11 points. As a consequence, responder has to start with a new suit when holding four-card support for opener's major and 12 or more points. Opener doesn't learn about the fit right away, and by the time responder does reveal the fit — perhaps by jumping to game in the major suit — there's not much room left to explore the possibility of a slam. In addition, the opponents may come into the auction before responder can show the fit, further obscuring the issue.

"Most partnerships prefer to use some form of artificial bid to immediately show a forcing raise in opener's major suit when the partnership is using limit raises. Having agreed on the trump suit, the partnership can then evaluate slam possibilities. You're going to look at one of the most popular conventions used to show a forcing raise over a 1♥ or 1♠ opening bid, Jacoby 2NT. The Jacoby associated with this convention is the same Oswald Jacoby associated with Jacoby transfers."

Instructions

If you skipped the previous sections, you'll need to have the students construct both hands from scratch.

"Change the North hand.
"In spades: add the ace.
"In hearts: take away two low cards and add the king.
"In diamonds: add the jack.
"In clubs: take away a low card.

NORTH
♠ A x x
♥ K Q x x
♦ J x
♣ Q J x x

NORTH	SOUTH
	1♥
2NT	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"South is the dealer.

"**What would South bid?** (1♥.) West passes, and it's up to North.

"**What is North's hand worth?** (14 points.) North has 13 high-card points and can add 1 point for the doubleton. North has enough to take the partnership to the game level in hearts.

"**Playing standard methods, what would North respond?** (2♣.) North is too strong for a limit raise to 3♥ — which South might pass — or a jump to 4♥, which would be a preemptive raise. North would start with 2♣, planning to get the partnership to 4♥ at the next opportunity.

"What Oswald Jacoby suggested was to use a conventional response of 2NT to show this type of hand. It lets opener know right away that the partnership has a fit in opener's major suit, and it leaves lots of room below the game level for the partnership to explore slam possibilities. You're going to look at how the auction continues after the 2NT response in a moment, but on these combined hands, the partnership will finish in a contract of 4♥, since neither partner has anything extra.

"Most partnerships prefer that responder has four-card or longer support for opener's major suit.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add a low card.

NORTH
♠ A x x
♥ K Q x
♦ J x
♣ Q J x x x

NORTH	SOUTH
	1♥
2♣	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"**What would North respond with this hand after South opens 1♥?** (2♣.) With only three-card support, North starts by bidding a new suit, 2♣. After hearing opener's rebid, North makes sure the partnership gets to game. For example, if the auction begins 1♥–2♣–2NT, North can jump to 4♥ to put the partnership in its eight-card fit. Since North didn't use the Jacoby 2NT, opener won't expect four-card support.

"Change the North hand.
"In hearts: take away the king.
"In diamonds: add the king.

NORTH
♠ A x x
♥ Q x
♦ K J x
♣ Q J x x x

NORTH	SOUTH
	1♥
2♣	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"**What does North bid holding the type of hand that might have responded with a natural 2NT bid playing standard methods?** (2♣.) North bids a new suit.

"**If the auction begins 1♥ by South, 2♣ by North and South rebids 2NT, what does North bid?** (3NT.) North takes the partnership to game in notrump after hearing South's rebid. So, nothing is really lost by using 2NT as a conventional bid in response to a 1♥ or 1♠ opening. Responder has other ways to handle balanced hands of 12 or more points.

"Change the North hand.
"In hearts: add two low cards.
"In clubs: take away the queen and a low card.

NORTH
♠ A x x
♥ Q x x x
♦ K J x
♣ J x x

NORTH	SOUTH
	1♥
3♥	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"**What would North respond with this hand if South opened 1♥?** (3♥.) With 11 high-card points, North would make a limit raise to the three level.

"Let's change the scenario a little and suppose that North is the dealer.

"**What does North say?** (Pass.) North doesn't have quite enough to open the bidding in first position.

"**If East passes, what does South bid?** (1♥.) South would make a normal opening bid of 1♥ in third position. West passes.

"**Now what does North respond?** (3♥/2♣.) North could still respond with a limit raise to 3♥."

If the partnership uses the Drury convention, which will be discussed in the next lesson, North could respond 2♣, asking if South has a full opening bid.

"This brings up an interesting point.

"**Will North ever have a hand strong enough to make a forcing raise once North passed originally?** (No/Maybe.) With 12 or more points, North would have opened the bidding originally. It is possible that North's hand might revalue to 12 or more points after South opens the bidding — if North has a void or a singleton somewhere — but this is unlikely. So, most partnerships do not use the Jacoby 2NT by a passed hand. They either treat the 2NT response as natural, showing a balanced hand of invitational-strength — 10 or 11 points — or they assign some other conventional meaning to the jump to 2NT by a passed hand."

Summary

"A response of 2NT to an opening bid of one of a major suit can be used to show four-card support for opener's major and 12 or more points. This bid is used this way in response to 1♥ or 1♠, not after a minor-suit opening bid. This bid applies only if responder is not a passed hand."

➥ "Let's do Exercise 3 in the student text to review what we have just discussed."

Exercise Three — Jacoby 2NT

Partner opens the bidding 1♠, and the next player passes. What do you respond on the following hands?

1) ♠ Q 10 4
♥ K 9 7 6 3
♦ 7 4
♣ J 8 5 _____

2) ♠ Q J 7 4
♥ A 5
♦ K 9 7 6
♣ 8 7 3 _____

3) ♠ K Q 10 8
♥ Q 7
♦ K 9 8
♣ A 10 9 7 _____

4) ♠ J 10 9 7 5
♥ —
♦ Q J 7 6 4 2
♣ 10 7 _____

5) ♠ A 7 3
♥ 3
♦ A 9 2
♣ K Q 10 8 6 4 _____

6) ♠ A K 7 6
♥ K Q
♦ A J 10 8
♣ 10 7 5 _____

Exercise Three *Answer* — Jacoby 2NT

1) 2♠. Make a standard raise to the two level with three-card support and 6 high-card points.

2) 3♠. This calls for a limit raise, showing four-card support and 10 or 11 points.

3) 2NT (Jacoby). With four-card support and enough strength to commit the partnership to game, use the Jacoby 2NT convention to get a further description of opener's hand.

4) 4♠. With a weak but distributional hand, make a preemptive raise to the four level; partner won't expect much, since you would use Jacoby 2NT with a strong hand.

5) 2♣. Although you have enough strength to take the partnership to game in spades, avoid Jacoby 2NT with three-card support when you have a suitable alternative.

6) 2NT (Jacoby). The 2NT response is unlimited. After partner's rebid, you will be in a better position to decide whether to venture toward a slam contract.

Opener's Rebid

Introduction

"The Jacoby 2NT response to 1♥ or 1♠ establishes the trump suit and commits the partnership to at least the game level. Since the partnership is already headed for game, the only issue is whether the partnership belongs at the slam level. To help responder evaluate whether the partnership can make a slam, opener makes a conventional response to the 2NT bid, describing both the strength and distribution of the hand.

"The key focus on distribution is whether or not opener has a short suit — specifically, a singleton or a void. Knowing about a short suit helps responder evaluate the prospects for slam. Responder can see whether the hands fit well together. More on that in a moment. Let's start by seeing what opener does with no singleton or void."

Instructions

"Change the North hand.
"In hearts: take away a low card and add the king.

NORTH
♠ A x x
♥ K Q x x
♦ K J x
♣ J x x

NORTH	SOUTH
	1♥
2NT	4♥
Pass	

SOUTH
♠ K x x
♥ A J x x x
♦ Q x
♣ K x

"With no singleton or void and a minimum opening bid of about 12 to 14 points, opener simply jumps to game in the agreed suit. Let's see how that works on these hands. South is the dealer.

"**How would the auction proceed?** (1♥–2NT–4♥-Pass.) South opens the bidding 1♥. With 14 high-card points and four-card support, North uses the Jacoby 2NT convention. South has 13 high-card points plus 1 length point for the five-card suit. With a minimum opening bid and no singleton or void, South jumps to 4♥. With nothing extra and knowing that South has a minimum-strength hand, North settles for game and passes.

"Change the South hand.
"In spades: add the queen.
"In diamonds: take away a low card.

NORTH
♠ A x x
♥ K Q x x
♦ K J x
♣ J x x

NORTH	SOUTH
	1♥
2NT	3NT
4♥	Pass

SOUTH
♠ K Q x x
♥ A J x x x
♦ Q x
♣ K x

"With no singleton or void and a medium-strength hand of about 16 to 18 points, opener rebids 3NT.

"**So, how would the auction go with these two hands?** (1♥-2NT-3NT-4♥-Pass.) South opens 1♥, and North makes the conventional response of 2NT. South has 15 high-card points plus 1 point for length. That's more than a minimum opening bid, but South has no singleton or void. South rebids 3NT. This shows a mild interest in slam if North has something extra. On this hand, however, North doesn't have enough to be interested in a slam opposite a little extra strength in opener's hand. North signs off in 4♥.

"Change the South hand.
"In spades: take away a low card.
"In hearts: add a low card.
"In diamonds: take away the queen and add the ace.

NORTH
♠ A x x
♥ K Q x x
♦ K J x
♣ J x x

NORTH	SOUTH
	1♥
2NT	3♥
(4♥/3♠)	(4NT)
(5♦)	(6♥)
(Pass)	

SOUTH
♠ K Q x
♥ A J x x x x
♦ A x
♣ K x

"With a maximum-strength opening bid but no singleton or void, opener rebids the agreed trump suit at the three level. On these hands, South would again open the bidding 1♥ and North would respond 2NT.

"**What would South rebid?** (3♥.) The rebid of the major suit at the three level is the strongest bid opener can make when holding no singleton or void. The partnership is definitely in the slam zone. Whether or not the partnership will bid a slam probably will depend on whether they have a sufficient number of controls — aces and kings.

"We're going to be discussing slam bidding methods in the next course. For now, you are probably familiar with one tool for bidding slams, the Blackwood convention. A bid of 4NT asks partner to show the number of aces held."

If the students are not familiar with Blackwood, you can gloss over the next part of the discussion and suggest that opener could simply leap to slam.

"For example, if North bid 4♥ over South's 3♥ rebid, South could bid 4NT to ask for aces. North would bid 5♦ to show one, and South could bid 6♥, knowing the partnership is missing one ace. It's reasonable to be in a slam contract with these two hands. It will make if East has the ♣A, or perhaps if West has the ♦Q. Declarer might need to choose which finesse to take. That's what makes slams exciting. If the partnership doesn't use Blackwood, South could simply jump to 6♥ and hope for the best.

"There is another method used to discover which aces and kings are held by the partnership. It's called cuebidding. After agreeing on the trump suit and learning that the partnership has enough combined strength to be in the slam zone, you can bid — cuebid — a specific ace, and partner can cooperate by cuebidding an ace in return or take control by bidding Blackwood. We're not going to get into too much detail in this lesson, but after South shows a maximum hand, North might cuebid the ♠A by bidding 3♠, and the auction would continue from there toward the slam.

"Now let's turn our attention to those hands where opener does have a singleton or a void.

"Change the North hand.
"In diamonds: take away the jack and add the queen.
"In clubs: take away the jack and add a low card.

"Change the South hand.
"In hearts: take away a low card.
"In diamonds: add two low cards.
"In clubs: take away the king.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1♥	♠ K Q x
♥ K Q x x	2NT	3♣	♥ A J x x x
♦ K Q x	(4NT)	(5♥)	♦ A x x x
♣ x x x	(6♥)	(Pass)	♣ x

"After a Jacoby 2NT, opener shows a singleton or a void by bidding the suit at the three level.

"**How would the auction start on these two hands if South is the dealer?** (1♥–2NT–3♣.) South opens 1♥, North jumps to 2NT to show the forcing raise and South bids 3♣ to show a singleton club. This helps responder evaluate the potential for a slam.

"**What does North think about slam possibilities after hearing the 3♣ bid?** (Good.) Hearing that South has a singleton club should increase North's interest in reaching a slam contract. North has three low clubs, but South's singleton will mean that the partnership has only one loser in the suit. Furthermore, if South doesn't have anything in clubs, whatever high cards South does have outside of the heart suit must be in spades and diamonds. The hands fit nicely together.

"You don't want to get too much into the mechanics of slam bidding at this point, but you can see how responder can start to evaluate the hand for slam purposes after learning about opener's shortness. Depending on the partnership methods, North might start by cuebidding the ♠A — by bidding 3♠ — or might even launch into the Blackwood convention. There's a good chance that North–South will reach 6♥.

"**How will that contract fare?** (Should make.) There are no losers in spades or hearts, and South can ruff a diamond loser in dummy. The only loser will be a club trick.

"The important thing to note here is that the partnership's combined assets are well below the 33 points usually required for a slam contract. South has a minimum opening bid — 14 high card points and a five-card suit — and North has nothing much extra — 14 high-card points. The secret is that the hands fit well together. This is the real purpose behind the Jacoby 2NT. By having opener show shortness after the trump suit has been agreed upon, responder is in a good position to judge whether it is worth pursuing a slam contract.

"Change the South hand.
"In diamonds: take away the ace and two low cards.
"In clubs: add the ace and two low cards.

NORTH
♠ A x x
♥ K Q x x
♦ K Q x
♣ x x x

NORTH	SOUTH
	1♥
2NT	3♦
4♥	Pass

SOUTH
♠ K Q x
♥ A J x x x
♦ —
♣ A x x x x

"**How would the auction start this time, with South as the dealer?** (1♥–2NT–3♦.) South would open the bidding 1♥, and North would use the Jacoby 2NT convention to show the fit and ask for a further description of opener's hand. South would bid 3♦ to show the singleton diamond.

"**Now what should North bid?** (4♥.)"

There will be considerable discussion among the students about what North should bid at this point.

"This is an important part of hand evaluation. North has to recognize that the ♦K and ♦Q are 'wasted' values opposite a singleton in partner's hand. The defenders can only take one diamond trick because of South's singleton. There's no need for North's ♦K and ♦Q. South can probably use the ♦K and ♦Q to discard a loser, but these cards would be much more useful if they were located in another suit — one of the suits that South holds. The duplication of values in the diamond suit should persuade North that slam is not a good prospect. After hearing the 3♦ response, South should simply jump to 4♥, giving up on a slam.

"Of course, with a lot of extra strength, South could still decide to move toward slam. On the actual hand, South has no reason to overrule partner's decision. South would pass, and the partnership would rest in a game contract.

"**Would slam have been a good contract on these two hands?** (No.) If the defenders lead a club, declarer is likely to lose a diamond trick and two club tricks. Even getting to the five level might be too much.

"Change the South hand.
"In diamonds: take away a low card.
"In clubs: add a low card.

NORTH	SOUTH
	1♥
2NT	3♦
4♥	Pass

NORTH
♠ A x x
♥ K Q x x
♦ K Q x
♣ x x x

SOUTH
♠ K Q x
♥ A J x x x
♦ x
♣ A x x x

"**How would the auction go this time?** (1♥–2NT–3♦–4♥.) South starts with 1♥ and North jumps to 2NT. A bid of 3♦ by South shows either a singleton or a void."

Some partnerships use a jump to 4♦ to show a void. The style recommended here uses the jump to the four level for other purposes — which will be discussed shortly.

"**What does North bid after hearing the 3♦ rebid?** (4♥.) North's hand goes down in value opposite shortness in diamonds, so North attempts to sign off by jumping to game in the agreed suit. It may be difficult for South to give up on slam at this point, and South might make another try. South has been warned, however, that North is likely to have wasted values in the diamond suit.

"**Does the partnership belong in slam?** (No.) Even if the defenders were to lead the ♦A, South is probably going to lose two club tricks. Despite South's nice hand, the partnership doesn't want to get beyond the five level.

"It's a good idea to practice hand evaluation opposite a known shortness in partner's hand. It's useful for bidding games as well as slams. Let's try one more on this theme.

"Change the South hand.
"In spades: take away the king and the queen.
"In diamonds: add the ace, the jack and two low cards.
"In clubs: take away two low cards.

NORTH	SOUTH
	1♥
2NT	3♠
(4♦)	(4NT)
(5♦)	(6♥)
(Pass)	

NORTH
♠ A x x
♥ K Q x x
♦ K Q x
♣ x x x

SOUTH
♠ x
♥ A J x x x
♦ A J x x
♣ A x x

"South still opens the bidding 1♥.

"**What does North respond** (2NT.) North's hand hasn't changed. North shows a forcing raise by jumping to 2NT.

"**What does South bid?** (3♠.) This time, South has a singleton spade and shows it by bidding 3♠.

"**What does North think in light of this information?** (Good news.) North now knows that the partnership has no losers in the spade suit. North knows that slam is still a reasonable possibility. We won't go into the rest of the auction here, since it will depend on the partnership's slam bidding methods, but you get the general idea."

With an experienced class, you could discuss how the auction might proceed. North could make a "waiting" bid of 3NT, and South will probably take over. North might bid 4♦, showing values in that suit. Many partnerships allow responder to show second round controls in this type of situation. North doesn't have enough to take control by bidding Blackwood or to bid 4♠ and take the partnership beyond game. However, North should do something other than sign off in 4♥ after hearing about the singleton spade.

"Focus on the North hand for a moment.

"**After bidding 2NT to show the forcing raise in hearts, in which suits would North like to have partner show shortness in order to be encouraged about the prospects for slam?** (Spades and clubs.) If opener is short in spades, that's good news, since the partnership has no spade losers. If opener is short in clubs, that's also good news. The partnership has at most one club loser, and opener's cards are likely to fit well with responder's cards. Only if South shows shortness in diamonds opposite North's strength in that suit would North be discouraged about the prospect of a slam and want to settle for game in 4♥. Of course, if opener doesn't have a short suit, North won't be interested in slam, unless opener has a lot of extra strength."

You might skip the next concept with a basic class.

"There's one other way opener can show shortness after the 2NT response. A jump to the four level in a new suit shows a good five-card suit — K–J–10–x–x or better. This implies that opener has a singleton or a void, since opener has ten cards in the two suits shown.

"Change the South hand.
"In diamonds: add a low card.
"In clubs: take away a low card.

NORTH
♠ A x x
♥ K Q x x
♦ K Q x
♣ x x x

NORTH	SOUTH
	1♥
2NT	4♦
(4♠)	(5♣)
(5♦)	(5NT)
(7♥)	(Pass)

SOUTH
♠ x
♥ A J x x x
♦ A J x x x
♣ A x

"South opens 1♥ and North responds 2NT.

"**What are opener's choices?** (3♠/4♦.) South can simply show the singleton spade or can jump to 4♦ to show a good five-card side suit. The value of showing the second suit is that North can judge how well the hands fit together. Holding the ♦K and ♦Q, North knows that the partnership has five diamond tricks to take. Again, we won't go into the rest of the auction, but the partnership might reach a grand slam on these combined cards. North's low clubs can be discarded on South's diamonds, and the partnership won't lose a club trick. This is an excellent grand slam on only 28 high-card points."

For more experienced students, you can suggest that the auction might go something like: 1♥–2NT–4♦–4♠–5♣–5♦–5NT–7♥. South uses the grand slam force to check for the trump suit honors after North shows second-round-diamond control. There are other possible auctions as well.

Summary

"Responder can use the Jacoby 2NT to show a forcing raise in opener's major suit. Opener then describes the hand further:

- With no shortness — no singleton or void — opener signs off with a minimum hand by jumping to the game level in the agreed suit.
- With a medium-strength hand, opener rebids 3NT.
- With a maximum-strength hand, opener rebids the major at the three level.
- With a short suit, opener can bid the short suit at the three level or jump to the four level to show a good five-card side suit.

"After hearing opener's description, responder can decide whether it is worthwhile investigating for slam. If the hands fit poorly, responder signs off at the game level. If the hands fit well, responder moves toward slam — perhaps by cuebidding or using the Blackwood convention."

➥ "Let's do Exercises 4 & 5 in the student text to review what we have just discussed."

Exercise Four — Rebids by Opener after Jacoby 2NT

As West, what do you rebid on each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♥	Pass	2NT	Pass
?			

1) ♠ K 9
♥ A 10 7 5 3
♦ A 7 4
♣ J 6 3

_____

2) ♠ 5
♥ J 10 8 6 3
♦ A K 8 6
♣ K J 2

_____

3) ♠ Q 6
♥ K Q 7 6 2
♦ K Q 6 2
♣ A 8

_____

4) ♠ 9
♥ A J 10 8 3
♦ A Q J 7 2
♣ Q 7

_____

5) ♠ A J 2
♥ A 10 9 7 6 3
♦ —
♣ Q J 7 6

_____

6) ♠ A K 8
♥ K Q 9 7 5 3
♦ A 9
♣ J 7

_____

Exercise Four *Answer* — Rebids by Opener after Jacoby 2NT

1) 4♥. With a minimum hand and no singleton or void, jump directly to game in the agreed suit.
2) 3♠. The rebid of a new suit at the three level is artificial and shows a singleton or void.
3) 3NT. Rebid 3NT to show a medium-strength hand with no singleton or void.
4) 4♦. A jump in a new suit to the four level shows a good five-card side suit.
5) 3♦. A new suit at the three level shows a singleton or a void.
6) 3♥. A rebid of the agreed suit at the three level shows a maximum strength hand.

Exercise Five — Responder's Rebid after Jacoby 2NT

You hold the following hand as East:

♠ K Q 7 6
♥ A 8
♦ 9 4 3
♣ K J 6 2

What is your next bid in each of the following auctions?

1)

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	2NT	Pass
4♠	Pass	? _____	

2)

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	2NT	Pass
3♣	Pass	? _____	

3)

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	2NT	Pass
3♦	Pass	? _____	

4)

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	2NT	Pass
4♣	Pass	? _____	

5)

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	2NT	Pass
3NT	Pass	? _____	

Exercise Five *Answer* — Responder's Rebid after Jacoby 2NT

1) Pass. Partner has shown a minimum-strength opening bid with no singleton or void.

2) 4♠. Partner has a singleton or void in clubs, which won't be very useful opposite your strength in the club suit. Give up on slam and settle for a game contract.

3) 3♥ or 4NT. Partner has a singleton or void in diamonds, which means that your high cards will all be useful. Make a try for slam, either by cuebidding 3♥ or using the Blackwood convention.

4) 4♥. Partner is showing a good five-card club suit on the side; the hands fit well together, and you should make a move toward slam by cuebidding the ♥A.

5) 4♠. Partner has a medium-strength hand (16 to 18) points with no short suit; your hand is worth about 14 points, so slam is unlikely. Settle for a game contract.

Handling Interference

Introduction

"It's important for the partnership to agree whether a convention applies after interference. You've already seen that Jacoby 2NT doesn't apply if responder is a passed hand. Most partnerships also agree that Jacoby 2NT is 'off' — no longer applies — if there is an overcall or takeout double over the opening bid. The partnership reverts to other methods."

Instructions

"Change the South hand.
"In spades: add a low card.
"In diamonds: take away the jack and a low card.
"In clubs: add a low card.

NORTH
♠ A x x
♥ K Q x x
♦ K Q x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
1♠	2♠	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

SOUTH
♠ x x
♥ A J x x x
♦ A x x
♣ A x x

"South is the dealer.

"**If the opponents are silent, how would the auction proceed?** (1♥–2NT–4♥–Pass.) South opens the bidding 1♥ and North uses the Jacoby 2NT response. With no singleton or void and a minimum opening bid, South jumps to game. That ends the auction.

"Now suppose South opens the bidding 1♥ and West overcalls 1♠.

"**The agreement is that Jacoby 2NT no longer applies, so what might North bid?** (4♥/2♠.) North could simply jump to 4♥, making sure the partnership gets to game. Technically, however, that is still a preemptive raise, showing a good fit but a weak hand. The opponent's overcall has disrupted the Jacoby 2NT convention, but it has made available another bid that North can use to show support for opener's suit.

"**What might that be?** (2♠.) A bid of 2♠ doesn't make sense as a natural call. With a spade suit, North would probably want to defend for penalties.

"A bid of the opponent's suit in this situation — technically referred to as a cuebid — shows support for opener's suit and a strong hand. Traditionally, it was forcing to the game level. The modern style is that it shows the values for a limit raise or better. So, it includes both limit raises and forcing raises of opener's suit.

"**After responder's cuebid of 2♠, what would opener bid?** (3♥.) With a minimum strength hand and nothing extra to show, opener simply rebids the agreed trump suit at the three level. South doesn't know whether North has a limit raise or a forcing raise. By rebidding 3♥, South is declining the invitation if North has a limit raise.

"**What would North bid?** (4♥.) North has enough to take the partnership to the game level.

"By cuebidding the opponent's suit and then taking the partnership to game, responder is showing a forcing raise. That allows responder to retain the immediate jump to game as a preemptive bid.

"Change the North hand.
"In diamonds: take away the king and the queen and add the jack.
"In clubs: add a low card.

NORTH
♠ A x x
♥ K Q x x
♦ J x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♥
1♠	2♠	Pass	3♥
Pass	Pass	Pass	

SOUTH
♠ x x
♥ A J x x x
♦ A x x
♣ A x x

"Let's suppose South opens the bidding 1♥ and West overcalls 1♠. If the partnership agrees that the cuebid shows a limit raise or better, North would bid 2♠ with this hand.

"**What would South bid?** (3♥.) With nothing extra, South would return to the agreed suit at the three level by bidding 3♥.

"**What would North bid now?** (Pass.) With only enough for a limit raise, North passes, and the partnership stops in partscore. So, that's how North shows a limit raise in opener's suit — by cuebidding and then passing if opener simply rebids the major.

"Why doesn't North just jump to 3♥ after the 1♠ overcall? Most partnerships today prefer to use the jump raise as a preemptive bid in competition. The cuebid takes the place of both the limit raise and the forcing raise. We'll look more at preemptive jumps in a moment.

"Change the North hand.
"In spades: add the queen.
"In hearts: take away the king and a low card.
"In diamonds: add the queen.

NORTH
♠ A Q x x
♥ Q x
♦ Q J x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♥
1♠	2NT		

SOUTH
♠ x x
♥ A J x x x
♦ A x x
♣ A x x

"South opens 1♥, and West overcalls 1♠.

"**What does North bid?** (2NT.) North has a balanced hand with 11 high-card points and stoppers in the opponent's suit. The hand is too strong for 1NT, but not strong enough to take the partnership to game. This is what a bid of 2NT shows at this point — a balanced 10 or 11 points with some strength in the opponent's suit. This range should be 11 or 12 points if you open 12-point hands.

"It's because of hands like this that most partnerships don't play Jacoby 2NT after an overcall. It's more useful as a natural invitational bid. If this bid wasn't available, North would have a difficult choice after the overcall. Since the cuebid can be used with a forcing raise, nothing much is lost. Besides, it's less likely that the partnership will be interested in reaching a slam when the opponents have enough to compete in the auction."

➥ "Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Handling Overcalls when Using Jacoby 2NT

As East, what do you bid on each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♠	2♥	?	

1) ♠ K Q 9 7
♥ A 4
♦ K Q 6 2
♣ 10 7 3

_____

2) ♠ A J
♥ K 10 3 2
♦ 8 7 2
♣ Q J 7 3

_____

3) ♠ A 10 9 7 6
♥ 3
♦ Q 9 7 6 2
♣ 8 4

_____

Exercise Six Answer — Handling Overcalls when Using Jacoby 2NT

1) 3♥. The cuebid of the opponent's suit replaces Jacoby 2NT when the opponents interfere. You'll make sure the partnership reaches at least a game contract in spades.

2) 2NT. A response of 2NT is natural and non-forcing after an overcall. It shows about 10 or 11(12) points.

3) 4♠. Make a preemptive raise to the four level. Partner won't expect too much, since you could have cuebid the opponent's suit with a strong hand.

You should skip the next section unless the group is quite experienced.

"Change the North hand.
"In spades: take away the queen and a low card.
"In hearts: add two low cards.
"In diamonds: add the king.
"In clubs: take away a low card.

NORTH
♠ A x
♥ Q x x x
♦ K Q J x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Pass	2NT	3♠	Double

SOUTH
♠ x x
♥ A J x x x
♦ A x x
♣ A x x

"South is the dealer and opens the bidding 1♥. This time, West passes.

"**What does North respond?** (2NT.) North has 12 high-card points plus 1 dummy point for the doubleton spade. With four-card support for opener's major, that's enough to make a forcing raise.

"**What's South planning to bid?** (4♥.) With a minimum hand and no shortness, South plans to jump to 4♥."

Before South can bid, however, East comes in with an overcall of 3♠.

"**What now?** (Pass/Double/4♥.) The partnership needs to agree what to do after the Jacoby 2NT if the next opponent interferes. The usual agreement is that a pass shows shortness in the opponent's suit and the bid of a new suit shows shortness in that suit. With a minimum balanced hand, opener should double. That may seem surprising, but it allows the partnership to defend on borderline hands where game may not make. With no shortness but a minimum-strength unbalanced hand, opener can bid game in the agreed suit. With a medium or maximum-strength hand and no shortness, opener bids 3NT."

There's a lot of memory work here. You can let the students know that it's all in the textbook, and they can refer to that if they want.

"**So, on this hand, what would South bid after North bids the Jacoby 2NT and East overcalls 3♠?** (Double.) Double shows a minimum balanced hand. Now it's up to North to decide whether to pass and defend for penalty or bid game. North has a close decision and might choose to defend, knowing that South has at least two spades. 4♥ should make, but North–South may get a better result by defending 3♠ doubled. The opponents' interference can make things awkward, but it also can give you more options. Here, North's decision may depend on the vulnerability.

"Change the South hand.
"In hearts: add a low card.
"In clubs: take away the ace and a low card and add the king.

NORTH
♠ A x
♥ Q x x x
♦ K Q J x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Pass	2NT	3♠	4♥

SOUTH
♠ x x
♥ A J x x x x
♦ A x x
♣ K x

"**What does South bid with this hand, if West comes in with 3♠ over the Jacoby 2NT response?** (4♥.) With an unbalanced hand and no shortage, it's usually best to simply bid game. On this hand, South knows the partnership has at least a ten-card fit in hearts. They can take at most one heart trick on defense. With an unbalanced hand, it's usually better to play in your side's long trump suit than to defend when the opponents have found a trump fit.

"Change the South hand.
"In spades: take away a low card.
"In clubs: add a low card.

NORTH
♠ A x
♥ Q x x x
♦ K Q J x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Pass	2NT	3♠	Pass

SOUTH
♠ x
♥ A J x x x x
♦ A x x
♣ K x x

"**How does South react with this hand, after opening 1♥, hearing a 2NT response from partner and an overcall of 3♠ by East?** (Pass.) Pass shows shortness in the opponents' suit — a singleton or a void. On this hand, North probably doesn't have enough to move toward a slam based on South's singleton spade. However, it does tell North that the partnership probably shouldn't be defending 3♠ doubled. North will continue to 4♥. The decision might become more interesting if West raises to 4♠. Now North has to decide whether to bid 5♥ or defend 4♠. Being uncertain, North might pass, leaving the final decision to South. South might bid 5♥ — and that's a good contract.

"An important thing to note is that neither South's pass nor North's pass showed weakness. Both passes were forcing — partner has to take some action. Once the partnership is committed to game by North's 2NT response, the bidding can't stop until North–South have reached a contract or East–West are doubled for penalties. That's an important principle to keep in mind. Some passes are forcing.

"Change the South hand.
"In spades: add two low cards.
"In diamonds: take away the ace and a low card.
"In clubs: take away a low card and add the ace.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ A x				1♥	♠ x x x
♥ Q x x x	Pass	2NT	3♠	4♦	♥A J x x x x
♦ K Q J x	Pass	4♥	Pass	Pass	♦ x
♣ x x x	Pass				♣ A K x

"South opens 1♥, and North responds 2NT.

"**What does South bid if East comes in with a bid of 3♠?** (4♦.) The bid of a new suit shows a singleton, even though the auction is now at the four level.

"**On hearing of South's singleton diamond, what does North think about the prospects for slam?** (Poor.) It sounds as though slam won't be a good bet with all of North's wasted strength in diamonds. North will sign off in 4♥. If the opponents compete any further, North will be happy to double. The diamonds are likely to be of more value on defense than offense."

Summary

"If the opponents overcall directly over the opening bid of 1♥ or 1♠, Jacoby 2NT no longer applies.

- Responder's 2NT bid is now a natural, invitational call, showing 10 or 11(12) points and some strength in the overcalled suit.
- A cuebid of the opponent's suit shows a fit with opener's suit and the strength for at least a limit raise.
- With a forcing raise, responder will make sure the partnership reaches game after hearing opener's rebid.

"If an opponent interferes after responder's Jacoby 2NT:

- A pass by opener shows shortness in the overcalled suit, and the bid of a new suit shows shortness in that suit.
- With no singleton or void, opener can double with a minimum balanced hand, bid game with a minimum unbalanced hand and bid 3NT with a medium or maximum-strength hand and interest in slam."

Refer the students to their textbooks if they are having difficulty remembering all of opener's options. There are further examples in the textbook.

➥ "Let's do Exercise 7 in the student text to review what we have just discussed."

Exercise Seven — Interference after Jacoby 2NT

You hold the following hand as West:

♠ K Q 10 6 4
♥ 8
♦ K 9 4 3
♣ A 6 2

What is your next bid in each of the following auctions?

1)

WEST	NORTH	EAST	SOUTH
1♠	Pass	2NT	Double
? _____			

2)

WEST	NORTH	EAST	SOUTH
1♠	Pass	2NT	3♣
? _____			

3)

WEST	NORTH	EAST	SOUTH
1♠	Pass	2NT	3♥
? _____			

Exercise Seven *Answer* — Interference after Jacoby 2NT

1) 3♥. Show the singleton heart. The opponent's double hasn't taken away any bidding room.
2) 3♥. You can still show the singleton after the opponent's overcall.
3) Pass. Passing shows shortness in the opponent's suit (if you have this agreement with partner).

2NT after a Takeout Double

This section can be skipped with a basic class or if time is running short. Note, however, that the last practice hand contains an example of this convention.

Introduction

"If an opponent doubles the opening bid of 1♥ or 1♠, it might seem as though there's no reason to stop using the Jacoby 2NT. After all, no room has been taken away. However, there are a couple of reasons why most partnerships prefer to drop the use of the Jacoby 2NT after a takeout double.

"First, the main reason for using the Jacoby 2NT is to investigate the potential for slam. When an opponent has enough to make a takeout double, the possibility of a slam becomes quite remote.

"Second, the auction may be competitive after the takeout double, and the partnership may have to decide between bidding higher and defending against the opponents' contract — perhaps doubled. After the takeout double, most partnerships prefer to use 2NT to show a limit raise or better in opener's suit. That allows the jump raise to three of the major suit — or the game level — to be used as a preemptive bid.

"The use of 2NT to show a limit raise or better in opener's suit following a takeout double is referred to by many names. It's sometimes called Dormer, after a Scottish internationalist who popularized its use on that side of the ocean. In North America it was introduced by Alan Truscott, long-time bridge columnist for The New York Times, and is sometimes referred to as the Truscott 2NT. However, an American internationalist, Robert Jordan, is commonly credited with making it popular in North America, so it is most often referred to as the Jordan 2NT. Anyway, let's see how this multi-named convention works."

Instructions

"Change the North hand.
"In spades: take away the ace.
"In hearts: add a low card.
"In diamonds: take away the king and add a low card.

"Change the South hand.
"In hearts: take away a low card.
"In diamonds: add a low card.

NORTH
♠ x
♥ Q x x x x
♦ Q J x x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Double	3♥		

SOUTH
♠ x x x
♥ A J x x x
♦ x x
♣ A K x

"**What would South open the bidding?** (1♥.) South has 12 high-card points plus 1 for the fifth heart. That's enough to open 1♥ in first position.

"**If West passes, what would North respond? (2♥.)** With 5 high-card points plus 3 dummy points for the singleton spade, North would make a raise to the two level. With a minimum opening bid, South would pass, and the partnership would be in their optimum contract.

"However, that's if the opponents keep silent throughout the auction. Suppose West doubles South's 1♥ opening.

"**What should North bid now?** (2♥/3♥.) North could raise to 2♥, since no room has been taken up by the double.

"**However, is that likely to keep East out of the auction?** (No.) A raise to the two level leaves plenty of room for East to enter the auction. With four spades and 6 to 10 points, East can bid 2♠. With 9 to 11 points, East can jump to 3♠ to show an invitational hand. With 12 or more, East can jump to game or start with a cuebid of 3♥.

"The simple raise to the two level doesn't do much to keep the opponents out of the auction. Most players like to be able to jump to the three level in this situation, as a preemptive action. It shows four-card support but a weak hand. The idea is that the partnership should be relatively safe at the three level with a nine-card trump fit. At the same time, it leaves a lot less room for the opponents to find their best contract. So with this hand, North would jump to 3♥ over the double.

"Notice how this presents much more of a challenge for East. With 6, 7 or 8 points, East may be unwilling to come into the auction at the three level, so the opponents may never find their fit. If East does bid 3♠, West can't be sure if East is stretching with 9 or 10 points or making an invitational bid with 11 or 12. West may judge to pass and perhaps miss a game, or West may bid more and get too high. East can't cuebid without committing the partnership to at least the game level.

"So, this is the style most partnerships adopt. Over a takeout double, a jump raise is a preemptive bid with good trump support but a weak hand. Of course, that takes away the use of a jump raise to show an invitational hand — your standard limit raise.

"Change the North hand.
"In spades: add the king.
"In hearts: take away two low cards and add the king.
"In diamonds: take away the jack and add a small card.

NORTH
♠ K x
♥ K Q x x
♦ Q x x x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Double	2NT	Pass	3♥
Pass	Pass	Pass	

SOUTH
♠ x x x
♥ A J x x x
♦ x x
♣ A K x

"South again opens 1♥.

"**What would North bid if West passed?** (3♥.) With 10 high-card points plus 1 dummy point for the doubleton spade, North would make a limit raise to 3♥. With a minimum hand, South would pass, and the partnership would be in a reasonable contract. They might make game on a favorable lie of the cards, but they might go down in 3♥ if the cards lie unfavorably.

"Now suppose West doubles the 1♥ opening.

"**What does North bid?** (Redouble/2NT.) If the jump to 3♥ is a preemptive raise over the double, North no longer can use that bid to show a limit raise. This is where many partnerships use the Jordan 2NT convention. North bids 2NT to show a limit raise — or better — in opener's suit. 2NT is no longer the Jacoby 2NT convention once there is interference.

"**What does South do over the 2NT bid?** (3♥.) With a minimum hand, South declines the invitation and signs off in partscore in the agreed trump suit.

"There is another way North can show 10 or more points after a takeout double, and that's to redouble. We'll be talking more about the redouble in other lessons, but it's the classic way to show 10 or more high-card points when partner's opening bid is doubled for takeout.

"**What's the disadvantage of redoubling with the North hand?** (Doesn't show the fit.) The difficulty with the redouble with this type of hand is that it tells partner about the strength of the hand but not about the excellent support for partner's suit. For all partner knows, you may have 10 or more points and a singleton in hearts or a good suit of your own. In fact, the opponents' bidding may make it quite difficult for you to show support. Suppose North does redouble and East chooses to jump to 2♠. Partner passes with a minimum opening bid, and now West raises to 3♠. What do you bid? You don't really want to double for penalty with only two spades and undisclosed four-card support for partner's suit. On the other hand, to show heart support, you would have to bid 4♥, which might get the partnership overboard. And, if you pass and the bidding comes back to partner, what is partner supposed to do? Partner knows nothing about your hand, except that you have 10 or more high-card points.

"That's why most partnerships prefer to use the immediate jump to 2NT to show support for partner's suit and the strength for at least a limit raise. If North bids 2NT over the double and East does bid 3♠, South is in the picture. South knows North has support and 10 or 11(12) points. With a minimum hand, South is content to pass over the 3♠ bid and defend. If the 3♠ bid comes back around to North, North is in a good position. Having already shown the fit in hearts and the strength of the hand, North is free to pass and defend, or perhaps double the opponents' contract for penalty.

"Change the North hand.
"In diamonds: take away the jack and add the ace.

NORTH
♠ K x
♥ K Q x x
♦ A Q x x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Double	2NT	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

SOUTH
♠ x x x
♥ A J x x x
♦ x x
♣ A K x

"South again opens 1♥, and West doubles.

"**What does North bid?** (2NT.) 2NT over the double shows a limit raise or better.

"**When South shows a minimum hand by rebidding 3♥, what does North bid?** (4♥.) North takes the partnership to the game level. The difference between this sequence and an immediate jump to 4♥ is that now opener knows that North has a strong hand for the raise to game. If the opponents compete to 4♠, South will be happy to double and defend for penalties.

"Change the North hand.
In spades: take away the king.
In hearts: add a low card.
In diamonds: take away the ace and add a low card.

NORTH
♠ x
♥ K Q x x x
♦ Q x x x
♣ x x x

WEST	NORTH	EAST	SOUTH
			1♥
Double	4♥	Pass	Pass
Pass			

SOUTH
♠ x x x
♥ A J x x x
♦ x x
♣ A K x

"This is the type of hand with which North might leap to 4♥ over the take-out double — five-card heart support but little else. South won't expect too much defensive help if the opponents bid 4♠."

Summary

"After an opponent doubles partner's 1♥ or 1♠ opening, you can use the Jordan 2NT convention. A jump to 2NT shows four-card support and the strength for at least a limit raise. An immediate jump raise of opener's suit is preemptive, showing good trump support but a weak hand."

➥ "Let's do Exercise 8 in the student text to review what we have just discussed."

Exercise Eight — 2NT as a Limit Raise

As East, what do you respond with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♥	Double	?	

1) ♠ A 8 6
♥ Q 9 3
♦ 10 8 7 6 2
♣ J 4

2) ♠ K 6
♥ A J 7 5
♦ Q 10 7 3
♣ 9 8 6

3) ♠ 7 5
♥ K J 9 6
♦ 8 3
♣ J 9 8 7 4

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

5) ♠ 3
♥ K 10 8 7 4
♦ 9 8 7 4 2
♣ J 3

6) ♠ A 9
♥ K 10 9 7
♦ K Q
♣ J 8 7 4 2

Exercise Eight Answer — 2NT as a Limit Raise

1) 2♥. With enough to raise partner's suit to the two level, make the same bid over the takeout double.

2) 2NT (Jordan). After an opponent's takeout double, a jump to 2NT shows four-card support and the strength for a limit raise.

3) 3♥. Although the strength is right for a raise to the two level, a preemptive jump to the three level should be more effective in keeping the opponents out of the auction. After a takeout double, the jump raise is weak, since you could use 2NT to show the strength for a limit raise or more.

4) Redouble. With no fit and 10 or more high-card points, the standard way to start off is with a redouble.

5) 4♥. With a weak hand but an excellent fit, make a preemptive raise all the way to the four level.

6) 2NT (Jordan). The jump to 2NT after an opponent's takeout double shows a limit raise or better in partner's suit.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 3

Guidelines for Teachers: The main focus of this lesson is the Jacoby 2NT. There are some slams that can be bid. This may be awkward if the students are unfamiliar with slam-bidding methods. Most should be familiar with Blackwood. The deals illustrate the basic principles of the lesson, but also contain a couple of challenging play concepts (*i.e.*, safety play, strip and end play).

Bid and Play — Deal 1: The Jacoby 2NT

Guidelines for Teachers: On this first deal, we see the Jacoby 2NT in action as an artificial forcing raise. There is a standard safety play in the trump suit, after North-South end up in a contract of 4♥. Few students will be familiar with it. With a more experienced group, you have an opportunity to discuss finesses and how to avoid them. You can also discuss whether to play safely for the contract or try for an overtrick.

Introduction

"Let's play a deal where we see the Jacoby 2NT in action."

Instructions

"North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #3, Deal 1 — Dealer, North)

Dealer: North Vul: None	♠ K 7 ♥ A Q 7 6 3 ♦ 10 9 5 ♣ K 8 3	
♠ Q 8 3 2 ♥ J 10 8 ♦ A 8 7 ♣ Q 10 4	N W E S	♠ J 10 9 4 ♥ K ♦ J 4 2 ♣ J 9 7 5 2
	♠ A 6 5 ♥ 9 5 4 2 ♦ K Q 6 3 ♣ A 6	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	1♥	Pass	2NT
Pass	4♥	Pass	Pass
Pass			

"With four-card support for partner's major suit and 14 points — 13 high-card points plus 1 dummy point for the doubleton club — South should use the Jacoby 2NT convention after North opens the bidding 1♥. North has a minimum-strength hand and no singleton or void. To show this, North jumps to 4♥, which ends the auction since South has nothing further to add."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♥ by North.

Suggested Opening Lead

"East is on lead and should select the ♠J, top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"North can ruff the club loser in dummy, but still has two potential losers in the diamond suit. With no losers in the spade suit, North can make the contract by losing no more than one trick in the trump suit. The best play to accomplish this is to draw a round of trump with the ♥A, and if the ♥K doesn't appear, cross to dummy to lead a heart toward the ♥Q. This is successful on the actual layout, since East's ♥K falls under the ♥A. North still has to lose a trick to West's ♥J, but the contract is safe even if two diamond tricks are lost. Playing the suit in this manner would also restrict the heart losers to one if the missing trumps are divided 2–2, or if they divide 3–1 and West holds the ♥K. Only if the missing trump divide 4–0 or East has three trumps including the ♥K, would declarer lose more than one trick — and there is nothing that can be done anyway, if that is the situation. Playing the ♥A first is called a *safety play.*

"North might be tempted, however, to draw trumps by taking an immediate finesse of the ♥Q. This would avoid losing any heart tricks if the suit divides 2–2 and West holds the ♥K. On this hand, that approach results in two heart losers, and North will have to restrict the diamond losers to one to make the contract (see below)."

Suggested Defense

"If declarer takes an immediate heart finesse, the defenders have a chance of defeating the contract. The defenders will get two heart tricks and will need to take two diamond tricks. After finding the bad news in the heart suit, North will probably lead a low diamond to dummy's ♦Q or ♦K, hoping that East holds the ♦A. If West wins this trick with the ♦A, declarer probably will fall back on the last real chance, leading the ♦10 and finessing against East's ♦J. On the actual deal, this finesse is successful, and declarer makes the contract.

"West can give declarer a much tougher problem, however, by not taking the ♦A on the first round. North can't have a singleton diamond, since the 4♥ response to the Jacoby 2NT showed no singleton or void. West can probably derive this information if the partnership uses count signals in this situation — East's ♦2 on the first round would show an odd number of diamonds. Nothing is lost by ducking the first round of the suit. If West does this without a change in tempo, declarer has a challenge. When declarer crosses to the North hand to lead the ♦10 and East plays the ♦4, declarer will have to guess which opponent really has the ♦A. If North thinks East holds the ♦A, North will play the remaining high honor from dummy, and West wins this trick with the ♦A. Now East's ♦J becomes the setting trick.

"It takes some minor miscalculations from North and excellent defense by East–West to defeat the contract, but it could happen."

Bid and Play — Deal 2: Showing Shortness with Jacoby 2NT

Guidelines for Teachers: On this second deal, the Jacoby 2NT is used to uncover a duplication of values in opener's and responder's hands which will steer them away from slam. The contract can be made unless declarer gets greedy and plays for an extra trick – which would set the contract.

Introduction

"Let's play a deal where responder uses the Jacoby 2NT."

Instructions

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #3, Deal 2 — Dealer, East)

Dealer: East Vul: N–S	♠ 5 4 2 ♥ J 7 5 4 ♦ A 10 8 ♣ Q 5 4	
♠ A Q 9 7 ♥ 8 6 3 ♦ K Q J 5 ♣ K J	N W E S	♠ K J 10 6 3 ♥ A 9 2 ♦ 9 ♣ A 9 7 3
	♠ 8 ♥ K Q 10 ♦ 7 6 4 3 2 ♣ 10 8 6 2	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		1♠	Pass
2NT	Pass	3♦	Pass
4♠	Pass	Pass	Pass

"After East's opening bid of 1♠, West uses the Jacoby 2NT as a game-forcing raise. East's 3♦ rebid shows a singleton diamond. This tells West that the ♦K Q J are probably wasted high cards for the purposes of slam, since East–West will have to lose a trick in that suit. West, therefore, gives up on trying for slam and jumps to game. East has nothing further to contribute."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♠ by East.

Suggested Opening Lead

"South is on lead and should lead the ♥K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"The East hand has two heart losers, one diamond loser and two club losers. Declarer should plan to draw trumps and then eliminate the two club losers by ruffing them, or by promoting diamond winners in the dummy on which to discard two clubs. Since three rounds of trumps must be played to draw all of the opponents' spades, declarer should promote diamond winners in dummy before ruffing a club in the dummy. If declarer ruffs a club after playing three rounds of trump, it will be too late to establish the diamonds — the defenders can take two heart tricks and a club trick after winning the ♦A.

"At duplicate bridge, East might consider finessing the ♣J immediately, hoping South holds the ♣Q. If successful, this would result in an overtrick, since declarer could then play the ♣K, come back to the East hand with a trump and play the ♣A, discarding a heart from dummy. Now, when the ♦A is driven out, the defenders can take only one heart winner. On the actual lie of the cards, however, finessing the club is spectacularly unsuccessful, since the finesse loses and the defenders are in a position to take two heart tricks and the ♦A to defeat the contract.

"As can be seen, East–West don't want to be any higher than 4♠ with these two hands."

Suggested Defense

"After leading the ♥K, there isn't much the defenders can do if declarer plays safely for the contract. When North wins a trick with the ♦A, they can take two heart tricks to stop declarer from making an overtrick. Only if declarer takes a club finesse do the defenders have a chance, since they can take two heart tricks and the ♦A after North wins a trick with the ♣Q.

"The most important thing for the defense is to get off to the best lead, the ♥K. If anything else is led, declarer can drive out the ♦A and discard both heart losers on dummy's extra diamond winners. Declarer can make 12 tricks by ruffing the two club losers in the dummy. South should start with the ♥K, since this will at least develop the ♥Q into a trick and may result in more tricks if North holds either the ♥A or the ♥J. Holding the ♥J, North should play the ♥7 — an encouraging card — since South must hold the ♥Q."

Bid and Play — Variation of Deal 2: Showing Shortness with Jacoby 2NT

Guidelines for Teachers: The second deal can be played twice. After it has been played the first time, have the students modify the deal as suggested below, and play it again.

Introduction

"Let's make a few changes and then play this deal again to see how changing a few cards makes slam a likely prospect."

Instructions

"From the North hand, take the ♦A and give it to East.
"From the East hand, take the ♥A and give it to North.
"From the East hand, take the ♥2 and give it to South.
"From the South hand, take the ♦2 and give it to East.

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

Dealer: East Vul: N-S	♠ 5 4 2 ♥ A J 7 5 4 ♦ 10 8 ♣ Q 5 4	
♠ A Q 9 7 ♥ 8 6 3 ♦ K Q J 5 ♣ K J	N W E S	♠ K J 10 6 3 ♥ 9 ♦ A 9 2 ♣ A 9 7 3
	♠ 8 ♥ K Q 10 2 ♦ 7 6 4 3 ♣ 10 8 6 2	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		1♠	Pass
2NT	Pass	3♥	Pass
4NT	Pass	5♥	Pass
6♠	Pass	Pass	Pass

"After East's opening bid of 1♠, West uses the Jacoby 2NT as a game-forcing raise. East's 3♥ rebid shows a singleton heart. This tells West that there is only one heart loser, even though the partnership has no high cards in the suit. In addition, since East doesn't have anything in the heart suit, East's high cards must be in the other three suits. This makes a slam contract a lively possibility. West uses the Blackwood convention to check for aces. East's response shows two, so the partnership is missing only one ace. Based on this information, West bids the slam."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 6♠ by East.

Suggested Opening Lead

"South is on lead and should lead the ♥K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"The East hand has a heart loser and two club losers. Declarer should plan to draw trumps and then eliminate the two club losers by ruffing one and discarding the other on the extra diamond winner in the dummy.

"There's not much to the play in a slam contract. What is interesting is that the East–West hands are identical to those in deal 4.2A, except that East's hearts and diamonds have been exchanged. On the first hand, the partnership could afford to get higher than the game level. On the second hand, the slam contract is excellent. This illustrates the significance of the Jacoby 2NT convention in helping the partnership evaluate slam prospects."

Suggested Defense

"After taking the first heart trick, there's nothing the defense can do. Unless declarer gets careless, it's time to get on with the next deal."

Bid and Play — Deal 3: Cuebidding Controls with Jacoby 2NT

Guidelines for Teachers: This deal demonstrates how the partnership can describe their hands by cuebidding. Exploring for slam and liking the answers, North-South find their way to a contract of 6♠ by South. This deal illustrates a strip and endplay. Few of the students will find this play. With a basic class, you might want to omit too much discussion on the play. Let them guess which way to finesse and discuss again the idea of avoiding finesses whenever possible.

Introduction

"Let's play a deal where using the Jacoby 2NT, the partnership can show controls by cuebidding."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #3, Deal 3 — Dealer, South)

Dealer: South Vul: Both	♠ K Q 7 5 ♥ Q 4 ♦ A J 7 ♣ A J 6 5	
♠ 4 ♥ J 10 9 8 6 ♦ Q 4 3 ♣ K 7 4 2	N W E S	♠ 3 2 ♥ K 7 3 2 ♦ 8 6 2 ♣ Q 10 9 8
	♠ A J 10 9 8 6 ♥ A 5 ♦ K 10 9 5 ♣ 3	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			1♠
Pass	2NT	Pass	3♣
Pass	3♦	Pass	3♥
Pass	4NT	Pass	5♥
Pass	6♠	Pass	Pass
Pass			

"After North makes a forcing raise of spades (by using the Jacoby 2NT response), South shows a singleton club. This encourages North to look for slam, since the partnership will have no losers in the club suit. North's 3♦ bid is a cuebid showing the ♦A. South shows the ♥A in a similar manner. That's enough encouragement for North to use the Blackwood convention and bid a slam after finding that South holds two aces."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 6♠ by South.

Suggested Opening Lead

"West is on lead and should start with the ♥J, top of a sequence"

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"South has a heart loser and a diamond loser. With the ♥J lead, there is a remote chance that West has led the top of an interior sequence such as ♥ K J 10 9 8. Declarer can play the ♥Q, hoping to win the trick. Unfortunately, East produces the ♥K, and declarer has to win with the ♥A — leaving a loser in the heart suit.

"It would appear that South must guess which defender has the ♦Q. If it's West, declarer can take the ♦K and finesse with the ♦J; if it's East, declarer can take the ♦A and lead the ♦J to trap the ♦Q. If declarer guesses wrong, the defenders will win a trick with the ♦Q and take a heart trick. If declarer guesses right, the contract probably will be made with an overtrick, since dummy's heart may be discarded on the fourth round of diamonds.

"By careful play, however, declarer can let the opponents do the work and avoid guessing which defender has the ♦Q. To bring this about requires some foresight. After winning the first trick with the ♥A, declarer should immediately lead a club to dummy's ♣A and ruff a club. This is an unusual play, since it usually isn't a good idea for declarer to spend time ruffing dummy's losers. However, the reason for this will become apparent later. Next, declarer plays a trump to dummy's ♠Q — drawing one round of trumps — and leads another club and ruffs it. Now declarer plays a trump to dummy's ♠K — drawing the opponents' remaining trump — and leads dummy's last club and ruffs it. Finally, declarer gives up a heart trick to the opponents. The reason for all of this preparation becomes a little clearer when you look at the cards remaining in the North and South hands after declarer gives up the heart trick.

"The hearts and clubs have been eliminated from the North–South hands, and all of the spades have been eliminated from the defenders' hands. It doesn't matter which defender is on lead. Whatever card is led, South can take the rest of the tricks. If the defender that wins the heart trick leads a heart or a club, South can discard — sluff — the ♦7 from dummy and ruff the trick with the ♠A. After taking the ♦A and ♦K, declarer has the rest of the tricks. If, instead, either defender leads a diamond, declarer plays a low diamond and waits to see if the ♦Q appears. Whether it appears or not, declarer takes three diamond tricks and makes the contract.

"This type of play is often called an endplay, since the defenders are usually thrown into the lead at the end of play so that whatever they lead will help declarer. When there is a trump suit involved, the defenders are put in the position of leading a suit they don't want to lead — the diamonds in the above hand — or giving declarer a sluff and a ruff — which allows declarer to discard a loser from one hand while ruffing in the other. To prepare for an endplay, declarer often has to eliminate, or strip, one or more suits — all the North–South clubs and the East–West spades in the above hand — and then throw in one of the defenders — with the heart suit in the above hand. This type of play also is referred to as a *strip and endplay* — a phrase popularized by Ely Culbertson."

Suggested Defense

"While the defenders can't defeat the contract if declarer finds the correct play — or guesses well — they should give it their best effort. West must lead a heart to give declarer a problem. If West doesn't lead a heart, it won't matter if declarer misguesses the location of the ♦Q, since one of dummy's hearts can be discarded on the fourth round of diamonds, and declarer won't have to lose a heart trick.

"If the defenders do establish their heart trick right away and declarer doesn't find the endplay, then the defenders must be careful not to give declarer any help in guessing the location of the ♦Q. Both defenders should hold on to all of their diamonds as long as possible. If, for example, East were to discard one or two diamonds, declarer could draw the inference that West holds the ♦Q. In fact, it would be a tricky play for West to discard a diamond — perhaps lulling declarer into thinking that East holds the ♦Q."

Bid and Play — Deal 4: Using the Jacoby 2NT with Interference

> **Guidelines for Teachers:** The suggested bidding on the fourth deal involves 2NT as a limit raise over a takeout double. If you didn't cover this in the lesson, the auction will go differently. You could substitute another deal if you prefer.

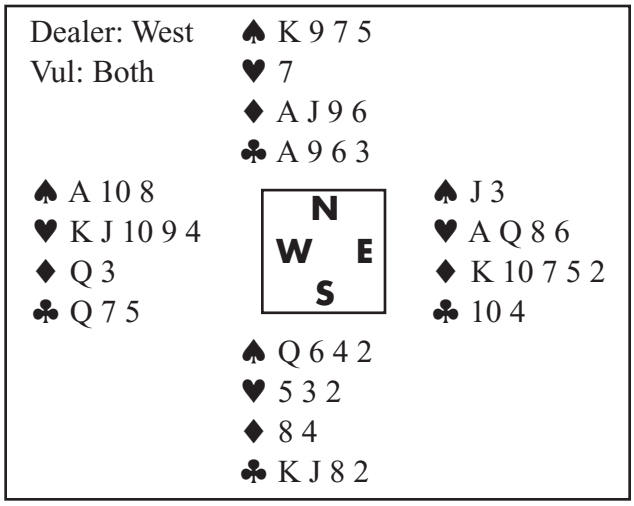
Introduction

"Let's play another deal where interference after an opening bid changes the meaning of the 2NT bid. Let's see what happens."

Instructions

"West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #3, Deal 4 — Dealer, West)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
1♥	Double	2NT	Pass
3♥	Pass	Pass	Pass

"After West's opening bid, North has a perfect hand for a takeout double. With 10 high-card points, East could redouble, but that will give North–South an opportunity to find their best spot. Instead, with good support for West's suit and the values for a limit raise, East jumps to 2NT. East has 10 HCP plus 2 distribution points for the doubletons. In light of North's takeout double, East decides that the ♠J is not pulling its value and downgrades the hand to a limit raise. This is an example of bidding judgment. After the

takeout double, this isn't the Jacoby 2NT convention. A bid of 2NT in this auction is the Jordan convention and shows a hand that would have made a limit raise of 3♥ if there were no double. An immediate jump to 3♥, after the takeout double, would be weak and preemptive.

"The 2NT response takes the auction a little too high for South to come in. With a minimum-strength hand, West rebids 3♥, putting the partnership in partscore in the agreed trump suit. This effectively rejects East's invitational raise. North has nothing extra to show, and neither does East. The last decision is up to South. South might consider a balancing bid of 3♠, but it's quite risky, especially since North–South are vulnerable."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 3♥ by West.

Suggested Opening Lead

"North has a difficult choice of opening leads — all four suits are unattractive. To avoid leading an ace — or leading away from one — North will probably lead the ♠5, fourth highest, hoping partner has either the ♠A or ♠Q. Another reasonable choice would be the lead of the singleton trump, hoping that it won't give up a trick and may prevent declarer from ruffing too many losers in the dummy."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"In a contract of 3♥, West has two spade losers, a diamond loser and three club losers. If North leads a spade, one of West's spade losers disappears. West plays second hand low from dummy and captures South's ♠Q with the ♠A. West can drive out North's ♠K with the ♠J later, to promote the ♠10 into a winner. West can draw trumps in three rounds and eventually ruff a club loser in the dummy.

"West should have no trouble if North leads the ♦A, since that establishes both the ♦Q and ♦K as winners. After drawing trumps, West can plan to discard a spade loser on the ♦K and ruff the third club loser in dummy. Even if North starts by leading a club or a trump, West should have little difficulty restricting the losers to four tricks: one spade, one diamond and two clubs. West can plan to ruff both a spade loser and a club loser in the dummy, or West can go about establishing dummy's diamond suit as extra winners. If the defenders don't lead spades early enough, West might make an overtrick by finessing the ♦10, after driving out the ♦A, and then ruffing a diamond to establish the suit.

"The play is interesting if North–South buy the contract with spades as trump. They have to lose at least two spade tricks, one heart trick and one diamond trick, but could make nine tricks by avoiding the loss of a club

trick. That's difficult to do, since West holds the ♣Q, and most declarers would try the finesse of the ♣J, hoping East holds the ♣Q. If declarer is sure that West holds the ♣Q — West did open the bidding — there is a play that works. The ♣J can be led from the South hand, and it will win the trick unless West covers with the ♣Q. When West does cover with the ♣Q, the ♣A is won in the North hand, and another club is led to trap East's ♣10. This is called a *backward finesse*. It's unlikely that most declarers would find this play, so a contract of 3♠ by North–South will probably be defeated one trick."

Suggested Defense

"As discussed above, there is little that can be done to stop East–West from taking nine tricks in a heart contract. The defenders have to be careful, however, not to let East–West take ten tricks. If they take the ♣A and ♣K too quickly, they will establish declarer's ♣Q as a winner, on which one of dummy's spades can be discarded. Now declarer can avoid the loss of a spade trick. Also, if declarer goes about establishing the diamond suit, the defenders have to establish their spade winner, before declarer can discard both spade losers on dummy's diamonds."

LESSON 4

Major-Suit Openings and Responses — Part 2



General Concepts

General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

Major-Suit Openings and Responses — Part 2

This lesson discusses opening bids of 1♥ and 1♠ in third and fourth positions. It introduces the concept of opening light, which leads to the introduction of the Drury convention — the only convention covered in this lesson. The remainder of the lesson discusses other responses to 1♥ and 1♠, omitting those that show support, since that was the topic of the previous lesson.

Bidding

Some of the guidelines for opening the bidding will be new to the students, especially those inexperienced with duplicate bridge. For the more experienced students, the emphasis can be put on the two common variations of Drury and a detailed discussion on the meaning of various responses to a major suit.

Here are the topics covered and comments on which sections you might want to include or skip.

Third and Fourth Position Openings

For the more basic students, this is likely to be a new concept. Spend some time making sure that they understand the concept of a *passed hand* and the consequences for the auction. For the more experienced students, the Rule of 15 should be of interest. You can spend more time focusing on the importance of the spade suit in fourth position.

Drury

This is the central part of the lesson, since it is the convention being introduced. The basic idea will be enough for most students. With more experienced students, you can spend more time on the subsequent auction.

Reverse Drury

This variation is probably of more interest to the experienced students. It could be skipped if the class is challenged by the concept of light openings and standard Drury. However, it is probably the more practical implementation of Drury, so you might want to recommend to the students that they adopt this variation.

Handling Interference

It's important to at least mention the impact of interference. The agreements recommended here are only one of several common variations.

Notrump Responses

This is mainly a review and could be skipped if time is short. The idea of avoiding a natural 2NT response should be apparent from the previous lesson when Jacoby 2NT was introduced. Knowing how to handle such hands is important for the more experienced student.

Bidding a New Suit

While this should be familiar ground for all of the students, the concept that the auction 1♠–2♥ promises a five-card suit is something that needs to be emphasized. For the more experienced students, you can discuss briefly the impact of the two-over-one style. This is covered later in the next course, but you can make them aware that the standard structure of responses isn't carved in stone.

Jump Shift by Responder

Again, this should really be a review and could be skipped if you are short of time. However, many students are not aware of the guidelines for making a jump shift. The style recommended here is more in line with the modern practice of using jump shifts sparingly. More experienced students can be directed to the concept of weak jump shifts in the Appendix of the student text.

Play & Defense

Deals involving light initial action are difficult to construct. There's lots of opportunity for the auction to become competitive, leading to a variety of contracts. If your students are aggressive, you can expect some variations from the recommended auctions. Nonetheless, you can walk through the deals using the suggested bidding, and the students can follow along.

The third deal can be played twice. After it has been completed the first time, have the students modify the deal as suggested (see the sample deal on page 170). Then have them bid and play the deal again. If you are short of time, you can have them change the deal and then walk through the revised auction.

There are some reasonably challenging concepts in the deals that should keep the interest of the more experienced players. There are examples of:

- End play, including the concept of a ruff and a sluff.
- Uppercut.
- Trump management.
- Loser on a loser.

The first deal illustrates an end play to get the defenders to break a suit. In practice, declarer may make the contract with the help of the defense, rather than by using the correct technique. You will need to walk through the play to illustrate the correct approach.

The second deal has a lot of complex possibilities. You only need to cover some of the variations with a more experienced group. Otherwise, leave the emphasis on the auction.

The two variations of the third deal include interesting examples of trump management when a loser needs to be ruffed. The subtleties will be lost on most students. Cover the basics of ruffing the loser on both deals. Get into a more detailed discussion only if the group needs to be challenged.

The fourth deal contains lots of scope for both play and defense. It's worthwhile focusing on this deal for students at all levels. It's a *Would you rather play or defend?* type of deal. Be sure to reserve some time for discussion.

GENERAL INTRODUCTION

Unless the students are experienced competitive players, they are unlikely to have encountered such tactics as light opening bids. In some circles, such ploys might even be frowned upon. You might have to handle the situation tactfully if most of the class plays social bridge.

> "When you open the bidding in first or second position, partner expects you to have a hand worth about 13 or more points. Responder will drive the partnership to the game level when also holding an opening bid, since the partnership should have the magic 25 or more combined points needed for game. When partner is uncertain of the best contract, partner can bid a new suit to elicit further information. A new suit response is forcing.
>
> "Things change when you are opening in third or fourth position. Now partner has passed already, showing a hand with fewer than 13 points. Responder is no longer in a position to force the partnership to the game level. This changes the bidding tactics that are used by the partnership with third and fourth position openings.
>
> "You already may have discovered light opening bids. We'll talk about when to stray from the standard requirements for opening the bidding. Also we'll look at how you can keep things under control. So, let's get started."

GROUP ACTIVITIES

Third and Fourth Position Openings

Introduction

"Although the common guideline is to require 13 points for an opening bid, it's common practice to allow some flexibility when the opening bidder is in third or fourth position. Once partner has passed originally, players occasionally open the bidding with fewer than 13 points or with a four-card major. There's sound tactical reasoning behind this approach.

"If you open in third or fourth position after partner has passed, there isn't much danger that the partnership will get too high when you have fewer than 13 points. If partner makes what would normally be a forcing response — the bid of a new suit, for example — you can pass in the knowledge that partner doesn't have an opening bid. You are looking to make a small partscore contract, when partner is a *passed hand* and you have fewer than 13 points. Even if you can't win the contract, your bidding may cause the opponents to misjudge and bid too much, or too little. If your side defends, your opening bid could get the partnership off to the best lead. Let's look at an example."

Instructions

"The cards are sorted into suits. Give each player one suit and construct the following hand for South.

"In spades: the queen and two low cards.
"In hearts: the ace, the jack and three low cards.
"In diamonds: the jack and two low cards.
"In clubs: the king and a low card.

NORTH	SOUTH
Pass	1♥(?)

SOUTH
♠ Q x x
♥ A J x x x
♦ J x x
♣ K x

"This hand has 11 high-card points, and using any of the criteria we've discussed so far, it doesn't meet the requirements for an opening bid in first or second position. Suppose, however, that North is the dealer. North passes, East passes and it's up to South to decide whether to open the bidding in third position.

"What are some of the advantages of opening 1♥ with this hand?"

The students most likely will have a number of suggestions. You might sum them up like this:

"You might buy the contract. After all, you have 11 high-card points and partner could have 10 or 11 — giving your side the majority of the strength.

"If the opponents buy the contract and partner is on lead, your 1♥ bid may get partner off to the best lead.

"Your 1♥ bid may cause the opponents to misjudge the auction. They may not bid high enough — thinking that you have a good hand — or they may get pushed too high in a competitive auction.

"Leave the South hand as it is and construct a hand for North, your partner.

"In spades: the king, the jack and two low cards.
"In hearts: two low cards.
"In diamonds: the ace and three low cards.
"In clubs: the queen and two low cards.

NORTH
♠ K J x x
♥ x x
♦ A x x x
♣ Q x x

NORTH	SOUTH
Pass	1♥
1♠	Pass

SOUTH
♠ Q x x
♥ A J x x x
♦ J x x
♣ K x

"Suppose North is the dealer.

"**What will North bid?** (Pass.) With 10 high-card points, North doesn't have enough to open, so North passes. East passes.

"**What are you going to bid as South?** (1♥.) You don't have a full opening bid, but you can open a little light in third position, 1♥. West passes.

"**What is North going to respond?** (1♠.) Without support for hearts, North shows the four-card spade suit. East passes, and the bidding comes back to South.

"**What does South bid now?** (Pass.)"

Bidding after partner is a passed hand may be a relatively new topic for some of the students. Depending on the level of the class, you may need to spend some time discussing this topic.

"Although a new-suit bid by responder is usually forcing, the scenario changes once partner has passed originally. You have some information from partner's initial pass. Partner doesn't have 13 or more points. You can use this knowledge when you open with fewer than 13 points in third or fourth position. If neither one of you has enough for a full opening bid, game for your side is very unlikely. You are competing for a partscore at best. When you've found a suitable resting place, you should stop bidding.

"On this hand, a 1♠ contract should be okay. Even if partner has a four-card suit, you are only at the one level, and partner can probably scramble seven tricks on a 4–3 trump fit. The danger of bidding again is that partner will now assume you have a full opening bid and may get the partnership too high. Looking at the combined hands, 1♠ is about the right level for the partner-

ship. Baring bad breaks, partner should be able to fulfill the contract.

"When you pass, you warn partner that you don't have a full opening bid. If the opponents now compete, partner won't get carried away. If you do have a full opening bid, you make your normal rebid. The partnership then continues to bid as it would over an opening bid in first or second position. Even though partner is a passed hand, the partnership might still belong in game when opener has 13 or 14 points. Partner's hand might revalue upwards after finding a fit.

"These hands illustrate one of the reasons for opening light. Your side might be able to make a small partscore. North can't open as dealer with only 10 points, and if South doesn't open with 11 points, the deal probably will be passed out.

"Just how light can your opening bid be in third or fourth position? It's a matter of partnership style.

"Change the South hand.
"In diamonds: take away the jack and add a low card.

NORTH
♠ K J x x
♥ x x
♦ A x x x
♣ Q x x

NORTH	SOUTH
Pass	1♥/Pass

SOUTH
♠ Q x x
♥ A J x x x
♦ x x x
♣ K x

"Now South has 10 high-card points.

"**If North and East pass, should South risk an opening bid of 1♥?** (Yes.) Most duplicate players would open this hand, but the partnership must feel comfortable about such tactics. If partner's eyebrows will be raised when you put this hand down as dummy, it probably means that you aren't in agreement.

"Change the South hand.
"In hearts: take away the jack and add a low card.

NORTH
♠ K J x x
♥ x x
♦ A x x x
♣ Q x x

NORTH	SOUTH
Pass	Pass/1♥

SOUTH
♠ Q x x
♥ A x x x x
♦ x x x
♣ K x

"**How about opening this hand for South?** (No/Yes.) It would be riskier to open the bidding with a hand like this in third position. However, many players will make this bid, but it's probably taking the concept too far. You also need to watch out for factors such as the vulnerability. If your side is vulnerable, the penalty for being defeated one or two tricks can become quite expensive, even if you aren't doubled.

"Change the North hand.
"In spades: take away the king and the jack.
"In hearts: add the jack.
"In diamonds: take away the ace and a low card and add the king and the jack.
"In clubs: add a low card.

"Change the South hand.
"In hearts: take away a low card and add the queen.

NORTH
♠ x x
♥ J x x
♦ K J x x
♣ Q x x x

WEST	NORTH	EAST	SOUTH
	Pass	Pass	1♥
1♠	2♥		

SOUTH
♠ Q x x
♥ A Q x x x
♦ x x x
♣ K x

"North passes and East passes.

"**What do you bid with the South hand?** (1♥.) I hope you are all feeling a little more comfortable opening light after partner has passed.

"Now there are only 18 combined high-card points.

"**How many high-card points does that leave for the opponents?** (22.) The opponents have the majority of strength on this hand. The hand really belongs to them. The advantage of opening 1♥, however, is that it makes the auction more difficult for the opponents.

"Suppose West overcalls 1♠.

"**What will North bid?** (2♥.) North probably will raise to 2♥. Now you are in a competitive auction. The opponents may misjudge their combined assets. They may let you buy the contract, or they may overreach and get too high.

"There's another advantage on this hand. Suppose West does buy the contract in either spades or notrump.

"**Who's on lead?** (North.)

"**What will North lead?** (Heart.) Thanks to South's opening bid, North will lead a heart, which is likely to be the best lead for the defense. Without that guidance, North might make a disastrous lead for the defense, such as a diamond.

"**Is there a disadvantage to opening the bidding with the South hand?** (Yes.) Apart from the danger of getting the partnership too high, if the opponents win the contract, declarer can probably place some of the high cards based on South's bid. If declarer needs to find the ♠Q, for example, declarer might be able to pinpoint its location in the South hand.

"Let's move on to a slightly different scenario. Instead of North being the dealer, suppose West is the dealer. West passes, North passes, East passes and the bidding comes all the way around to South.

"**Is this any different from being in third position?** (Yes.) In fourth position, South has a choice with a borderline hand. South can open light or choose to pass the hand out and get on with the next deal. You have to judge carefully in this situation. On the one hand, we'd like to open the bidding and try to get a small plus score for making a contract or defeating the opponents if they compete and get too high. On the other hand, if you open the bidding and the opponents get a plus score — by reaching a contract they can make or by defeating your contract — you would have been better off to pass the hand out.

"**In a borderline situation, there's one critical suit. Which is it?** (Spades.) When the strength is divided fairly evenly between the two sides, the side that has the spade suit has an advantage. Suppose you choose to open 1♥ with this hand in the fourth position and West overcalls 1♠. North can raise to 2♥, but East may bid 2♠. You can see the problem. When the opponents have a spade fit, you'll have to push to the next level on each round of the bidding, if you want to compete for the contract. The opponents always can compete one level lower.

"Because of the importance of the spade suit, there's a popular guideline for deciding whether to open the bidding in fourth position. It's called the Rule of 15. Add the high-card points in your hand to the number of spades in your hand. If the total is 15 or more, open the bidding; otherwise, pass. The sum of the high-card points plus the number of spades is sometimes referred to as *Pierson points*.

"**Using this criterion, what would you bid with this hand if there were three passes in front of you?** (Pass.) You have 11 high-card points plus three spades. That's a total of 14 *Pierson points.* The guideline suggests you pass. You can see why that would be a good choice looking at the combined hands. If you open the bidding, the opponents are quite likely to compete in spades and reach a makeable contract.

"Change the South hand slightly.
"In spades: add the king.
"In clubs: take away the king.

NORTH
♠ x x
♥ J x x
♦ K J x x
♣ Q x x x

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	1♥

SOUTH
♠ K Q x x
♥ A Q x x x
♦ x x x
♣ x

"**Now what do you bid after three passes?** (1♥.) You have the same 11 high-card points, but you hold four spades. With a total of 15, the guideline suggests opening the bidding. With the added length in spades, there's less chance that the opponents can compete successfully in that suit. You stand a good chance of buying the contract. North has a little less than you hoped for on this hand, but if you reach 2♥, you may come home with eight tricks.

More important, if the opponents compete in spades, you have a reasonable chance of defeating them.

"The Rule of 15 can have some unusual consequences.

"Change the South hand.
"In spades: take away the king and the queen.
"In diamonds: add the queen.
"In clubs: add the ace.

NORTH
♠ x x
♥ J x x
♦ K J x x
♣ Q x x x

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	Pass

SOUTH
♠ x x
♥ A Q x x x
♦ Q x x x
♣ A x

"**How much is the South hand worth?** (13.) You have 12 high-card points plus 1 for the fifth heart.

"**What would you bid as dealer?** (1♥.) You have a sound opening bid in first position.

"**How about if you are in second position?** (1♥.) Same thing. A standard opening bid.

"**In third position? (1♥.)** You're not even light for an opening bid.

"**What about fourth position?** (Pass.) The Rule of 15 suggests that you pass the hand out. You have 12 high–card points plus two spades — a total of 14. How unusual! A hand that you would open in first, second or third position, you might pass in fourth position. Of course, you may choose to open 1♥ anyway, but if you wind up with a minus score, you shouldn't be too surprised. Many players choose to open in fourth seat, as long as they have a legitimate opening bid."

Summary

"Most players occasionally open a little light in third or fourth position — once partner has passed. The objective is to reach a small partscore, push the opponents into the wrong contract, or get partner off to a favorable lead. These are standard tactics. In fourth position, you can use the Rule of 15 as a guideline with borderline hands. If the sum of your high-card points and the number of spades you hold is 15 or more, open the bidding; otherwise, pass the hand out."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Opening a Major Suit

If you are in first or second position, what would be your opening call with each of the following hands? What would you call with the same hands if you have a chance to open in third position? Fourth position?

1) ♠ K J 9 8 4
♥ A K Q 9 6
♦ 7 3
♣ K

_____

2) ♠ K 10 7 5 4
♥ Q 8 4
♦ K 5
♣ K 6 3

_____

3) ♠ 4
♥ A K J 10
♦ Q 7 4 2
♣ K 8 5 2

_____

4) ♠ A Q 8 7 3
♥ —
♦ K Q J 6 5 2
♣ Q 7

_____

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

_____

6) ♠ 3
♥ Q 8 7 5 4 2
♦ A J 3
♣ K 9 5

_____

Exercise One *Answer* — Opening a Major Suit

1) 1st, 2nd, 3rd and 4th: 1♠.

2) 1st and 2nd: Pass; 3rd: 1♠; 4th: 1♠. Apply the Rule of 15 — 11 high-card points plus five spades.

3) 1st and 2nd: 1♦; 3rd: 1♥/1♦. Open a good four-card major suit occasionally in third position; 4th: Pass/1♥/1♦. The Rule of 15 suggests passing — 13 high-card points plus one spade. If you do open, 1♥ might be the best choice.

4) 1st, 2nd, 3rd and 4th: 1♦.

5) 1st, 2nd, 3rd and 4th: 1NT. With a balanced hand, open 1NT even with a five-card major.

6) 1st and 2nd: Pass; 3rd: 1♥; 4th: Pass. Rule of 15 suggests passing — 10 HCPs plus one spade; bidding may get the partnership too high.

Drury

Introduction

"One of the consequences of opening light in third or fourth position is that partner starts to compensate. Afraid that you don't have a full opening bid, partner may hold back and make an underbid. Now you might miss a game, when you have a perfectly sound opening bid. How is partner to know when you have a real opening bid and when you don't? Fortunately, there is a popular convention that can be used to put the partnership at ease."

Instructions

"Change the North hand.
"In spades: take away a low card, add the queen and the jack.
"In hearts: add the king.
"In diamonds: take away the king and a low card.

"Change the South hand.
"In clubs: take away the ace, and add the king.

NORTH
♠ Q J x
♥ K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
Pass	1♥
3♥(?)	Pass

SOUTH
♠ x x
♥ A Q x x x
♦ Q x x x
♣ K x

"North is the dealer.

"**What does North bid?** (Pass.) 10 high-card points aren't quite enough for an opening bid in first position.

"**East passes and what does South bid?** (1♥.) South has 11 high-card points plus 1 for the fifth heart. This is the type of hand that South might open a little light in third position.

"**West passes, and what does North respond?** (3♥.) North has 10 high-card points and a doubleton diamond. North's hand is worth a limit raise to 3♥.

"**If North makes a limit raise to 3♥, what does South bid?** (Pass.) Without a full opening bid, South declines the invitation.

"**What's the problem with the 3♥ contract?** (It may go down.) If the defenders are careful, they can take two spade tricks, two diamond tricks and one club trick. So the result of South's light opening bid may be that North–South get too high. Yet South had the right idea. A partscore contract of 2♥ is an excellent spot.

"Unfortunately, using standard methods, North has no way around this dilemma. If North makes an underbid of 2♥, the partnership may miss a

game when South has a full opening bid. If North bids a new suit, waiting to hear what South does next, it might be a long wait. Because North is a passed hand, a new suit is no longer forcing. North doesn't want to be in any suit except hearts.

"To get around this problem, many partnerships make use of the Drury convention. The Drury convention was introduced by Doug Drury, a well-known bridge teacher and player. He used to partner Eric Murray, a Canadian who loved to open ultra-light hands in third position. Drury would have the values for a limit raise and jump to the three level. The contract would go down two or three tricks, sometimes doubled, and Drury would sigh resignedly. After he came up with his convention, Drury still could not curtail Murray's flights of fancy, but the penalty was considerably less.

"This is how it works. After an opening bid of 1♥ or 1♠ in third or fourth position, a response of 2♣ is conventional (artificial) and asks whether opener has a light opening bid. With a light opening bid, opener rebids 2♦. Any other rebid by opener shows a full opening bid and the auction proceeds normally from there. Let's see how it works with these two hands.

"North and East pass, and South opens 1♥ in third position. West passes.

"**What does North bid?** (2♣.) Responder uses the Drury convention when holding three-card or longer support for opener's major suit and 10 or more points — the type of hand where responder is too strong for a raise to the two level.

"**After North bids 2♣, what does South rebid?** (2♦.) With a light opening bid, South responds 2♦. This has nothing to do with diamonds. It simply says that South doesn't have a full opening bid.

"**What does North bid now?** (2♥.) North puts the partnership in partscore in opener's major suit.

"**What does South bid?** (Pass.) South passes, and the partnership stops comfortably in 2♥.

"Change the South hand.
"In spades: take away a low card.
"In diamonds: take away a low card.
"In clubs: add the ace and a low card.

NORTH
♠ Q J x
♥ K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
Pass	1♥
2♣	3♣
3♥	4♥
Pass	

SOUTH
♠ x
♥ A Q x x x
♦ Q x x
♣ A K x x

"**Starting with North, how would the auction proceed now that South has a full opening bid?** (Pass–1♥–2♣–3♣–3♥–4♥.) North still passes and South opens 1♥ in third chair. North uses the Drury convention to find out

if South has opened light. With a full opening bid, South shows the second suit. When North bids 3♥, South has enough extra to put the partnership in game. In fact, North might jump to 4♥ over the 3♣ rebid, since North has excellent support for hearts and a fit for clubs.

"With an experienced partnership, the auction might go a lot quicker. After South opens 1♥ and North uses the Drury convention, South might simply jump to 4♥. South knows that partner has at least three-card support for hearts and 10 or more points. Since partner passed originally, there's little possibility of a slam, but a game contract should be reasonable. Rather than help the defenders by making a further descriptive bid, South can jump to game and leave them guessing what to lead.

"The Drury convention is only used over major-suit opening bids in third or fourth chair. Since responder bids 2♣ holding three-card or longer support and 10 or more points, opener can take an inference when responder doesn't use the Drury convention.

"Change the North hand.
"In hearts: take away the king and the jack.
"In diamonds: add the ace, the king and a low card.
"In clubs: take away the queen.

"Change the South hand.
"In spades: add a low card.
"In clubs: take away the ace.

NORTH
♠ Q J x
♥ x x
♦ A K J x x
♣ x x x

NORTH	SOUTH
Pass	1♥
2♦	Pass

SOUTH
♠ x x
♥ A Q x x x
♦ Q x x
♣ K x x

"How would the auction go with North as the dealer? (Pass–1♥–2♦–Pass.) North doesn't have quite enough for a sound opening bid in first position. South can make a light opening bid of 1♥ in third position. Without support for partner's major, North shows the diamond suit by responding 2♦. South now passes comfortably. There's no need to bid again. North is a passed hand, and game is unlikely. South doesn't have to worry about missing a heart fit, since North would have bid 2♣ with three or more hearts and 10 or more points. So, South passes, and the partnership rests comfortably in an excellent partscore contract.

"What if responder actually has clubs?

"Change the North hand.
"In spades: take away the queen.
"In diamonds: take away the ace and the jack.
"In clubs: add the king, the queen and a low card.

NORTH
♠ J x
♥ x x
♦ K x x
♣ K Q x x x x

NORTH	SOUTH
Pass	1♥
3♣	Pass

SOUTH
♠ x x
♥ A Q x x x
♦ Q x x
♣ K x x

"After North passes and South opens 1♥ in third chair, there are different methods that can be used for North to show a hand of 10 or more points with a club suit. Most partnerships use a jump to 3♣ to show this type of hand. It's an invitational bid, denying three-card or longer support because responder didn't use the Drury convention.

"**What would South bid if North jumped to 3♣?** (Pass.) With a light opening bid, South has no reason to bid any more. 3♣ is a reasonable contract. With a little less strength, North simply would respond 1NT, rather than get the partnership to the three level.

"Some partnerships use other methods to show a club suit. One style is to bid 2♣ as though it were the Drury convention and then rebid 3♣ after opener's rebid. In that case, opener can't jump to game over the Drury response, since responder may not have support. With a full opening bid, opener will have to make some natural rebid other than 2♦ and wait to see which type of hand responder holds."

Summary

"After a third or fourth position opening bid of a major suit, responder can use the Drury convention with a fit for partner's suit and a hand worth 10 or more points. Opener rebids 2♦ with a light opening bid. With a full opening bid, opener bids something other than 2♦. When responder doesn't use the Drury convention, opener can infer that responder doesn't have a fit and 10 or more points. Since a response of 2♣ is artificial, responder must jump to 3♣ to show a club suit with an invitational-strength hand."

Reverse Drury

Introduction

"There are variations of Drury. A popular modification is reverse Drury. In this version, opener rebids the major suit after the Drury response to show a light opening bid. Any other response shows a full opening bid. This is a useful variation, since the partnership arrives quickly at the best partscore when opener has a light opening, leaving less room for the opponents to enter the auction."

Instructions

"Change the North hand.
"In spades: add the king.
"In diamonds: take away the king and add the ace.
"In clubs: take away the king.

"Change the South hand.
"In spades: add the ace, the queen and a low card.
"In hearts: take away the ace, the queen, a low card and add the king.
"In clubs: take away the king.

NORTH
♠ K J x
♥ x x
♦ A x x
♣ Q x x x x

NORTH	SOUTH
Pass	1♠
2♣	2♠
Pass	

SOUTH
♠ A Q x x x
♥ K x x
♦ Q x x
♣ x x

"**Playing reverse Drury, how might the auction proceed with North as the dealer?** (Pass–1♠–2♣–2♠.) North doesn't have enough to open the bidding. If East passes, South can open 1♠ in third position. North has three-card support for spades and 10 high-card points. If West passes, North responds 2♣ to inquire about South's opening bid. Playing reverse Drury, South rebids 2♠ to show a light opening bid. North now passes, and the partnership is quickly into its best partscore.

"Change the South hand.
"In hearts: add the ace.
"In clubs: take away a low card.

NORTH
♠ K J x
♥ x x
♦ A x x
♣ Q x x x x

NORTH	SOUTH
Pass	1♠
2♣	2♥
2♠	4♠
Pass	

SOUTH
♠ A Q x x x
♥ A K x x
♦ Q x x
♣ x

"Suppose West is the dealer and passes.

"**How would the auction proceed for North–South?** (Pass–1♠–2♣–2♥–2♠–4♠.) North doesn't have enough to open in second position. After East passes, South would make a normal opening bid of 1♠. Since South opened in fourth position, North can't be certain whether South has a full opening bid. North bids 2♣ to ask, and South makes a natural rebid of 2♥, promising the values for a full opening bid. With nothing extra for the 2♣ response, North goes back to 2♠. South has enough extra to take the partnership right to the game level in the agreed trump suit.

"On this hand, the auction would go the same way whether North–South are using standard responses or reverse responses to Drury. Notice the comfort level that Drury provides for North. If the partnership were using standard methods, North would be worried about responding with a natural 2♣ over the 1♠ bid. South might pass with a light opening and the partnership would miss the spade fit."

Summary

"Reverse Drury is a useful variation of Drury and makes a lot of sense. Putting the partnership back to the agreed suit at the two level when opener has a light opening seems a natural thing to do."

➥ "Let's practice with Exercises 2 & 3 in the student text to review what we have just discussed."

Exercise Two — Drury

As West, what do you do with each of these hands after the auction has started:

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♠	Pass
?			

1) ♠ Q 7 5
♥ K 9
♦ J 10 8 3 2
♣ Q 7 2

_____

2) ♠ K 10 7 3
♥ A J 9 8
♦ Q 7
♣ J 6 2

_____

3) ♠ J 9 5
♥ Q 7 6
♦ K 8 7 4 2
♣ A 5

_____

4) ♠ Q 3
♥ J 9
♦ Q 8 7 4
♣ Q 9 6 4 2

_____

5) ♠ J 4
♥ K Q 10 8 7
♦ A 9 6 4
♣ 6 2

_____

6) ♠ Q 6
♥ 7 4
♦ A 7 3
♣ K J 10 9 7 4

_____

Exercise Two *Answer* — Drury

1) 2♠. A standard raise with three-card support and 8 high-card points.

2) 2♣ (Drury). Find out if partner has a full opening bid.

3) 2♣ (Drury). With a fit and 10 high-card points, this is better than 2♦, which might be passed.

4) 1NT. The standard response with no fit and not enough strength to bid at the two level.

5) 2♥. This is non-forcing since you are a passed hand; partner won't expect a fit in spades since you didn't use Drury.

6) 3♣. This is the standard way to show an invitational hand with clubs when using the Drury convention.

Exercise Three — Responding to Drury

As East and playing standard responses to Drury, what do you rebid with each of the following hands after the auction has begun:

WEST	NORTH	**EAST**	SOUTH
Pass	Pass	1♥	Pass
2♣	Pass	?	

1) ♠ Q 8 7 5
♥ K Q 10 6 4
♦ A 7
♣ 6 3

_____

2) ♠ 6
♥ A J 8 7 4
♦ A Q J 3 2
♣ Q 10

_____

3) ♠ K 5 2
♥ Q 10 8 7 3
♦ K 2
♣ A J 7

_____

Exercise Three *Answer* — Responding to Drury

1) 2♦. This shows a substandard opening bid using standard responses to Drury. (Playing reverse Drury, you would rebid 2♥.)

2) 3♦/2♥/4♥. A rebid of 2♦ would show a substandard opening; you could rebid 2♥, showing a full opening bid, or go directly to 4♥, but 3♦ is more descriptive. (Playing reverse Drury, you could rebid 2♦, since 2♥ would show a substandard opening.)

3) 2NT. This shows a full opening bid with a balanced hand. (Playing reverse Drury, you would make the same rebid.)

Handling Interference

Introduction

"If there is a light opening bid in third or fourth chair, there's a good possibility that the other side will want to compete in the auction with an overcall or takeout double. It's a good idea for the partnership to have some agreement about whether Drury still applies after interference. The usual agreement is that after a double or an overcall, 2♣ is still Drury if it is available. If the overcall is 2♣, double is the Drury convention. Otherwise, the partnership has to fall back on standard methods."

Instructions

"Change the North hand.
"In spades: take away the king.
"In hearts: add the queen.
"In diamonds: add the king.
"In clubs: take away the queen.

"Change the South hand.
"In spades: take away the ace and a low card.
"In hearts: add a low card.
"In clubs: add a low card.

NORTH
♠ J x
♥ Q x x
♦ A K x x
♣ x x x x

WEST	NORTH	EAST	SOUTH
	Pass	Pass	1♥
Double	2♣	Pass	2♦
Pass	2♥		

SOUTH
♠ Q x x
♥ A K x x x
♦ Q x x
♣ x x

"Suppose North passes as dealer and East passes.

"**What does South bid?** (1♥.) This would be a typical light opening bid in third chair.

"**Suppose West doubles. What does North bid?** (2♣.) West's double is for takeout. With 10 high-card points plus support for partner's suit, North can bid 2♣, Drury.

"**If East passes, what does South bid?** (2♦/2♥.) South shows a light opening bid by bidding 2♦ playing standard responses or 2♥ playing reverse Drury.

"**What if East bids 2♠ over North's 2♣ bid?** (Pass.) With a light opening bid, South would pass.

"It's important for the partnership to have an agreement that 2♣ is Drury in this situation. Otherwise, South might pass the 2♣ bid, and the partnership would be in a strange contract.

"**Suppose West had overcalled 1♠ instead of doubling. What would North bid?** (2♣.) There's still room for North to bid 2♣ as Drury.

"**What if West had overcalled 2♣?** (Double.) A double of the 2♣ overcall would act as the Drury convention. Again, the partnership has to be clear on what responder's bids mean after interference. That's one of the disadvantages of conventions — more memory work.

"**What if West made a jump overcall of 3♣?** (3♥.) Now the partnership would have to fall back on other methods. North would probably bid 3♥, hoping that South has either a full opening bid or enough that this will be a reasonable contract. That should work out all right on this hand. 3♥ is a reasonable — if not secure — contract. But that's one of the dangers of light opening bids. There's the possibility that the auction will zoom out of control."

Summary

"If the partnership adopts a convention such as Drury, it also should discuss what happens over interference. There are many possible agreements. For Drury, a standard agreement is that it still applies after a takeout double or a 1♠ overcall. From then on, the partnership is on its own."

➥ "Let's do Exercise 4 in the student text to review what we have just discussed."

Exercise Four — More about Drury

You hold the following hand as East:

♠ J 8 2
♥ K J 10 6 3
♦ A 9 4
♣ Q 3

What is your next call in each of the following auctions?

1)	WEST	NORTH	**EAST**	SOUTH
	Pass	Pass	1♥	1♠
	2♣	Pass	? _____	
2)	WEST	NORTH	**EAST**	SOUTH
	Pass	Pass	1♥	2♣
	Double	Pass	? _____	
3)	WEST	NORTH	**EAST**	SOUTH
	Pass	Pass	1♥	Double
	2♣	2♠	? _____	
4)	WEST	NORTH	**EAST**	SOUTH
	Pass	Pass	1♥	Pass
	2♦	Pass	? _____	
5)	WEST	NORTH	**EAST**	SOUTH
	Pass	Pass	1♥	Pass
	3♣	Pass	? _____	

Exercise Four *Answer* — More about Drury

1) 2♦. Partner's 2♣ bid is Drury, and this is the standard response to show a substandard opening bid. (Playing reverse Drury, you would rebid 2♥ to show a minimum.)

2) 2♦. When the opponents overcall 2♣, double takes the place of Drury. (Playing reverse Drury, you would rebid 2♥ to show a minimum.)

3) Pass. 2♣ is still Drury after the double. Once North bids, you can pass to show a substandard opening bid. With a full opening, you would have to bid something after the 2♠ bid.

4) Pass. If partner is a passed hand, a new-suit bid is no longer forcing. With a heart fit, partner would have bid Drury.

5) Pass. Partner's 3♣ bid shows an invitational hand with a good club suit. You have no reason to bid again.

Notrump Responses

Introduction

"You've spent some time dealing with how responder handles a fit for partner's opening bid of 1♥ or 1♠ in third or fourth position. In the previous lesson, you saw how responder handles a fit when opener is in first or second position. Now, let's look at the situation when responder doesn't have a fit for opener's suit. We'll start with notrump responses."

Instructions

"Change the North and South hands. Give South a full opening bid as dealer.

"Change the North hand.
"In spades: take away the jack and add a low card.

"Change the South hand.
"In spades: take away the queen, add the ace, the king and a low card.
"In hearts: take away the king and a low card.

NORTH
♠ x x
♥ Q x x
♦ A K x x
♣ x x x x

NORTH	SOUTH
	1♠
1NT	Pass

SOUTH
♠ A K x x x
♥ A x x
♦ Q x x
♣ x x

"With South as the dealer, how would the auction go? (1♠–1NT–Pass.) South would open 1♠ as dealer. With 9 high-card points but no support for partner's suit and no suit to bid at the one level, North would respond 1NT. With a minimum balanced hand, South would have no reason to bid any more."

If any of the students ask about a forcing 1NT response, you can tell them that the topic will be covered in a future lesson. For now, we are assuming standard methods.

"1NT is a good contract for these combined hands, since both partners are balanced and there is no eight-card fit. That won't always be the case, however. The 1NT response shows 6 to 9 points, but doesn't guarantee a balanced hand.

"Change the North hand.
"In hearts: take away the queen.
"In diamonds: take away the ace and the king.
"In clubs: add the king, the queen and the jack.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1♠	♠ A K x x x
♥ x x	1NT	Pass	♥ A x x
♦ x x			♦ Q x x
♣ K Q J x x x x			♣ x x

"**How would the auction go this time?** (1♠–1NT–Pass.) South would again open 1♠. North has to respond 1NT. With 6 high–card points plus 3 points for the seven–card suit, North has enough to respond, but not enough to bid 2♣. 2♣ would promise 10 or more points and would be forcing. North has to settle for 1NT. South doesn't know that this isn't the previous hand, so South will pass 1NT. 1NT is a poor contract. The defenders should easily take enough tricks in hearts and diamonds to defeat the contract two or three tricks. Meanwhile, North–South can probably take 9 tricks with clubs as trumps.

"**What went wrong?** (Nothing.) There's nothing wrong with the bidding, only with the result. In fact, the auction is very unlikely to end in 1NT. East–West have a lot of high cards and an eight-card heart fit. They can make at least a partscore in hearts. They are quite likely to come into the auction. If they do, North may have an opportunity to show the club suit, and North–South will find their fit without getting too carried away.

"Change the North and South hands, and make the North hand a little stronger.

"Change the North hand.
"In hearts: add the king.
"In diamonds: add the king and a low card.
"In clubs: take away the queen and two low cards.

"Change the South hand.
"In hearts: add a low card.
"In diamonds: take away a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1♠	♠ A K x x x
♥ K x x	2♣	**2♥**	♥ A x x x
♦ K x x x	2NT	Pass	♦ Q x
♣ K J x x			♣ x x

"**South opens 1♠. What does North respond?** (2♣.) A few partnerships use a response of 2NT to show a balanced hand of 10 or 11 points, inviting opener to bid game. This is more frequently used after a minor-suit opening than a major-suit opening. Reserve the use of a 2NT response to a major for Jacoby 2 NT, as was discussed in Lesson 3. If responder can't raise opener's major, responder always will have a new suit to bid. On this hand, responder bids 2♣. With a choice of four-card suits, responder should bid up the line.

"**What's opener's rebid?** (2♥.) Opener shows the second suit.

"**What does responder bid now?** (2NT.) 2NT would be an invitational bid, showing 10 or 11 points. With a minimum opening bid, North will probably decline the invitation, and the partnership will rest in 2NT — a reasonable contract on the combined hands.

"So that's how responder handles a balanced hand of 10 or 11 points — bid a new suit, intending to bid an invitational 2NT at the next opportunity.

"Change the North hand.
"In hearts: take away a low card and add the queen.

NORTH
♠ x x
♥ K Q x
♦ K x x x
♣ K J x x

NORTH	SOUTH
	1♠
2♣	2♥
3NT	Pass

SOUTH
♠ A K x x x
♥ A x x x
♦ Q x
♣ x x

"South opens the bidding 1♠. Using standard methods, North should bid up the line, making sure the partnership gets to game.

"**How should North respond?** (2♣.) North can start with a forcing response of 2♣.

"**When South rebids 2♥, what does North bid this time?** (3NT.) With 13 points, North makes sure the partnership gets to game by jumping to 3NT.

"Change the North hand.
"In spades: take away a low card and add the queen.
"In diamonds: take away a low card and add the jack.
"In clubs: take away the jack and add the queen.

NORTH
♠ Q x
♥ K Q x
♦ K J x x
♣ K Q x x

NORTH	SOUTH
	1♠
3NT	Pass

SOUTH
♠ A K x x x
♥ A x x x
♦ Q x
♣ x x

"Now North holds a 1NT opening bid. When South opens the bidding 1♠, the standard way to show this hand is to jump directly to 3NT. The jump to 3NT typically shows only a doubleton in partner's major, 15 to 17 points and strength in all of the unbid suits. Opener can use this information to decide whether to bid again or pass.

"**What would opener bid?** (Pass.) With a minimum opening bid, opener has no reason to believe that there's a better contract than 3NT."

Summary

"When partner opens one of a major suit:

- A response of 1NT shows 6 to 9 points.
- A jump to 3NT shows 16 to 18 points, a balanced hand and a doubleton in partner's suit.
- With 6 to 14 points and a balanced hand, responder starts by bidding a new suit.
- With 10 or 11 points, responder plans to make an invitational rebid of 2NT.
- With 12 or more points, responder plans to jump to 3NT over opener's rebid unless a fit is found. This preserves the response of 2NT for Jacoby."

Bidding a New Suit

Introduction

"You've seen a number of situations in which responder bids a new suit. Let's clarify the principles behind a new suit response to partner's opening bid. The bid of a new suit by responder is forcing, unless responder passed originally. A new-suit bid at the one level shows 6 or more points. A new-suit bid at the two level shows 10 or more points. Some partnerships require 11 or more points for a new-suit bid at the two level, and some require 13 or more.

"A new-suit bid at the two level usually shows a five-card or longer suit, but there are some exceptions. Let's look at some examples."

Instructions

"Change the North hand.
"In hearts: take away the king.
"In diamonds: take away the king.
"In clubs: add the ace and a low card.

"Change the South hand.
"In hearts: take away a low card.
"In diamonds: add a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ Q x		1♠	♠ A K x x x
♥ Q x	2♣	(2NT)	♥ A x x
♦ J x x	(3NT)	(Pass)	♦ Q x x
♣ A K Q x x x			♣ x x

"**If South is the dealer and opens 1♠, what does North respond?** (2♣.) This is a typical hand for a 2♣ response. North knows the partnership belongs at least at the game level but isn't sure of the best contract. South is forced to bid again over the 2♣ response. After hearing South's rebid, North will have a better idea where the partnership belongs.

"Change the North hand.
"In hearts: add the king and two low cards.
"In clubs: take away the ace, the king and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ Q x		1♠	♠ A K x x x
♥ K Q x x x	2♥	(3♥)	♥ A x x
♦ J x x	(Pass)		♦ Q x x
♣ Q x x			♣ x x

"**When South opens 1♠, what does North respond?** (2♥.) This is about the minimum North can hold for a 2♥ response. North has 10 high-card points and a five–card suit. With any less, North should respond 1NT. There's also an interesting guideline regarding the response of 2♥ over 1♠. It's called the Rule of 5 and 10. To bid 2♥ over 1♠, responder should have at least five hearts and at least 10 points.

"That makes it easier for opener to know how to proceed. On this hand, South can raise to 3♥ on three-card support, knowing responder has at least five. With a minimum hand, North can pass, and the partnership is in a reasonable contract.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add the jack.

NORTH
♠ Q x
♥ K Q x x
♦ J x x
♣ Q J x x

NORTH	SOUTH
	1♠
2♣	

SOUTH
♠ A K x x x
♥ A x x
♦ Q x x
♣ x x

"**After South opens 1♠, what does North respond?** (2♣.) With only four hearts, responder should bid another suit. A response of 2♣ or 2♦ can be made on a four–card suit. The partnership isn't likely to miss an eight-card heart fit. If opener has four hearts, opener can bid 2♥, and the fit is found. If opener doesn't show a heart suit, it's unlikely there is a fit."

Summary

"The bid of a new suit by responder is forcing unless responder is a passed hand.

- A new-suit bid at the one level shows 6 or more points.
- A new-suit bid at the two level shows 10 or more points.
- A response of 2♥ over 1♠ promises at least a five-card suit and 10 points — the Rule of 5 and 10."

Jump Shift by Responder

Introduction

"Another thing responder can do over an opening bid of 1♥ or 1♠ is to jump in a new suit — a jump shift. This bid is forcing to game and shows interest in reaching slam. Responder needs about 19 or more points to make a jump shift. In modern times, this has been lowered to about 17 points. However, responder shouldn't jump shift on any strong hand. It takes up a lot of bidding room and may make the auction awkward. It's usually best for the partnership to agree that a jump shift by responder is only made on three types of strong hands: a strong one-suiter; a hand with a fit for opener's suit; a strong balanced or semi-balanced hand. Let's look at some examples."

Instructions

"Change the North hand.
"In spades: take away the queen.
"In hearts: add the ace (from South), the jack and a low card.
"In clubs: take away the jack, two low cards and add the ace.

"Change the South hand.
"In hearts: take away the ace.
"In diamonds: add the ace.

NORTH
♠ x
♥ A K Q J x x x
♦ J x x
♣ A Q

NORTH	SOUTH
	1♠
3♥	4♦
(4NT)	(5♥)
(5NT)	(6♦)
(6♥)	

SOUTH
♠ A K x x x
♥ x x
♦ A Q x x
♣ x x

"**South opens the bidding 1♠. What does North respond?** (3♥.) This is a typical jump shift response. North has a strong one-suiter — 17 high-card points plus 3 points for the seven-card suit. North wants to designate hearts as the trump suit and then investigate slam possibilities.

"**What does South bid after 3♥?** (4♦.) South bids naturally after the jump shift, even though South has to show diamonds at a high level. On hearing that South has something in diamonds, North probably will use the Blackwood convention to find out about partner's aces and kings and decide whether to bid a small slam or a grand slam. Missing two kings, North will probably settle for a small slam.

"Change the North hand.
"In spades: add a low card.
"In hearts: take away the queen and three low cards.
"In diamonds: take away the jack and add the king.
"In clubs: add the jack and two low cards.

NORTH
♠ x x
♥ A K J
♦ K x x
♣ A Q J x x

NORTH	SOUTH
	1♠
3♣	3♦
3NT	(P)

SOUTH
♠ A K x x x
♥ x x
♦ A Q x x
♣ x x

"**When South opens 1♠, North is too strong for a jump to 3NT. How does North show this hand?** (3♣.) North starts with a jump shift to 3♣.

"**What does North rebid after South says 3♦?** (3NT.) North's 3NT rebid shows a balanced hand too strong to jump to 3NT right away — 18 or 19 points. Now it's up to South. With a minimum opening bid, South may decide to pass. An aggressive South might move toward slam. Slam isn't unreasonable on the combined hands, but will require a little luck.

"Change the North hand.
"In spades: take away a low card, add the queen and the jack.
"In diamonds: take away the king.

NORTH
♠ Q J x
♥ A K J
♦ x x
♣ A Q J x x

NORTH	SOUTH
	1♠
3♣	3♦
3♠	(4♦)
(4NT)	(5♥)
(5NT)	(6♦)
(6♠)	(P)

SOUTH
♠ A K x x x
♥ x x
♦ A Q x x
♣ x x

"**What would South open the bidding?** (1♠.)

"**How would North start to show this hand?** (3♣.) With 18 high-card points and a good fit for partner, North can start with a jump shift to 3♣.

"**What does South bid?** (3♦.) South shows the second suit.

"**What does North bid now?** (3♠.) North now shows spade support. South knows that North has 17 or more points and a fit for spades. South probably will cuebid 4♦ to show something useful in that suit, and the partnership is on its way to slam.

"Change the North hand.
"In spades: take away the jack and a low card.
"In hearts: add two low cards.

NORTH
♠ Q
♥ A K J x x
♦ x x
♣ A Q J x x

NORTH	SOUTH
	1♠
2♥	

SOUTH
♠ A K x x x
♥ x x
♦ A Q x x
♣ x x

"**After South opens 1♠, what should North respond?** (2♥.) When the hand doesn't fit one of the three types for a jump shift, start with a forcing response in a new suit. On this hand, North wants to show both the hearts and the clubs. It's not clear whether the partnership belongs in a suit contract or in notrump. As the auction progresses, North should get a better idea of the best spot."

Summary

"Responder should use jump shifts sparingly. Responder's jump shift should show one of three types of hands:

- A strong one-suiter;
- A fit with opener's suit; or
- A strong balanced hand.

"With hands that don't fit these types, start with a new suit response and find a fit before moving toward slam."

➥ "Let's do Exercise 5 in the student text to review what we have just discussed."

Exercise Five — Other Responses to a Major

As East, what do you respond with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♠	Pass	?	

1) ♠ 3
♥ J 9 7 6 4 2
♦ K 9 7 3
♣ Q 3

_____

2) ♠ K 3
♥ A 9 8
♦ 9 7
♣ A K Q J 7 3

_____

3) ♠ 7 5
♥ A Q J 9 6
♦ K 10 7 3
♣ J 4

_____

4) ♠ 8 6
♥ K Q 9
♦ A J 10 2
♣ K Q J 3

_____

5) ♠ 3
♥ A K 8 7
♦ K J 9 7
♣ Q 9 6 3

_____

6) ♠ Q 6
♥ A J 9
♦ Q 10 6 2
♣ A 10 7 3

_____

Exercise Five *Answer* — Other Responses to a Major

1) 1NT. This hand isn't strong enough to bid a new suit at the two level. A 1NT response doesn't promise a balanced hand.

2) 3♣. This is a jump shift showing a hand of about 17 or more points. You are forcing the partnership to at least game and suggesting interest in a slam level contract.

3) 2♥. A new suit at the two level shows about 10 or more points. To bid hearts, you need at least a five-card suit.

4) 3NT. This is the standard response to show a balanced hand with 16 to 18 points.

5) 2♣. You have enough to bid a new suit at the two level. With a choice of four-card suits, bid the suits up the line — a response of 2♥ would show a five-card or longer suit.

6) 2♣. Assuming the partnership is using the Jacoby 2NT convention, you can't respond with a natural 2NT. Instead, bid a new suit, planning to bid 3NT at your next opportunity.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 4

Guidelines for Teachers: The hands focus on light opening bids in third and fourth seat and introduce the Drury Convention. There are some reasonably challenging concepts in the deals that should keep the interest of the more experienced players. There are examples of: an end play (including the concept of a ruff and a sluff), an uppercut, trump management and loser on a loser.

Bid and Play — Deal 1: The Rule of 15

Guidelines for Teachers: On this first deal, West, in fourth seat, uses the Rule of 15 to decide whether or not to open the bidding. There is an end play used to get the defenders to break a suit. In practice, the declarer may make the contract with the help of the defense, rather than by using the correct technique. You will need to walk through the play to illustrate the correct approach.

Introduction

"Let's play a deal where the player in fourth seat has to decide whether or not to open the bidding."

Instructions

"North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #4, Deal 1 — Dealer, North)

Dealer: North Vul: None	♠ 9 5 ♥ Q 7 5 ♦ K 9 6 3 ♣ K Q 10 4	
♠ Q J 8 7 3 ♥ K 8 4 ♦ J 8 2 ♣ A 5	N W E S	♠ K 10 6 2 ♥ A 10 6 ♦ Q 7 5 ♣ 9 6 3
	♠ A 4 ♥ J 9 3 2 ♦ A 10 4 ♣ J 8 7 2	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	Pass	Pass	Pass
1♠	Pass	2♠	Pass
Pass	Pass		

"After the first three players pass, West has a choice between opening the bidding or passing and moving to the next deal. With a borderline hand, West can apply the Rule of 15. Adding 5 for the five-card spade suit to the 11 high-card points in the hand gives a total of 16, indicating that the hand could be opened. With four-card support and 9 points, East doesn't have enough for Drury but has enough for a straightforward raise to 2♠. That should end the auction.

"Both North and South are close to competing for the contract, but neither have quite enough to take a chance. If North–South do find a way into the auction, their best partscore is in clubs. Over 2♠, they would have to compete to 3♣, and that contract can be defeated at least one trick."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards. To keep the discussion fairly simple, have all tables play the final contract of 2 ♠ by West.

Suggested Opening Lead

"North is on lead and the most attractive card is the ♣K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"West wants to be sure of taking eight tricks and getting a plus score. There is a sure loser in spades, one in hearts, three in diamonds and one in clubs. One too many. There's nothing that can be done about the spade loser or the club loser, and it seems likely there will be a heart loser unless there is a very lucky lie of the cards. Declarer needs to focus on the diamond suit.

"There are a couple of possibilities in diamonds, if declarer must lead the suit. A low diamond could be led toward dummy's ♦Q, hoping North holds both the ♦A and ♦K. That doesn't figure to be the case, since North did not

bid during the auction and the opening lead has marked North with at least the ♣K and the ♣Q. An alternative would be to lead a low diamond from dummy toward the ♦J, hoping South holds the ♦A and the ♦K. There are other possibilities, but the only sure way to get a diamond trick is to have the defenders lead the suit. Recognizing this, declarer should manoeuver to force the defenders to lead diamonds.

"After winning the ♣A, declarer starts by drawing trumps. Suppose declarer leads a spade to dummy's ♠K, and South wins the ♠A and leads a club. North wins and plays another club which West ruffs. West draws the remaining trump. This has worked well in that the defenders have no spades remaining and there are no clubs in the East–West hands. The stage is set. Rather than play diamonds, declarer now takes the ♥A, ♥K and leads a third round of hearts, giving up a heart loser. Now declarer has brought about the desired position. If the defenders lead a club or a heart, declarer gets a ruff and a sluff. Declarer can ruff in one hand and sluff (discard) a diamond loser from the other hand. Declarer loses only two diamond tricks. If the defenders lead a diamond from either side, declarer plays low and can't be prevented from getting one trick with either the ♦Q or the ♦J.

"The challenge for declarer is to visualize this end position and then work to bring it about."

Suggested Defense

"The defenders' best chance to defeat the contract is to avoid giving declarer any help by leading the diamond suit. After South wins the ♠A and returns a club, it would be best for North not to play a third round of clubs, since that eliminates the clubs from the East–West hands and helps declarer bring about the desired end position. It will be difficult for North to see this, and declarer could later ruff a club anyway to achieve the same result. The defenders will have to hope that it is declarer who leads diamonds, and then they can take three tricks in the suit."

Bid and Play — Deal 2: Responding with a Passed Hand

Guidelines for Teachers: On this second deal, following a fourth seat opening bid of 1♠, the response of 2♦ is interesting. If the partnership uses the Drury convention, there is an inference that South does not have support for spades – otherwise, South would have responded 2♣ In the play, there are a lot of complex possibilities. You only need to cover some of the variations with a more experienced group. Otherwise, leave the emphasis on the auction.

Introduction

"Let's play a deal where keeping the bidding low is best for all concerned."

Instructions

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #4, Deal 2 — Dealer, East)

Dealer: East Vul: N–S	♠ A K 8 6 3 ♥ K J ♦ 8 4 2 ♣ 9 7 3	
♠ J 9 7 ♥ 10 2 ♦ K 9 5 ♣ K Q 10 5 4	N W E S	♠ Q 10 4 2 ♥ A 8 7 6 3 ♦ 10 6 ♣ A 8
	♠ 5 ♥ Q 9 5 4 ♦ A Q J 7 3 ♣ J 6 2	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		Pass	Pass
Pass	1♠	Pass	2♦
Pass	Pass	Pass	

"After three passes, it's up to North to decide whether to start the bidding. The Rule of 15 guideline suggests opening 1♠ — 11 high-card points plus five spades. It would be dangerous for East to enter the auction at this point. The heart suit isn't very strong, partner has passed and East has length in opener's

suit. South responds 2♦, and the bidding returns to North. Since South passed originally, the 2♦ response is not forcing. North's best decision is to pass and hope that the partnership can make a partscore. If the partnership uses the Drury convention, there is an inference that South does not have support for spades — otherwise, South would have responded 2♣.

"East has the final decision and might be tempted to "balance" with a bid of 2♥. This would be dangerous, since North–South have not necessarily found a good fit. The length in spades is a warning to East that defending might be best. If East does bid, North–South can get a plus score by defending, and South might choose to double."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 2♦ by South.

Suggested Opening Lead

"West is on lead and should lead the ♣K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"It is difficult for declarer to count losers. There are two heart losers, although it's unlikely that declarer will lose more than one trick. The ♥10 might appear, a heart could be ruffed in dummy or a heart could be discarded on one of dummy's high spades. There are three club losers, so declarer's challenge will be to restrict the losers in the trump suit to one.

"Declarer can avoid a trump loser if East holds the ♦K and the suit is divided 3–2. Even if the diamond finesse loses, there should be only one trump loser if the suit divides 3–2. So, the contract appears reasonable if the diamonds behave.

"Suppose the defenders take the first three club tricks. West then leads a heart to East's ♥A, and East leads back a heart which is won in dummy. It's tempting to take the diamond finesse, but declarer might decide that it's unlikely that East holds the ♦K. East already has shown up with the ♣A and ♥A and might have opened the bidding or competed in the auction with the ♦K as well. If that's the case, declarer's best play is the ♦A and then the ♦Q. If the diamonds break 3–2 and West wins with the ♦K, the contract should make if the defenders can't get a heart ruff. On the actual layout, this will work, and South will come home in the precarious 2♦ contract."

Suggested Defense

"The defenders first challenge comes at trick one. When West leads the ♣K, East must overtake with the ♣A and lead back a club, so that the defenders get their three club tricks. If East plays the ♣8 on the first trick,

the suit becomes blocked, and declarer will have an opportunity to discard a club loser on one of dummy's high spades.

"Having overcome this hurdle, the defenders can actually defeat the contract. After winning the third round of clubs, West might see no future in leading a fourth round, since declarer can ruff. A fourth round of clubs will be very effective, however, if East ruffs with the ♦10. To win the trick, declarer must overruff with the ♦J, and West now has two diamond tricks — one with the ♦K and a second with the ♦9. This defensive maneuver is called an uppercut. It's difficult to visualize, but West might see the possibility of getting a second trump trick this way if partner holds the ♦10, ♦J or ♦Q. East also must visualize the position and cooperate by ruffing with the ♦10, rather than the ♦6.

"West might be afraid that leading a fourth round of clubs could cost the defenders a trick if partner holds the ♥A Q, for example. Declarer can discard a heart from dummy on the fourth round of clubs, and if East doesn't have a high diamond, the defenders may have lost their chance to defeat the contract. West probably can work out from the auction that it is very unlikely that East holds both the ♥A and ♥Q, but it is likely that most defenders will lead a heart, rather than a fourth round of clubs. Defenders are aware that giving declarer a ruff and a sluff is not usually a good idea . . . but there are always exceptions. If West does lead a heart, East still can defeat the contract by ducking the ♥A. On gaining the lead with the ♦K, West can lead a second heart to East's ♥A, and East can return a third round of hearts for West to ruff with the ♦9.

"On the actual deal, West may get a second chance even if East doesn't duck the ♥A. Suppose the defenders win the first three clubs, and West then leads a heart. East wins the ♥A and returns a heart, which declarer wins in dummy. If declarer takes the diamond finesse, West will have another chance to lead a fourth round of clubs. At this point, West may realize that there is no other chance for the defense.

"This deal illustrates how finely tuned the struggle for a partscore can be. At some forms of the game, everyone might pass and get on to the next deal … since none of the players has 13 points. A deal like this, however, can prove quite interesting — both during the play and in the analysis afterwards."

Bid and Play — Deal 3: Drury Uncovers Light Opening Bids

Guidelines for Teachers: After a third seat opener, South uses Drury to check on the quality of North's bid. The response indicates it was sub-minimum, and South opts to keep the contract low. This hand and the following variation include interesting examples of trump management when a loser needs to be ruffed. Cover the basics of ruffing the loser on both deals. Get into a more detailed discussion only if the group needs to be challenged.

Introduction

"Let's play a deal where Drury is used to clarify opener's hand."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #4, Deal 3 — Dealer, South)

Dealer: South Vul: E–W	♠ A 8 7 4 2 ♥ A 9 ♦ 8 6 ♣ K 8 5 4	
♠ J 9 6 ♥ Q 8 3 ♦ A 9 4 ♣ Q 10 7 6	N W E S	♠ Q 10 ♥ K 10 6 5 ♦ Q J 10 3 2 ♣ J 2
	♠ K 5 3 ♥ J 7 4 2 ♦ K 7 5 ♣ A 9 3	

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1♠	Pass	2♣
Pass	2♦	Pass	2♠
Pass	Pass	Pass	

"After two passes, North opens with minimal values in third position. East's suit isn't good enough for an overcall at the two level, so the bidding comes back to South. With support for partner's suit and 11 high-card points, South uses Drury to start an invitational sequence. South bids 2♣ to check on the quality of North's opening bid. North's 2♦ reply shows a sub-minimum opening, so South settles for a partscore of 2♠.

"If the partnership uses reverse Drury, the auction would go like this:

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1♠	Pass	2♣
Pass	2♠	Pass	Pass
Pass			

"North's 2♠ rebid shows a sub-par opening bid, and South passes. Either method of responses would allow the partnership to stop at the two level rather than the three level."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 2♠ by South.

Suggested Opening Lead

"East is on lead and has a clear favorite in the ♦Q, top of a sequence. North's 2♦ rebid has nothing to do with diamonds."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"The opening lead suggests that the ♦A is unfavorably placed, so declarer can expect two diamond losers. There is a heart loser, and even if the defenders' spades divide 3–2, there is a sure trump loser. North will have to limit the club suit to one loser. There are a couple of chances for eliminating a club loser. The suit might be divided 3–3, in which case North's fourth club will be a winner; or North may be able to ruff a club loser in dummy.

"Since it's more likely the clubs are divided 4–2 than 3–3, declarer should aim to ruff a club in dummy. To do this, declarer must plan the play carefully. Suppose the defenders start with three rounds of diamonds and declarer ruffs the third round. North's first thought might be to play two rounds of trumps, with the ♠A and the ♠K, leaving the defender's high spade outstanding and leaving one spade in dummy to ruff the club loser. The problem with this line of play is that declarer must then give up a club trick before the fourth club can be ruffed. The defender who wins the third round of clubs

may have the high trump and can draw dummy's last trump. That would happen on the actual layout.

"Declarer's second thought might be to play the clubs before touching the trump suit. If declarer plays the ♣A, the ♣K and a third round of clubs, however, another problem might develop. If the clubs don't divide 3–3, the defender winning the third round of clubs might play a fourth round. If the other defender ruffs this and declarer has to overruff with dummy's ♠K, declarer might lose two trump tricks. Again, this could happen on the actual layout of the cards.

"To counter both possibilities, declarer has to slightly modify the order of play. After ruffing the third round of diamonds, declarer should play a low club from both hands. Declarer gives up the club trick early, before the defenders can do any damage. Suppose the defenders win this trick and lead a heart. Declarer takes the ♥A and plays the ♠A and ♠K, drawing two rounds of trump and leaving the defenders with one high trump. Now declarer plays the ♣A and the ♣K. If the defender with the last trump ruffs one of the club winners, there is still a trump left in dummy to take care of the club loser. If the clubs divide 4–2 and neither of the club winners is ruffed, declarer now ruffs the fourth round of clubs with dummy's remaining low trump. The defenders get one heart trick, two diamond tricks, one club trick and their high spade — not enough to defeat the contract."

Suggested Defense

"The defenders have a chance to defeat the contract if declarer doesn't handle the hand very carefully. If declarer plays two rounds of trumps early and then gives up a club trick, West can win and play a third round of spades. The defenders get two club tricks. If declarer plays three rounds of clubs early, West can win the third round and play a fourth round of clubs. East ruffs with the ♠10, and now declarer has no way to avoid two spade losers."

Bid and Play — Variation of Deal 3: Drury Uncovers Light Opening Bids

Instructions

Have the students make the following changes and replay the hand.

"From the North hand, take the ♠7, the ♠4 and the ♥9 and give them to West. Take the ♠8 and give it to East.

"From the East hand, take the ♠Q, the ♠10 and the ♥K and give them to North.

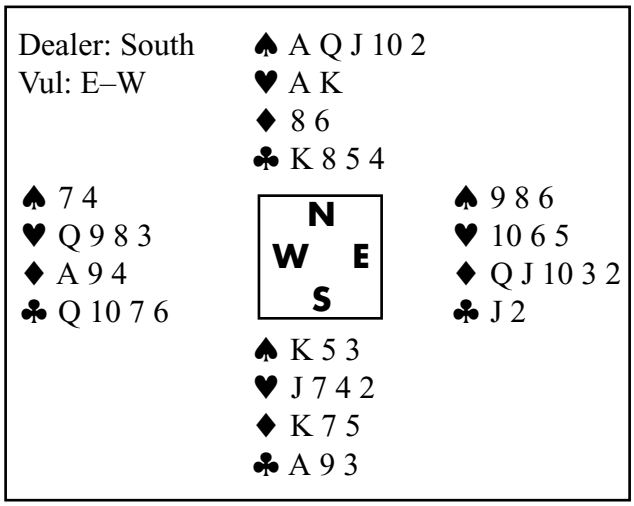
"From the West hand, take the ♠J and give it to North. Take the ♠9 and the ♠6 and give them to East."

Introduction

"Let's play a deal where once again Drury is used to clarify opener's hand."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
			Pass
Pass	1♠	Pass	2♣
Pass	3♣ (4♠)	Pass	3♠
Pass	4♠	Pass	Pass
Pass			

"The South hand is the same as in the previous exercise, but this time North has a full opening bid. After North opens 1♠ in third position, South uses

Drury to ask whether North has a full opening bid. By showing the second suit, North promises a sound opening bid and the partnership reaches game. Since South's use of Drury implies at least three-card spade support and 10 or more points, North might simplify the auction by going directly to game over the 2♣ response.

"The auction would go in a similar fashion if the partnership uses reverse Drury."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♠ by North.

Suggested Opening Lead

"South has a difficult choice of leads, but is most likely to start with the ♠K, top of touching honors."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"Declarer has two diamond losers and two club losers. Since the opening lead traps South's ♦K, declarer must plan to eliminate a club loser.

"The club situation is similar to that in the previous exercise, but declarer must plan carefully to avoid losing two tricks in the suit. If declarer leads two rounds of trumps and then gives up a club trick, the defenders may be able to lead a third round of trumps. Now declarer can't ruff the last club loser. Instead, declarer must plan to give up a club trick before playing too many rounds of trumps.

"In the previous exercise, it was correct to give up a club trick immediately. This time, declarer may safely take the ♣A and ♣K early and lead a third round. Declarer's trumps are good enough so that an uppercut is not effective. Declarer intends to ruff the last club with the ♠K anyway.

"Suppose the defenders lead three rounds of diamonds and declarer ruffs the third round. Declarer can afford to play one high trump from the North hand, but must then play the ♣A, ♣K and a third round of clubs. Now the defenders are helpless. They can't prevent declarer from ruffing the fourth club with dummy's ♠K and making the contract.

"The difference between this deal and the previous one is subtle when it comes to handling the club suit. When planning to ruff losers in the dummy, declarer must look carefully at the order of play to decide how best to handle both the trump suit and the suit to be ruffed."

Suggested Defense

"Provided declarer is careful to leave the ♠K in dummy, the defenders can't defeat the contract. If declarer draws all of the trumps, West can defeat the contract by holding on to all four clubs. If declarer plays dummy's ♠K early, East gets a trump trick when the fourth round of clubs is led."

Bid and Play — Deal 4: Drury After a Takeout Double

Guidelines for Teachers: This deal indicates a need for partnership agreement that 2♣ is Drury following a takeout double. In general, this is a *Would you rather play or defend?* type of deal that will warrant a lot of discussion.

Introduction

"Let's play another deal using Drury to get to game following an opening bid in third seat."

Instructions

"West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E–Z Deal Cards: #4, Deal 4 — Dealer, West)

Dealer: West Vul: Both	♠ J 10 7 3 ♥ 7 5 ♦ 9 7 6 3 ♣ J 10 9	
♠ A 6 ♥ K 10 4 ♦ Q J 10 5 ♣ 6 5 4 3	N W E S	♠ 8 4 2 ♥ A Q J 8 6 3 ♦ A ♣ K 7 2
	♠ K Q 9 5 ♥ 9 2 ♦ K 8 4 2 ♣ A Q 8	

Suggested Bidding

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♥	Double
2♣	Pass	2♥ (4♥)	Pass
3♥	Pass	4♥	Pass
Pass	Pass		

"East has a sound 1♥ opening bid in third position, and South has the ideal hand for a takeout double. With support for partner's suit and 10 high-card points, West can use Drury to ask whether East has a full opening bid. With most partnerships, Drury still applies after the takeout double. By rebidding 2♥ rather than 2♦, East confirms a full opening bid. East might even jump

directly to game, knowing West has a fit in hearts and 10 or more points. Either way, the partnership should reach game in hearts."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of 4♥ by East.

Suggested Opening Lead

"South has a difficult choice, but is most likely to start with the ♠K, top of touching honors."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"East has two spade losers and three club losers. One spade loser can be ruffed in the dummy. A club loser might be avoided by leading toward the ♣K, hoping North has the ♣A. This idea loses some of its appeal, because South made a takeout double. It's more likely that South has the ♣A than North.

"Looking for an alternative to the club finesse, declarer can plan to take advantage of dummy's diamonds. After taking the ♦A, declarer can cross to dummy and lead the ♦Q. If North plays the ♦K, East can ruff and later discard two club losers on dummy's established ♦J and ♦10. If North doesn't play the ♦K, East can discard a club loser. This is a variation of the loser on a loser play. If South wins the ♦K, the ♦J and the ♦10 are still established for later club discards. If South leads a club, declarer will get a trick with the ♣K.

"The only danger to this line of play is if North ever gets the lead and plays a club, trapping East's ♣K. To avoid this, declarer should duck the first round of spades. Suppose declarer ducks the first round of spades and South continues with a second spade. Declarer wins the ♠A, crosses to the ♦A, plays the ♥A and a heart to dummy's ♥10. Declarer then leads the ♦Q and discards a club when North plays a low diamond. South wins with the ♦K but can't defeat the contract. In fact, if South doesn't take the ♣A, declarer gets the rest of the tricks by discarding the remaining two clubs on dummy's diamond winners."

Suggested Defense

"If South leads the ♠K and declarer wins the first trick with dummy's ♠A, the defenders have a chance. Suppose declarer unblocks the ♦A, crosses to dummy with a heart and leads the ♦Q, discarding a club. On winning the ♦K, South can defeat the contract by leading a low spade to North's ♠10. North then leads the ♣J, and the defenders take two club tricks.

"How does South know to lead a low spade after winning the ♦K? North can help on the first trick. When the ♠A is played, North should play the ♠J. The play of an honor in this situation promises the next lower honor and denies the next higher honor. By playing the ♠J, North is showing the ♠10 and telling partner that it is safe to lead a low spade away from the ♠Q.

"This all requires good cooperation between the partners. North must realize the importance of the ♠10 as an entry, so that clubs can be led through declarer's holding. South has to have the courage to believe North's signal. If North doesn't play the ♠J on the first trick, South can still defeat the contract by leading a low spade upon winning the ♦K, but it's much more difficult. Instead, South might take the ♠Q and then lead clubs, hoping the defenders have two tricks to take in that suit.

"Declarer can simply duck the opening lead of the ♠K to avoid all of these complications. (South can always defeat the contract by leading a low spade at trick one and then leading a second low spade after winning the ♦K … but anyone who defends like that has already seen all four hands!)"

LESSON 5

Minor-Suit Openings and Responses





General Concepts

General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

Minor-Suit Openings and Responses

This lesson covers minor-suit openings and responses. There aren't many popular conventions associated with minor-suit openings, so this lesson focuses on clearing up a number of areas from which the partnership can benefit. For more experienced players, this lesson may be more of a review than the introduction of new conventions. You might want to focus on completing the appropriate area of the convention card, as you are discussing the various topics in this lesson.

Bidding

There are many misconceptions regarding minor-suit openings and responses. The material on bidding covers such concepts as the short club, counting dummy points when raising a minor suit and handling limit and forcing raises.

With an experienced group, you may want to add some material on the subject of inverted minor raises. There are some examples in the textbook. While this isn't one of the standard conventions covered in this series, it is popular in many areas and eliminates some problems associated with minor-suit raises. However, it isn't an approach recommended for casual players.

Here are the topics covered:

Opening Bids of 1♣ and 1♦

This is a basic review of minor-suit opening bids with an emphasis on clearing up misunderstandings about the *short club*.

Third and Fourth Positions

This section covers the effect of the position at the table on opening bids of 1♣ and 1♦. The *Rule of 15*, introduced in an earlier lesson, is applied to opening minor-suit bids in fourth position.

Limit versus Forcing Raises

While this material may seem like a review to the more experienced students, there are likely to be enough points of interest to make going over these examples worthwhile. A key element is that there is no forcing raise of a minor suit using standard methods. This can lead to some complications. With an experienced group, you can branch out into a discussion of the merits of inverted minor-suit raises.

Suit Responses to 1♣ and 1♦

This basic material serves as an excellent review for a more experienced group.

Notrump Responses to 1♣ and 1♦

There is confusion about the different meanings assigned to notrump bids in various auctions, especially 2NT. Over a major-suit opening, 2NT is a conventional bid showing a forcing raise. Over a minor-suit opening, 2NT shows a balanced hand limited to 13 to 15 points. After an overcall, 2NT is a natural invitational bid with 11 or 12 points. After a takeout double, 2NT is a conventional bid showing a limit raise. This section should be used to clarify the natural use of notrump responses over a minor-suit opening.

Handling Interference

This section includes the use of a cuebid as a forcing raise after an overcall and the use of 2NT as a limit raise or better after a takeout double. This will be a review of these concepts if they were covered in a previous lesson. Otherwise, it's important to introduce them at this point. With a more experienced group, you can expand the topic to include the use of the cuebid as a limit raise or better — probably an improvement over the standard approach.

Play & Defense

Since the practice deals involve minor-suit openings and responses, it can be expected that there will be some deviation from the recommended auction. Let the players bid the hands in their own fashion and play the resulting contracts. There are several interesting play concepts in the deals, however, so you should discuss the play and defense after a discussion of the bidding puts everyone in the recommended contract.

The deals involve some challenging play and defense concepts:

- Safety play.
- Uppercut.
- Avoidance (several variations).

The first deal has a potential uppercut for the defenders if declarer doesn't handle the trump suit correctly. There are a number of variations, so you might want to skip most of the discussion with a basic group — saving time for other deals. With an experienced group, go through some of the possibilities.

The second deal is very interesting for students at all levels. Knowing when to play second hand high on the opening lead is a difficult concept. You could spend some time discussing the difference between Q–x opposite J–x–x and Q–x opposite K–x–x. Even after handling this combination correctly, it's quite likely that most declarers will be defeated when they don't guard against the unexpected division of the cards.

The third deal provides a chance to discuss the *Rule of Eleven* from declarer's perspective. Again, most declarers will go down when they don't take into consideration an unlucky lie of the defenders' cards.

The fourth deal contains an interesting defensive possibility which declarer can counter through good technique. This is a useful type of practice deal — with opportunities for both sides to shine. It may be a bit much for a basic group, but there's lots to discuss with a more advanced class.

GENERAL INTRODUCTION

Minor-suit opening bids can be unclear when the partnership uses a five-card major style. There's often a feeling that an opening bid in a minor suit isn't a natural bid. That's not the case. There may be times when system dictates a minor-suit opening on a three-card suit, but the bidding is still natural. There is also uncertainty when raising a minor suit: How many trumps do you need to support? Do you count dummy points? Should you play in notrump rather than the minor suit? The objective of this lesson is to put the students more at ease handling minor-suit openings and responses.

You might start like this:

> "In this lesson, we will look at the minor suits, which tend to get ignored because of the emphasis on major suits and notrump contracts. Handling minor suits effectively, however, can often be the stepping stone to reaching the best contract, even if that is a major suit or notrump. The partnership needs to exchange information effectively after a minor-suit opening, and that will be the focus of this lesson."

GROUP ACTIVITIES

Opening Bids of 1♣ and 1♦

Introduction

"Opening bids of 1♣ and 1♦ cover a wide range of hands. They can be used when:

- You have an unbalanced hand with a long minor suit;
- You have a balanced hand that falls outside the 15 to 17 point range; or
- You can't open 1♥ or 1♠ because you don't have a five-card suit.

"There are a lot of misconceptions about an opening bid of 1♣. Because you often hear terms such as 'better minor,' 'convenient club' and 'short club,' you might be under the impression that partner usually holds a three-card suit for an opening bid of 1♣. Nothing could be further from the truth.

"**What do you think is the most likely number of cards partner holds in the suit for an opening bid of 1♣?** (Four.) The most common number is four.

"**What do you think is the next most likely number?** (Five.) The next most likely number is five.

"**What do you think is the next most frequent holding in the club suit?** (Six.) Partner is more likely to hold four, five or six clubs than three clubs. It's important to keep that in mind.

"Let's get started by looking at the types of hands you would open with a minor suit."

Instructions

"The cards are sorted into suits. Give each player one suit and construct the following hand for South.

"In spades: the king and a low card.
"In hearts: the king and three low cards.
"In diamonds: the ace, the queen, the jack and two low cards.
"In clubs: two low cards.

NORTH	SOUTH
	1♦

SOUTH
♠ K x
♥ K x x x
♦ A Q J x x
♣ x x

"Remember, we want the cards in neat straight lines, with the high cards toward the edge of the table."

Check that each table has the correct starting hand set up dummy style in front of South.

"**What would the opening bid be?** (1 ♦.) This is a typical minor-suit opening bid of 1 ♦. With an unbalanced hand, you open the longest suit.

"Change the South hand.
"In diamonds: take away the ace.
"In clubs: add the ace.

NORTH	SOUTH
	1 ♦

SOUTH
♠ K x
♥ K x x x
♦ Q J x x
♣ A x x

"**What's the opening bid?** (1 ♦.) A balanced hand with 13 high-card points is too weak to open 1NT when your range is 15 to 17 points. This is the type of hand that would be opened 1NT if the partnership played a weak notrump style. With no five-card or longer major-suit, open the longer minor suit, 1 ♦. Playing a four-card major-suit style, this hand might be opened 1 ♥. However, even partnerships playing four-card majors sometimes prefer that the major suit contain at least 4 points. So, they might also open 1 ♦.

"Change the South hand.
"In spades: take away the king.
"In clubs: add the king.

NORTH	SOUTH
	1 ♦

SOUTH
♠ x
♥ K x x x
♦ Q J x x
♣ A K x x

"**Now what?** (1 ♦/1 ♣.) When you have a choice of four-card minor suits, the standard agreement is to open 1 ♦. However, some partnerships prefer to open the 'better minor' in this situation and would start with 1 ♣. It doesn't matter too much which style you adopt. The important thing is for you and your partner to agree on which suit you would open with this hand. We will recommend 1 ♦ with four cards in both minors.

"Change the South hand.
"In spades: add the king and two low cards.
"In diamonds: take away a low card.
"In clubs: take away the king and a low card.

NORTH	SOUTH
	1 ♦

SOUTH
♠ K x x x
♥ K x x x
♦ Q J x
♣ A x

"**What's your choice of opening bid?** (1♦.) With no five-card major suit, open the longer minor suit. That sometimes leads to an opening bid on a three-card suit. You're not planning to play in the minor suit. Maybe partner will bid a major suit and you can show support on the next round — or you might play in a notrump contract. Nonetheless, this hand might be played with diamonds as trumps — if partner passes or raises the suit. That's fine.

"Some partnerships playing five-card majors also prefer that an opening bid of 1♦ shows at least a four-card suit. In that case, they would open 1♣ with this hand. That is the actual short club convention, but it's not standard practice. An opening bid in a minor usually is assumed to be a three-card or longer suit."

For any students who do play the short club, you can point out that it requires an Announcement.

"Change the South hand.
"In spades: take away a low card.
"In clubs: add a low card.

NORTH	SOUTH
	1♣

SOUTH
♠ K x x
♥ K x x x
♦ Q J x
♣ A x x

"**What's the opening bid?** (1♣.) The standard guideline is to open 1♣ with three cards in each minor. Some partnerships prefer to open the 'better' minor suit, but it would be difficult to say which is the better minor in this hand. It's easier to stick with the guideline.

"Change the South hand.
"In spades: add the ace.
"In diamonds: take away a low card.
"In clubs: take away the ace and add a low card.

NORTH	SOUTH
	1♣

SOUTH
♠ A K x x
♥ K x x x
♦ Q J
♣ x x x

"**What do you open?** (1♣.) With no five-card major, open the longer minor. You're stuck with 1♣ here — the worse case scenario. You hope you won't have to play with clubs as trumps, but you might. You also hope partner won't be on opening lead and lead your 'suit' — but that might happen also. This is the type of hand that delights partnerships using a four-card major style.

"Change the South hand.
"In spades: take away a low card.
"In hearts: take away a low card.
"In clubs: add the king and a low card.

NORTH	SOUTH
	1NT

SOUTH
♠ A K x
♥ K x x
♦ Q J
♣ K x x x x

"**Now what's the opening bid?** (1NT.) Not all hands that have a minor suit are opened 1♣ or 1♦. With a balanced hand and 15 to 17 points, open 1NT.

"Change the South hand.
"In spades: take away a low card.
"In hearts: add two low cards.
"In diamonds: take away the queen.
"In clubs: add the queen and take away a low card.

NORTH	SOUTH
	1♥

SOUTH
♠ A K
♥ K x x x x
♦ J
♣ K Q x x x

"**What do you open with this hand?** (1♥.) With two five-card suits, the guideline is to open the higher-ranking suit, no matter the strength in the suit.

"Change the South hand.
"In spades: add three low cards.
"In hearts: take away three low cards.

NORTH	SOUTH
	1♠

SOUTH
♠ A K x x x
♥ K x
♦ J
♣ K Q x x x

"**So, what do you bid?** (1♠/1♣.) There isn't universal agreement on the best opening bid with five spades and five clubs. The guideline is to open the higher-ranking suit, 1♠. That's consistent, and you'll have an easy time if partner responds 1NT. You can show the second suit by bidding 2♣.

"It won't be so easy if partner responds 2♦ or 2♥. To show the second suit, you would have to bid 3♣, and that might get the partnership too high if no fit can be found. If partner does respond 2♦ or 2♥, you might settle for a rebid of 2♠, even though partner will expect a six-card suit.

"Some partnerships prefer to open 1♣ with this distribution. If partner responds 1♦ or 1♥, then the spades can be shown at the one level. Of course, if partner responds 1NT, you will have to bid 2♠ to show the second suit, and

the auction may get out of control. It's really a matter of partnership style. Opening either 1♠ or 1♣ could work, depending on what responder has to say. For consistency, we suggest opening 1♠, the higher-ranking suit."

There's no need to get into too much discussion of reverses at this point. That subject will be covered in the next lesson.

"Change the South hand.
"In spades: take away the king and a low card.
"In clubs: take away the king and add the jack, the ten and a low card.

NORTH	SOUTH
	1♣

SOUTH
♠ A x x
♥ K x
♦ J
♣ Q J 10 x x x x

"**What's the opening bid?** (1♣.) Now you are back to a standard 1♣ opening bid. With 11 high-card points plus 3 length points for the seven-card suit, this hand is too strong for a preemptive opening bid of 3♣.

"After seeing what opening bids in a minor suit look like, let's turn our attention to responder. Turn the cards in the South hand face down, and construct a hand for North, as responder.

"In spades: the jack and three low cards.
"In hearts: the queen and four low cards.
"In diamonds: three low cards.
"In clubs: one low card.

NORTH
♠ J x x x
♥ Q x x x x
♦ x x x
♣ x

NORTH	SOUTH
	1♣
Pass	

SOUTH
♠ A x x
♥ K x
♦ J
♣ Q J 10 x x x x

"**Imagine now that you hold the North hand. I'm your partner as South and I open the bidding 1♣. What will you bid**? (Pass/1♥.) With 3 high-card points plus 1 length point for the five-card suit, you don't have enough to make a bid as responder. The general guideline is that a new suit response at the one level shows 6 or more points.

"**What's the reason you don't want to pass partner's 1♣ opening bid?** (Short clubs; better contract.)

"As mentioned earlier, just because the 1♣ opening bid is sometimes made on a three-card suit is no reason to drastically modify your bidding to allow for that possibility. Opener figures to have four or more clubs for an opening bid of 1♣. The fewer clubs you have, the more likely that opener has more than four. By bidding, you overstate your values and also risk getting the partnership into trouble. A new-suit response is forcing, so partner must bid again, even with minimum values.

"The 1♣ bid is not forcing. If partner insists that you respond holding this type of hand, you should change to a forcing club system where the 1♣ bid can't be passed. Systems of this type, such as Precision Club, use the 1♣ opening as a conventional bid on strong hands, replacing the standard strong bids, such as the 2♣ opening.

"To see what might happen if you respond, turn opener's cards — the South hand — face up.

"**What would happen if you passed South's opening bid of 1♣?** (Seven tricks.) If left to play there, partner probably would take seven tricks and make the 1♣ contract, taking five club tricks, one heart and the ♠A. If the opponents competed in a major suit, you would also be happy defending.

"**What would happen if you bid over 1♣?** (Get too high.) If you responded 1♥, partner would have to make a rebid and would bid 2♣. Now the partnership is too high. In fact, if the opponents competed, partner might bid to 3♣ or higher, expecting some strength in your hand. Had you passed, partner would not get too excited about the hand. By bidding, you take the partnership out of a good contract and into trouble.

"Of course, opener's hand doesn't have to be so well arranged to make clubs the best trump suit.

"Change the South hand.
"In diamonds: add the queen and a low card.
"In clubs: take away two low cards.

NORTH
♠ J x x x
♥ Q x x x x
♦ x x x
♣ x

NORTH	SOUTH
	1♣
Pass	

SOUTH
♠ A x x
♥ K x
♦ Q J x
♣ Q J 10 x x

"These could be the combined hands. Now 1♣ isn't an attractive contract. If North responds, however, the partnership isn't going to reach a better spot. 1NT or 2♥ may fare worse than 1♣. Also, the partnership has only 16 high-card points between the combined hands. If North is silent, the opponents are very likely to come into the bidding and play the hand. North doesn't mind defending."

Summary

"Opening bids of 1♣ and 1♦:

- Usually show a four-card or longer suit.
- Can occasionally be made on a three-card suit when opener has no five-card major and no four-card or longer minor.

"Responder shouldn't be overly concerned with opener holding a three-card suit. With a choice of four-card minor suits, open 1♦. With a choice of three-card minor suits, open 1♣."

Third and Fourth-Position Openings

Introduction

"In the discussion of opening bids of 1♥ and 1♠, light opening bids in third and fourth position were considered. Drury is a conventional method for keeping the partnership at a reasonable level after a major-suit opening bid in third or fourth position. After a minor-suit opening bid, there's no convention comparable to Drury, but that doesn't mean that you can't occasionally open light in third or fourth position."

Instructions

"Pick up all of the cards in the North hand and put them back into suits.

"Change the South hand.
"In hearts: take away the king and add two low cards.
"In diamonds: take away the queen and add a low card.
"In clubs: take away the ten and a low card and add the king.

NORTH	SOUTH
Pass	1♣

SOUTH
♠ A x x
♥ x x x
♦ J x x
♣ K Q J x

"**Suppose North is the dealer and North passes. East also passes. South is in third position. Would you open?** (Yes.) There are 11 high-card points. That's not quite enough for an opening bid in first or second position, but it's quite reasonable to open 1♣ in third position.

"**What are some advantages of opening?** (Buy contract/lead/disturb opponents.) It's possible that your side can make a plus score. Partner could have 10 or 11 points and not have opened the bidding. Since partner didn't open the bidding, it's more likely that the deal belongs to the opponents. Your bid, however, may cause them to bid too little or too much. If you do defend, the 1♣ bid may get the partnership off to the best defense if North is on lead.

"**Are there any disadvantages to opening the bidding?** (Yes.) It's possible to get too high. Partner won't know that the opening is a little light and may compete for the contract to too high a level. Also, you may run into difficulty finding a suitable rebid. There is the advantage that partner is a passed hand, so a new-suit bid is no longer forcing. If you decide to open light in third position, you should feel comfortable passing whatever partner bids. If you open light with an unbalanced hand and partner bids your short suit, you will be poorly placed if you bid again.

"Most competitive players would open this hand in third position, since the potential advantages outweigh the disadvantages. However …

"**What if West is the dealer and there are three passes to the South hand?** (Pass.) With a borderline hand in fourth position, you have the choice of bidding and trying for a small plus score or passing the deal out. You can apply the Rule of 15. Add the number of spades you hold to the high-card points. If the total is 15 or more, open the bidding; otherwise, pass. On this hand, you have three spades and 11 high-card points — a total of 14. The guideline recommends passing.

"Change the South hand.
"In hearts: take away a low card and add the ace and the king.
"In clubs: take away the king and the queen and add a low card.

NORTH	SOUTH
Pass	1♥ (?)

SOUTH
♠ A x x
♥ A K x x
♦ J x x
♣ J x x

"**This hand has a full 13 high-card points. What would you open in first or second position?** (1♣.) Playing five-card majors, open the longer minor. With a choice of three-card suits, open 1♣.

"**What if you are in third position?** (1♣/1♥.) You could make the standard opening bid of 1♣, but many players might prefer an opening bid of 1♥. Partner is a passed hand, so it's unlikely that your side can make game. It's probably going to be a partscore battle between the two sides. If East–West buy the contract, you would prefer that partner lead a heart rather than a club. The 1♥ opening bid should get partner off to the best lead. If partner raises with only three-card support, you don't plan to go any higher anyway, and your side's bidding may push the opponents higher than they would like to be.

"Although it is usual to open the longest suit, there are always exceptions.

"Change the South hand.
"In spades: take away the ace.
"In hearts: take away the ace and the king.
"In diamonds: take away two low cards and add the ace, the king and the queen.
"In clubs: add two low cards.

NORTH	SOUTH
Pass	1♦ (?)

SOUTH
♠ x x
♥ x x
♦ A K Q J
♣ J x x x x

"**With 11 high-card points plus 1 for the five-card suit, there's nothing wrong with passing in first position. If North and East both pass, however, what might you do in third position?** (1♦.) If you do decide to open this hand, 1♦ makes more sense than 1♣. You would definitely prefer a diamond lead if you are defending, and it also leaves you better placed for a suitable rebid if partner responds 1♥ or 1♠. You can bid 2♣ to show the second suit. If you open 1♣, the situation is awkward if partner responds 1♥ or 1♠. Bidding 2♦ at this point would force partner to bid 3♣ with equal preference for the two suits. Now you would be much too high."

If the students are already familiar with the concept of reverses, this last point will be obvious. If not, this is a topic that will be discussed further in the next lesson.

"**What would you do in fourth position?** (Pass.) 11 high-card points plus two spades leaves this hand well short of satisfying the Rule of 15. Opening it in fourth position will give the opponents an opportunity to back into the auction in one of the major suits. Some things are best left alone."

Summary

"You can open light in third or fourth position, but your hand should satisfy the Rule of 15 to open in fourth position. With fewer than 13 points, you are probably competing for partscore at best. For tactical reasons, therefore, you might choose to open a four-card major or a suit which you want partner to lead if you defend."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Opening Minor Suits

What is your opening call with each of the following hands in first or second position? What would you call with the same hands if you have an opportunity to open in third or fourth position?

1) ♠ 4
♥ J 4
♦ K J 8 7 3
♣ A K 9 6 3

_____

2) ♠ 7 5 4
♥ A Q 6
♦ K 3
♣ A Q J 8 5

_____

3) ♠ 2
♥ A K J 3
♦ Q 9 7 4
♣ K 8 6 2

_____

4) ♠ Q 8 7 3
♥ A 8 4
♦ A 9 6
♣ K 10 7

_____

5) ♠ Q J 7 6
♥ K J 6 3
♦ Q 8 4
♣ A 7

_____

6) ♠ A J 8 7 3
♥ A
♦ K J 9 6 5 3
♣ 3

_____

Exercise One *Answer* — Opening Minor Suits

1) 1st/2nd: 1♦. Open the higher-ranking of two five-card suits.
3rd: 1♦. Normal opening bid.
4th: Pass. The Rule of 15 — 12 high-card points plus one spade.

2) 1st/2nd: 1NT. With a balanced hand, open 1NT even with a five-card suit.
3rd/4th: 1NT. No reason to change the opening bid.

3) 1st/2nd: 1♦. Open the higher ranking of two four-card minor suits.
3rd: 1♥ or 1♦. You can open a good four-card major suit occasionally in third position.
4th: Pass or 1♥ or 1♦. The Rule of 15 suggests passing — 13 high-card points plus one spade. If you do open, 1♥ might be the best choice.

4) 1st/2nd: 1♣. With a choice between three-card minor suits, open 1♣.
3rd: 1♣. Still open 1♣. The spades aren't robust enough to warrant opening the four-card suit.
4th: 1♣. The Rule of 15 — 13 high-card points plus four spades.

5) 1st/2nd: 1♦. Open the longer minor suit.
3rd: 1♥ or 1♦. It might be more effective to open a four-card major suit. Opening 1♥ gives you the best chance of finding a major-suit fit.
4th: 1♥ or 1♦. The Rule of 15 — 13 high-card points plus four spades.

6) 1st/2nd: 1♦. Open the longest suit, even with a five-card major.
3rd/4th: 1♦. Nothing has changed.

Limit Versus Forcing Raises

Introduction

"The partnership must decide how to treat a jump raise to the three level over a minor-suit opening. The style we will recommend is to treat the jump raise as a limit raise — an invitational bid showing 10 or 11 points. That leaves you with the dilemma of what to do when you hold a forcing raise, so let's look at some ways to handle those hands.

"Before getting to that subject, however, let's review some issues related to raising opener's minor suit."

Instructions

"Pick up all of the cards in the South hand and put them back into suits. Construct a hand for North.

"In spades: two low cards.
"In hearts: two low cards.
"In diamonds: the ace, the jack and two low cards.
"In clubs: the jack and four low cards.

NORTH
♠ x x
♥ x x
♦ A J x x
♣ J x x x x

NORTH	SOUTH
	1♣
2♣	

"**Suppose South is the dealer and opens 1♣. If West passes, what do you respond?** (2♣.) With support for partner's suit and enough strength to raise to the two level, bid 2♣. There's no need to mention the diamond suit. You've already found a fit.

"**Is there an eight-card fit?** (Yes.) Even if partner opened with a three-card club suit, you have an eight-card fit.

"**What if partner opened 1♦, rather than 1♣?** (2♦.) With this hand, raise to 2♦.

"**Are you guaranteed an eight-card diamond fit?** (No.) Opener may have three, but will usually have four or more diamonds.

"**What's the only exception?** (Exactly 4–4–3–2.) With four cards in both minors, opener bids 1♦. With three cards in both minors, opener bids 1♣. Only if opener has precisely four spades, four hearts, three diamonds and two clubs, would you be in a seven-card fit. Partner starts with the longer minor. This situation is not worth worrying about. Besides, there's no reason that 2♦ couldn't be a better contract than 1NT, even if it is a seven-card fit. So, the guideline for raising partner's minor suit is that you should have at least five-card support for clubs and four-card support for diamonds.

"Change the North hand.
"In spades: add a low card.
"In clubs: take away two low cards and add the queen.

NORTH
♠ x x x
♥ x x
♦ A J x x
♣ Q J x x

NORTH	SOUTH
	1♣
1♦	

"**What would you bid if partner opened 1♣?** (1♦.) Rather than raise clubs on only four-card support, you have the alternative of bidding 1♦, showing the four-card diamond suit. You shouldn't be afraid to raise partner's club suit with four-card support, but here there is another option.

"**There are actually some advantages to raising directly to 2♣. What might they be?** (Limit strength; harder for opponents to compete.) By raising to 2♣, you immediately limit the strength of the hand to 6 to 9 points, so opener is in a good position to judge the level of the contract. If you respond 1♦, that's a forcing bid and your hand is unlimited. Opener has to bid again, and you may never get an opportunity to show your exact strength or club support — especially if the opponents interfere. That's another reason for raising to 2♣ right away. If you respond 1♦, East has a chance to enter the bidding at the one level — overcalling 1♥ or 1♠, for example. If you raise immediately to 2♣, West may not be as eager to enter the auction at the two level. There's not much danger in raising to 2♣ with only four-card support. Remember. The most common number of clubs for opener to hold is four, and opener is more likely to have five or six clubs than three.

"**In competitive auctions, be even more ready to raise opener's minor with less than ideal support. If partner opens 1♣ and West overcalls 1♥, for example, what should North bid?** (2♣.) North doesn't have to bid over the overcall, but it would be very timid not to compete for the contract. Most players would raise to 2♣ with this hand. If opener has a three-card suit, tough luck, but the auction isn't over. A raise may push the opponents too high. In addition, when West overcalls in a major suit, it reduces the likelihood that partner has four cards in that major and, therefore, increases the probability that partner has four or more clubs.

"The same would be true if partner opened 1♦ and West overcalled 1♥. You would certainly raise to 2♦ with this hand and, if one of the low diamonds were a low club, you might raise on three-card support as well. You might land in a 3–3 fit, but that just makes for an interesting play problem for partner. You can't be perfect in competitive situations.

"Enough about the trump support needed to raise opener right away. Let's look at the strength required.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add a low card.

NORTH
♠ x x x
♥ x
♦ A J x x
♣ Q J x x x

NORTH	SOUTH
	1♣
2♣/3♣	

"A raise to the two level shows 6 to 9 points. Since we're using limit raises, a raise to the three level shows 10 or 11 points.

"**What do you bid if partner opens the bidding 1♣?** (2♣/3♣.) It all depends on what is meant by 'points.' When planning to raise opener's major suit, you count dummy points — points for shortness instead of length. You usually use a scale of 5 points for a void, 3 points for a singleton, and 1 point for a doubleton.

"**If you count dummy points, how much is the hand worth in response to the 1♣ bid?** (11 points.) There are 8 high-card points plus 3 dummy points for the singleton. That's 11 points, enough to put the hand into the category for a limit raise to 3♣.

"**Can anyone see a problem with that?** (Opener might expect more high-card strength.) Provided the partnership plays with clubs as trumps, the singleton heart is likely to be of value, but what if the partnership finishes in notrump? That rarely happens when the partnership has found a major-suit fit, but it is quite common when the partnership doesn't have a major-suit fit. If North makes a limit raise showing 10 or 11 points, South is likely to accept the invitation with a little extra strength — 14 or 15 points perhaps. With a reasonably balanced hand, however, South is likely to choose the nine-trick contract of 3NT rather than the 11-trick contract of 5♣. In that case, North's lack of high-card strength will be a disappointment, and the singleton heart will be a liability instead of an asset.

"There's no perfect solution to this dilemma. Most players do count dummy points when deciding between a single raise and a jump raise, but prefer to be on the high side on the range, rather than the low side. It never hurts to have a little in reserve. If opener does decide to play game in the minor suit, the partnership will need about 28 or 29 combined points anyway.

"This hand would be borderline for a limit raise to 3♣. With 8 high-card points, many players would pull back a little and raise to only 2♣, planning to compete further if the opposition gets into the auction. However, there are advantages to jumping to 3♣ with this hand. It makes it difficult for the opponents to get into the auction. A raise to 2♣ gives them more room. There's no right answer, but if you raise to 3♣ with this hand, don't be surprised when partner bids 3NT and struggles to make the contract.

"Change the North hand.
"In spades: take away a low card.
"In hearts: add the jack.

NORTH
♠ x x
♥ J x
♦ A J x x
♣ Q J x x x

NORTH	SOUTH
	1♣
3♣	

"**South opens 1♣. What do you bid?** (3♣.) This is more like a sound limit raise to 3♣. There are 9 high-card points plus 1 for the five-card suit. If partner bids 3NT, this should be an excellent dummy. If you count dummy points, you would come to a similar conclusion. The hand is worth 11 points — 9 high-card points plus 1 for each doubleton — the right sort of strength for a limit raise. If partner can't make a move over an invitational raise, you're probably high enough.

"**What if partner opened 1♦, instead of 1♣?** (2♣/3♦.) It would be reasonable to make an immediate limit raise to 3♦. However, there's enough strength to bid a new suit at the two level, 2♣, planning to show the diamond support on the next round. That will be more descriptive, but it may lead to a more complicated auction. If partner raises to 3♣ or rebids 2NT, for example, many partnerships would treat a 3♦ bid as forcing. If the partnership hasn't discussed sequences like this, the straightforward approach of treating this hand as a limit raise in diamonds may be best.

"Minor suits present more of a challenge than major suits because of the notrump aspect. If you stop in a partscore, there's nothing much wrong with playing in a good minor-suit fit. If you're going to the game level, you prefer to play in 3NT rather than 5♣ or 5♦ whenever possible. Nine tricks are easier than 11 unless you have a lot of extra strength or some suitable distribution.

"The difficulty with minor suits is even more apparent when you have enough strength for a forcing raise.

"Change the North hand.
"In hearts: take away a low card and add the ace.

NORTH
♠ x x
♥ A J
♦ A J x x
♣ Q J x x x

NORTH	SOUTH
	1♣
1♦ (?)	

"**If partner opens 1♣, what will you respond?** (1♦.) With 13 high-card points and 1 point for the five-card suit, you are too strong to make a limit

raise to 3♣, showing 10 or 11 points. Over a major suit, you can use 2NT as a forcing raise — the Jacoby 2NT convention — because you never intend to play in notrump after finding a major-suit fit. The same isn't true over a minor suit. Most partnerships prefer to use the jump to 2NT or 3NT as a natural bid — showing a desire to play in notrump — over a minor suit. We'll talk more about that later. You don't want to immediately suggest notrump, since you have nothing in the spade suit. You want to tell partner about the club fit and your strength.

"Playing standard methods with limit raises, there is no easy way to show a forcing raise in a minor suit. Start by bidding a new suit. Here, you can bid 1♦. Opener's rebid may make the next bid easier.

"**Suppose North responds 1♦ and opener rebids 1NT. What now?** (3NT.) If opener has a minimum balanced hand, it sounds as though 3NT will be the best spot. You don't have to mention your clubs at all. They'll come as a surprise for partner — and the opponents.

"Unfortunately, the auction may not proceed comfortably at all.

"**Suppose opener rebids 1♠ instead of 1NT. Now what?** (3NT.) You still can't conveniently show club support. A jump to 3♣ at this point — an old suit at the three level — would be invitational, showing 10 or 11 points. So would a jump to 2NT. Probably the best choice is to jump to 3NT and hope that works out. You do have all of the suits stopped, and there's no reason to believe that 5♣ would be any better, or that you have a slam.

"It would be even more difficult if partner rebid 1♥ over 1♦. Now it would be dangerous to jump to 3NT with no expectation that your side has any length or strength in spades. You could jump to 4♣ — that would be forcing — but you would miss any chance of playing in 3NT. To keep the bidding going, you might have to resort to the ploy of bidding a new suit, 1♠, as a forcing bid. We're going to discuss the bid of the fourth suit as a forcing bid in the next lesson. The point here, however, is that the auction can become complex when the partnership has no immediate forcing raise of a minor suit.

"There are some conventional ways around this dilemma, however, most partnerships usually manage quite well without a forcing raise. It won't be that often that you are stuck for a bid. We'll look at some other options for responding to 1♣ and 1♦ in a moment."

You may want to skip the next example with a basic class. Even a more experienced group may have some difficulty with the concepts involved.

"Sometimes you have to be a little inventive when responding to a minor suit with a game-going hand.

"Change the North hand.
"In diamonds: take away the jack.
"In clubs: add a low card.

NORTH
♠ x x
♥ A Q
♦ A x x
♣ Q J x x x x

NORTH	SOUTH
	1♣
1♦ (?)	

"If partner, South, opens 1♣, you don't have a good first response. Bidding notrump with no stopper in spades is taking a big risk.

"**What might you respond if partner opens 1♣?** (1♦.) You can manufacture a response of 1♦ and wait to see what opener does next. Hopefully, you'll then be in a better position to know what to do. You don't intend to play in diamonds. You're using the 1♦ response as a forcing bid. If partner raises to 2♦, you plan to show club support — probably by jumping to 4♣ to make sure that partner doesn't pass. You don't mind playing with clubs as trumps if partner has an unbalanced hand with clubs and diamonds. There might even be a slam."

With an experienced group you can discuss whether 3♣ in this sequence would be forcing (1♣–1♦–2♦–3♣). Without a specific agreement, most partnerships would play it as non-forcing, but the partnership should discuss such sequences.

Summary

"Over a minor-suit opening:

- You should ideally have four-card or longer support to raise diamonds and five-card or longer support to raise clubs.
- When deciding how high to raise, be cautious about using dummy points. If opener chooses a notrump contract, your short suits won't be of any value.
- Most partnerships use a single raise to show 6 to 9 points and a jump raise as a limit raise showing 10 or 11 points. In this style, there is no immediate forcing raise.
- You usually start by making a forcing bid, by bidding a new suit, hoping to be able to determine the best contract after hearing opener's rebid."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Raising Opener's Minor

Partner opens the bidding 1♣, and the next player passes. What do you respond with the following hands?

1) ♠ 10 8 2
♥ Q 9 3
♦ J 8 7 5 2
♣ 4 2

_____

2) ♠ 9 5
♥ 7 4 3
♦ A 8 2
♣ K J 6 5 3

_____

3) ♠ K 8 5
♥ Q 6 2
♦ J 9 5
♣ K 8 4 2

_____

4) ♠ 10 4
♥ K Q 9
♦ 6 5 3
♣ A J 8 7 5

_____

5) ♠ 9 6
♥ J 9 8 2
♦ K 5
♣ A Q 8 6 3

_____

6) ♠ 7 6
♥ A 8
♦ A 9 6 3
♣ K Q 10 8 2

_____

Exercise Two *Answer*— Raising Opener's Minor

1) Pass. You don't have enough strength to respond. Don't be afraid that partner is short in clubs.

2) 2♣. With no major to bid, show the club support.

3) 1NT. With only four-card support for clubs and a balanced hand, 1NT is probably a better choice than 2♣.

4) 3♣. A jump raise is invitational, showing 10 or 11 points.

5) 1♥. Despite the good club fit, look for the major-suit fit first.

6) 1♦. You are too strong to make a limit raise of 3♣. Start with a new suit, intending to show the club support later.

Suit Responses to 1♣ and 1♦

Introduction

"Having discussed the challenges associated with raising opener's minor suit, it's fortunate that you usually have other options. When the partnership uses a style of five-card major-suit openings, opener often will have a four-card major suit when the opening bid is 1♣ or 1♦. Before raising opener's minor or bidding notrump, responder's priority is to look for a major-suit fit. A new suit response is forcing — unless responder has already passed.

"If responder has a choice of suits to bid at the one level, the guidelines are to bid the longest suit first, to bid the higher-ranking of two five- or six-card suits and to bid the lowest-ranking of four card suits. Bidding the lowest-ranking of four-card suits is called bidding suits *up the line*. Let's look at some examples."

Instructions *(If last example on pg.232 wasn't used, make changes in parentheses.)*

"Change the North hand.
"In hearts: add two low cards. (Add two low cards.)
"In diamonds: add a low card. (Take away the jack and add a low card.)
"In clubs: take away the queen, the jack, and a low card. (Take away the jack and the queen.)

NORTH
♠ x x
♥ A Q x x
♦ A x x x
♣ x x x

NORTH	SOUTH
	1♦
1♥	

"**Your partner, South, opens the bidding 1♦. What do you respond?** (1♥.) Although you have support for diamonds, the priority is to look for the major suit. Respond 1♥. If you can't find a fit in hearts, you can always show diamond support later. If you were to raise diamonds first, the partnership might never find a fit in hearts.

"Change the North hand.
"In diamonds: add a low card.
"In clubs: take away a low card.

NORTH
♠ x x
♥ A Q x x
♦ A x x x x
♣ x x

NORTH	SOUTH
	1♦
1♥	

"**Does this make any difference if partner opens 1♦?** (No.) You still want to look for a major-suit fit, so respond 1♥.

"**What if partner opens 1♣?** (1♦.) Now the situation is a little different. With a choice of suits to bid at the one level, bid the longest first, 1♦. There's not much danger of missing a heart fit. With a four-card heart suit, partner can rebid 1♥ over the 1♦ response, and the fit will be found.

"Change the North hand.
"In hearts: add a low card.
"In clubs: take away a low card.

NORTH
♠ x x
♥ A Q x x x
♦ A x x x x
♣ x

NORTH	SOUTH
	1♣
1♥	

"**What does North respond if partner opens 1♣?** (1♥.) With a choice of five-card suits, bid the higher-ranking, 1♥. It's similar to opening the bidding in the higher-ranking of two five-card suits.

"Change the North hand.
"In spades: add the ace and a low card.
"In hearts: take away the ace.
"In diamonds: take away the ace.

NORTH
♠ A x x x
♥ Q x x x
♦ x x x x
♣ x

NORTH	SOUTH
	1♦
1♥	

"**What does North respond if partner opens 1♦?** (1♥.) With a choice of four-card suits, bid the suits *up the line*. The idea is that, if you bid 1♥, you'll immediately find the heart fit if partner has four hearts. Partner will raise hearts. If partner doesn't have four hearts, partner can bid 1♠ to show a four-card spade suit. The partnership has then found the spade fit. By bidding the four-card suits up the line, you'll eventually find a fit if there is one.

"If you were to bid 1♠, that would be fine if partner has four spades, but you might miss a heart fit if partner doesn't have four spades. With a balanced hand, partner will rebid 1NT over 1♠. Now you don't know whether there is a heart fit. You can't afford to bid 2♥ to find out. That will get you too high if partner has neither four spades nor four hearts.

"**Let's change the situation slightly. Suppose partner opens the bidding 1♣, rather than 1♦. What do you respond?** (1♦/1♥.) Technically, you should respond 1♦, bidding the four-card suits up the line. In practice, many players bypass the diamond suit in this situation, since finding a major-suit fit is such a priority. This is technically unsound because a diamond fit might be lost if, for example, partner has five clubs and four diamonds. In practical terms, however, it will be better to bid 1♥ immediately to show

one of the major suits. If you don't, the suit might get lost if the opponents interfere in the auction. If you respond 1♦ and East overcalls 1♠ or 2♠, for example, neither opener nor responder may be strong enough to introduce the heart suit.

"You should only consider bypassing the diamond suit when you have a weak hand. With a hand like this, you may get to make only one bid. With a stronger hand, you can afford to bid the diamonds first. If necessary, you can probably show the major suit later, even if the opponents interfere.

"Change the North hand.
"In spades: add the king, the queen and the jack.
"In hearts: take away two low cards and add the ace.
"In diamonds: take away two low cards.

NORTH
♠ A K Q J x x x
♥ A Q x
♦ x x
♣ x

NORTH	SOUTH
	1♦
2♠	

"**What would you respond if partner opened the bidding 1♣ or 1♦?** (2♠.) With a very strong hand, responder can jump shift. The jump shift by responder is forcing to game and shows strong interest in reaching a slam contract.

"**That's fine, but what would a jump to 3♠ show?** (Preemptive.) The standard approach is that a jump response that skips two or more levels is preemptive, showing a weak hand with a long suit.

"Change the North hand.
"In spades: take away the ace and add a low card.
"In hearts: take away the ace and the queen.
"In clubs: add two low cards.

NORTH
♠ K Q J x x x x
♥ x
♦ x x
♣ x x x

NORTH	SOUTH
	1♦
3♠ (1♠)	

"What would you respond if partner opened the bidding 1♣ or 1♦? (3♠.) Over an opening bid of 1♣ or 1♦, this is the type of hand with which you might respond 3♠. It's a hand that would have been opened with a preemptive bid of 3♠, if partner had passed — a good seven-card suit with no outside strength. You could respond 1♠ with this hand, but a jump to 3♠ is more descriptive. It's not forcing, but partner can raise with the same kind of hand that partner would have to raise an opening preempt to game.

"Change the North hand.
"In spades: add a low card.
"In clubs: take away a low card.

NORTH
♠ K Q J x x x x x
♥ x
♦ x x
♣ x x

NORTH	SOUTH
	1♦
4♠	

"**What would North respond over 1♣ or 1♦?** (4♠.) With a good eight-card suit and nothing outside, you can jump to the four level. Opener won't expect a strong hand, since you could have started with 1♠ or made a jump shift to 2♠.

"Change the North hand.
"In spades: take away the king, the queen and three low cards.
"In diamonds: add the queen and four low cards.

NORTH
♠ J x x
♥ x
♦ Q x x x x x x
♣ x x

NORTH	SOUTH
	1♣
Pass	

"**If partner opened 1♣, what would North respond?** (Pass/1♦/3♦.) With only 3 high-card points, it's probably best to pass. If you respond 1♦, partner may expect a little more in the way of high cards. If you jump to 3♦, partner will expect a better suit. Pass for now. You may get a chance to show the diamonds if East comes into the auction.

"**What if partner opens 1♦?** (4♦.) A jump to 4♦ is a preemptive raise. A raise to 2♦ shows 6 to 9 points and a raise to 3♦ shows 10 or 11, but a double jump shows a very weak hand with six-card or longer support. Since it takes the partnership past 3NT, you make this bid only when the tactical advantage of keeping the opponents out of the auction outweighs the likelihood that your side can make 3NT. Like the other double jumps, 4♦ isn't forcing. Opener should bid again only with a strong hand, since responder will hold little in the way of high cards."

Summary

"When responding to 1♣ or 1♦:

- The search for a major suit takes priority.
- With a choice of suits, bid the longer suit first.
- Bid the higher-ranking of two five-card or six-card suits.
- Bid the lowest-ranking of four-card suits.
- When responding to 1♣ with a weak hand, you can consider bypassing diamonds to give priority to bidding a four-card major suit.
- Responder can jump shift with a strong hand and slam interest.
- A jump response that skips two or more levels — either a raise or a new suit — is a preemptive bid with a weak hand and a long suit."

➥ "Let's do Exercise 3 in the student text to review what we have just discussed."

Exercise Three — Bidding Up the Line

Partner opens the bidding 1♦, and the next player passes. What do you respond with the following hands?

1) ♠ Q 7 4 2
♥ 8 4
♦ A J 8 6 3
♣ 7 6

_____

2) ♠ A K 9 4
♥ J 6 5 2
♦ 9 7 3
♣ Q 2

_____

3) ♠ K 10 8 7 3
♥ Q J 9 4 2
♦ 8
♣ 10 5

_____

4) ♠ 10 7 3
♥ K 9 4
♦ J 2
♣ A 10 8 7 4

_____

5) ♠ Q 8 7 4
♥ Q 3 2
♦ 2
♣ K 10 7 6 2

_____

6) ♠ K Q 6 3
♥ Q 4
♦ 8 7
♣ A Q 9 6 4

_____

Exercise Three *Answer* — Bidding Up the Line

1) 1♠. Showing the four-card major takes priority over raising diamonds.

2) 1♥. Bid four-card suits up the line. The quality of the suits is not important.

3) 1♠. With a choice of five-card suits, bid the higher-ranking.

4) 1NT. Not strong enough to bid a new suit at the two level.

5) 1♠. Although you aren't strong enough to bid 2♣, you can still show the four-card major.

6) 2♣. With enough strength to bid a new suit at the two level, bid the longer suit first; you can show the spades later.

Notrump Responses to 1♣ and 1♦

Introduction

"The priority is to look for a major-suit fit when partner opens 1♣ or 1♦, but you won't always have a four-card or longer major suit to bid. Your attention should then turn to bidding notrump."

Instructions

"Change the North hand.
"In spades: take away the jack and add the ace.
"In hearts: add the queen and a low card.
"In diamonds: take away the queen and four low cards and add the king.
"In clubs: add two low cards.

NORTH
♠ A x x
♥ Q x x
♦ K x x
♣ x x x x

NORTH	SOUTH
	1♦
1NT	

"**South is the dealer and opens the bidding 1♦. What do you respond ?** (1NT.) A response of 1NT shows 6 to 9 points.

"**What else does the 1NT response imply?** (No major.) The 1NT response to a minor suit denies a four-card or longer major suit. If responder has a major suit, showing the major suit takes priority over bidding 1NT.

"**Does the 1NT bid promise a balanced hand?** (No.) Responder isn't necessarily balanced for a response of 1NT to a 1♦ opening bid. Responder could have an unbalanced hand with a long club suit, too weak to bid 2♣.

"**Suppose partner opens 1♣ instead of 1♦. What does South respond?** (1NT.) You still respond 1NT with 6 to 9 points.

"**What does South know about your hand when you respond 1NT?** (No major; balanced; club support.) Partner knows you have no four-card major, since you would have bid 1♥ or 1♠. Also, partner can expect that you have at least four-card support for clubs. You could have bid 1♦ with a four-card suit. That implies that you have a balanced hand. With an unbalanced hand and support for clubs, you would raise clubs."

The class might find the above point a bit difficult to follow.

"When partner opens 1♣ and you have no four-card or longer suit other than clubs, you will have a choice between bidding notrump and supporting clubs. You usually bid notrump with a balanced hand, since you prefer to have five or more clubs to raise partner's club suit.

"Change the North hand.
"In spades: take away the ace.
"In clubs: add the queen.

NORTH
♠ x x
♥ Q x x
♦ K x x
♣ Q x x x x

NORTH	SOUTH
	1♣
2♣	

"**What would North respond with this hand over 1♣?** (2♣.) Although the hand is balanced, a raise to 2♣ seems more descriptive than a response of 1NT with no stopper in spades.

"Change the North hand.
"In spades: add the king.
"In hearts: take away a low card and add the ace.
"In clubs: take away a low card.

NORTH
♠ K x x
♥ A Q x
♦ K x x
♣ Q x x x

NORTH	SOUTH
	1♣
2NT (3NT)	

"**Before you can open the bidding, partner beats you to the punch and opens 1♣. What now?** (2NT/3NT.) What you respond with this hand is a matter of partnership style.

"**The standard response is 2NT, showing a balanced hand with 13 to 15 points. Would that be a forcing bid?** (Yes.) Logically, opener must bid again, since the partnership has at least 26 combined points.

"We will use the standard approach that a jump to 2NT over a minor suit shows a balanced hand of 13 to 15 points and a jump to 3NT shows a balanced hand of 16 to 18 points. Some partnerships prefer to treat the jump to 2NT as an invitational bid, showing 11 or 12 points. In duplicate, a bid of 2NT as an invitational response is very popular.

"The jump to 2NT also denies a four-card or longer major suit. Some players occasionally ignore this guideline and bypass a four-card major suit, showing balanced pattern and strength instead. That's not standard practice, however, and opener will usually assume that there's no eight-card major-suit fit. Over the 2NT response, opener will generally raise to 3NT, except with a very unbalanced hand or interest in slam.

"The jump to 2NT doesn't deny four, or sometimes five, cards in either minor suit. If partner were to open 1♦, rather than 1♣, you would still jump to 2NT. You could respond 2♣ over 1♦, but the 2NT response paints a better picture of the hand. With a balanced hand, you don't want to play in a minor suit unless partner has a very unbalanced hand.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add a low card.

NORTH
♠ K x x
♥ A Q
♦ K x x
♣ Q x x x x

NORTH	SOUTH
	1♦
2NT	

"**What would North respond if partner opened the bidding 1♦?** (2NT.) You could respond 2♣, but a response of 2NT is probably a better choice. A contract of 3NT is likely to be safer than 5♣ unless partner has an unbalanced hand. With an unbalanced hand, opener can rebid something other than 3NT.

"The 2NT response can sometimes resolve the earlier dilemma when you have a forcing raise of opener's minor suit.

"**Suppose partner opened 1♣, rather than 1♦. What would North respond?** (1♦/2NT.) Since North is too strong for a limit raise to 3♣, the practical choice is to respond 2NT. Otherwise, North would have to manufacture a forcing response such as 1♦.

"**What if the opening bid were 1♥?** (2♣.) Careful. If the partnership is using 2NT as a forcing major-suit raise — Jacoby 2NT — then you can't bid 2NT. You would have to respond 2♣. If you aren't using 2NT as a conventional bid in response to a major suit, you could respond 2NT.

"Change the North hand.
"In diamonds: add the queen.
"In clubs: take away a low card.

NORTH
♠ K x x
♥ A Q
♦ K Q x x
♣ Q x x x

NORTH	SOUTH
	1♣
3NT	

"**What would you respond over an opening bid of 1♣?** (3NT.) A jump to 3NT shows a balanced hand of 16 to 18 points. Again, it tends to deny a four-card major suit, but not a four-card or five-card minor suit.

"**Is 3NT forcing?** (No.) Since the partnership is already in a game contract, there's no need for opener to bid again with a minimum balanced hand. Opener might choose to bid again with an unbalanced hand or interest in reaching a slam contract, but the 3NT response is not forcing. It's descriptive.

"**Would it make any difference if the opening bid were 1♦, rather than 1♣?** (No.) The most descriptive response would still be a jump to 3NT. That is likely to be the best contract unless opener has other ideas. Again, this solves the problem of what to do with a hand worth a forcing raise in diamonds.

"Change the North hand.
"In spades: add a low card.
"In diamonds: take away the queen.

NORTH
♠ K x x x
♥ A Q
♦ K x x
♣ Q x x x

NORTH	SOUTH
	1♦
1♠	

"**What does North respond with this hand over 1♦?** (1♠.) The priority is to look for the major-suit fit ahead of showing the balanced hand. Respond 1♠. If you don't find a spade fit, you can bid notrump at the next opportunity.

"Change the North hand.
"In spades: take away a low card.
"In hearts: take away the queen and add the jack and a low card.
"In diamonds: add a low card.
"In clubs: take away the queen.

NORTH
♠ K x x
♥ A J x
♦ K x x x
♣ x x x

NORTH	SOUTH
	1♣
1♦	

"**What will you bid if partner opens 1♣?** (1♦.) A response of 1NT would show 6 to 9 points and a response of 2NT would show 13 to 15. With 10 to 12 HCP, start with a new suit, planning to make an invitational rebid of 2NT at the next opportunity. If you respond 1♦ and partner rebids 1♥ or 1♠, for example, you can jump to 2NT. If partner responds 1NT, you can raise to 2NT. If partner rebids 2♣ or raises to 2♦, you can rebid 2NT, inviting partner to game.

"**What if partner opened 1♦?** (3♦/2♣.) With four-card support for diamonds and 12 high-card points, you can make a limit raise to 3♦. That's not ideal with such a balanced hand and so much strength in hearts and spades. Nevertheless, there's no attractive alternative.

"Change the North hand.
"In hearts: take away the jack and add the queen.
"In diamonds: take away a low card.
"In clubs: add a low card.

NORTH
♠ K x x
♥ A Q x
♦ K x x
♣ x x x x

NORTH	SOUTH
	1♦
2♣	

"There are often hands where nothing is ideal. Suppose you hold this hand and partner opens 1♦. With 12 high-card points, you could respond in a new suit, 2♣. That overstates the club suit somewhat, but you don't plan to play there anyway. If partner raises to 3♣, for example, you'll probably take a chance in 3NT. Some players might overbid a little and respond 2NT right away with this hand.

"**What if partner opens 1♣?** (1♦/2NT/3♣.) The hand is too strong for a limit raise to 3♣. A jump to 2NT is an overbid, although it may work out well. Perhaps the best choice is to respond 1♦, treating the diamonds as a four-card suit. You plan to bid notrump next anyway, so it won't matter if partner raises diamonds. Incidentally, if you're going to manufacture a bid, it's better to pick a minor than a major. With a fit for the major suit, partner is likely to insist on playing with that suit as trump. With the minor suits, there's less danger of that happening."

Summary

"Over a minor suit:

- A response of 1NT shows 6 to 9 points.
- A response of 2NT shows 13 to 15 points.
- A response of 3NT shows 16 to 18 points.

"All of these responses deny a four-card major suit. With 10 to 12 points, responder can bid a new suit, planning to invite with a 2NT rebid at the next opportunity."

➥ "Let's do Exercise 4 in the student text to review what we have just discussed."

Exercise Four — Responding in Notrump

Partner opens the bidding 1♦, and the next player passes. What do you respond with the following hands?

1) ♠ K J 9
♥ Q 10 4
♦ K 8 3
♣ A J 8 3

_____

2) ♠ A Q
♥ K 10 5
♦ K 9 7 3
♣ K Q 6 5

_____

3) ♠ Q J 7
♥ A J 5
♦ Q 6 3
♣ J 10 8 4

_____

Exercise Four *Answer* — Responding in Notrump

1) 2NT. In response to a minor suit, 2NT is a forcing bid showing 13 to 15 points and a balanced hand.

2) 3NT. This shows a balanced hand with 16 to 18 points; it's more descriptive than starting with 1♦.

3) 2♣. With 11 points and a balanced hand, start by bidding a new suit, intending to make an invitational bid of 2NT at your next opportunity.

Handling Interference

Introduction

"If the opponents come into the auction with an overcall or takeout double after the opening bid of 1♣ or 1♦, the methods for handling interference are similar to those used when the opening bid is a major suit."

Instructions

After an Overcall

"If there is an overcall after a 1♣ or 1♦ opening:

- Responder's 2NT bid is only invitational, showing 11 or 12 points.
- Responder can cuebid the opponent's suit to force to game when holding a fit with opener's suit.

"Keep the North hand as it is.

NORTH
♠ K x x
♥ A Q x
♦ K x x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♦
1♥	2NT		

"**Suppose partner, South, opens 1♦, and West overcalls 1♥. What do you bid?** (2NT.) With 12 high-card points and strength in the opponent's suit, jump to 2NT. *In a competitive situation, 2NT is not forcing.* 2NT is more descriptive than bidding a new suit, 2♣.

"Change the North hand.
"In hearts: take away the ace and the queen and add a low card.
"In diamonds: add a low card.

NORTH
♠ K x x
♥ x x
♦ K x x x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♦
1♥	2♦		

"**If partner opens 1♦ and West overcalls 1♥, what do you bid?** (2♦.) The overcall doesn't prevent a normal raise to 2♦.

"**What if South opens 1♣ and West overcalls 1♥?** (2♣/Pass.) If West had passed, you would have responded 1♦. You can no longer do that and don't have enough strength to bid 2♦. You don't have to bid, but you don't want to give up too easily in a competitive situation. You want to avoid bid-

ding 1NT with no strength in hearts, but could try raising to 2♣. You would prefer to have five-card support, but four-card support will have to do.

"Change the North hand.
"In diamonds: add the ace.
"In clubs: take away two low cards and add the ace.

NORTH
♠ K x x
♥ x x
♦ A K x x x
♣ A x x

WEST	NORTH	EAST	SOUTH
			1♣
1♥	2♦		

"**If partner opens 1♣ and West overcalls 1♥, what does North bid?** (2♦.) North would have bid 1♦ if West had passed. With 14 high-card points, there is more than enough to bid 2♦ after the overcall.

"**What if partner opened 1♦ and West overcalled 1♥?** (2♥.) This hand is too strong for a limit raise to 3♦. The standard approach is to cuebid the opponent's suit in this situation. The cuebid is forcing to game and implies a fit with partner's suit, since you didn't take some other action such as bidding a new suit. You hope partner can bid notrump with some strength in hearts. If not, you can show diamond support at the next opportunity.

"However, many experienced players use the cuebid to show a limit raise or better in opener's suit. This frees up the immediate jump raise as a preemptive bid. This is a popular style among competitive players, but it's not the standard approach.

"Also, many of you use negative doubles, and they should be included in your bidding arsenal."

➥ "Let's do Exercise 5 in the student text to review what we have just discussed."

Exercise Five — Responding after an Overcall

As East, what do you bid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♦	1♥	?	

1) ♠ J 8 5
♥ 7 3
♦ A Q 6 2
♣ K J 8 3

_____

2) ♠ Q 10 8
♥ K J 7
♦ K Q 8
♣ 10 8 4 2

_____

3) ♠ A 8 2
♥ 9 4
♦ K 10 9 7 4
♣ A Q 6

_____

Exercise Five *Answer* — Responding after an Overcall

1) 3♦. The opponent's interference doesn't prevent you from making a limit raise. A 2♥ cuebid is appropriate if the partnership plays that cuebids show a limit raise or better.

2) 2NT. After the overcall, this is an invitational bid showing a balanced hand with 10 to 12 points and strength in the suit overcalled.

3) 2♥. The cuebid shows a game-forcing hand, usually with support for opener's suit.

After a Takeout Double

"When the opponent doubles for takeout, instead of overcalling, the partnership can use the same methods used after a double of a major suit:

- A new suit is still forcing.
- A single raise of opener's minor shows 6 to 9 points.
- A jump raise of opener's minor is (usually) treated as a preemptive raise rather than a limit raise.
- A jump to 2NT in competition is used to show 11 or 12 points instead of a balanced hand of 13 to 15 points. This is the *Jordan* convention."

Use of the redouble is left for the next course. With an experienced class, you can mention that responder can redouble with 10 or more high-card points and a hand unsuitable for any of the above actions.

"Let's see some examples.
"Change the North hand.
"In spades: add two low cards.
"In diamonds: take away the king.
"In clubs: take away the ace.

NORTH
♠ K x x x x
♥ x x
♦ A x x x
♣ x x

WEST	NORTH	EAST	SOUTH
			1♦
Double	1♠		

"**What would you do if partner, South, opened the bidding 1♦ and West doubled?** (1♠.) The double hasn't taken away any bidding room, so you can make the same response as if there were no double. A new suit by responder is still forcing. If partner doesn't have a fit for spades, you can show diamond support at the next opportunity.

"Change the North hand.
"In spades: take away two low cards.
"In clubs: add two low cards.

NORTH
♠ K x x
♥ x x
♦ A x x x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♦
Double	2♦		

"**South opens 1♦, and West doubles. What do you bid?** (2♦.) Make a normal raise to 2♦, showing 6 to 9 points.

"Change the North hand.
"In spades: take away the king.
"In diamonds: add the jack.

NORTH
♠ x x
♥ x x
♦ A J x x x
♣ x x x x

WEST	NORTH	EAST	SOUTH
			1♦
Double	3♦		

"**How about this hand after partner, South, opens the bidding 1♦ and West doubles?** (2♦/3♦.) You could just raise to 2♦ but most competitive players prefer a preemptive jump to 3♦ with this sort of hand. It's more likely to keep the opponents out of the auction or make it difficult for them to find their best contract. You can do this if you play the Jordan 2NT convention. Partner won't expect you to have too much for this bid. With 10 or more points and diamond support, you would jump to 2NT.

"Change the North hand.
"In hearts: add the king.
"In diamonds: take away two low cards.
"In clubs: add the king.

NORTH
♠ x x
♥ K x x
♦ A J x
♣ K x x x x

WEST	NORTH	EAST	SOUTH
			1♣
Double	2NT		

"**Suppose partner, South, opens 1♣ and West doubles. What would you respond?** (2NT.) Playing the Jordan 2NT convention, a jump to 2NT shows 11 or 12 points or better in opener's suit over the takeout double. It doesn't show a balanced hand with 13 to 15 points. With that type of hand, you would redouble.

"**What will opener do over the 2NT bid?** (Depends.) Once you have described the hand, opener can decide what to do. With a minimum hand, opener can retreat to 3♣, or jump to 4♣ or 5♣ with long clubs. Opener can raise to 3NT or bid a new suit to search for the best contract."

Summary

"If there is an overcall after a 1♣ or 1♦ opening:

- Responder's 2NT bid is not forcing, showing 10 to 12 points.
- Responder can cuebid the opponent's suit to force to game when holding a fit with opener's suit.

"If opener's 1♣ or 1♦ bid is doubled for takeout:

- A jump raise is preemptive.
- A jump to 2NT is a conventional bid and shows the strength for a limit raise of 11 or 12 pointsor better."

➥ "Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Responding after a Takeout Double

As East, what do you do with each of these hands after the auction begins:

WEST	NORTH	**EAST**	SOUTH
1♣	Double	?	

1) ♠ 7 4
♥ 3
♦ Q 8 6 3 2
♣ K J 8 7 5

_____

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

_____

3) ♠ 7 6
♥ K 9 6
♦ 8 5 4 3
♣ K J 10 8

_____

Exercise Six *Answer* — Responding after a Takeout Double

1) 3♣. After the takeout double, this is a preemptive (weak) raise. With a stronger hand, you would redouble or bid 2NT. A 2 cuebid is appropriate if the partnership plays that cuebids show a limit raise or better.
2) 2NT (Jordan). After the takeout double, this shows a limit raise in partner's minor suit.
3) 2♣. This is likely to be a better choice than 1NT when you have so little strength in two suits. You'd prefer to have five-card support, but nothing's perfect.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 5

Guidelines for Teachers: Since these four deals focus on minor-suit openings and responses, it can be expected that there will be some deviation from the recommended auction. Let the students bid their hands in their own fashion and play the resulting contracts. There are several interesting play concepts (*i.e.*, safety play, uppercut, avoidance) to discuss after you review the bidding and get everyone in the recommended contract.

Bid and Play — Deal 1 Minor Suit Openings

Guidelines for Teachers: On this first deal, opener has a minimum hand without a five-card major and starts by bidding a minor suit. The auction should end at 3♠, but some students will probably overbid. Let them play the contract they reach and then put them in the recommended contract. There is a potential uppercut situation for the defenders if declarer doesn't handle the trump suit correctly. There are a number of variations in the play of this deal that you might want to discuss only if your students are an experienced group.

Introduction

"Let's play a deal where opener starts with a minor, holding a minimum hand."

Instructions

"North is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #5, Deal 1 — Dealer, North)

Dealer: North Vul: None	♠ A 7 5 4 ♥ 6 2 ♦ A K 6 5 ♣ Q 5 4	
♠ Q 10 2 ♥ Q J 7 4 ♦ J 10 8 ♣ 9 7 2	N W E S	♠ 9 8 ♥ 10 9 8 ♦ Q 9 4 2 ♣ A K J 6
	♠ K J 6 3 ♥ A K 5 3 ♦ 7 3 ♣ 10 8 3	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
	1♦	Pass	1♥
Pass	1♠	Pass	3♠
Pass	Pass	Pass	

"With a hand too weak to open 1NT and with no five-card major suit, North opens 1♦. With a choice of four-card suits to bid at the one level, South responds *up the line* by bidding the lower-ranking suit, 1♥. North continues bidding *up the line* by showing the four-card spade suit. South has uncovered an eight-card spade fit and has a hand of invitational-strength — 10 or 11 points. To invite opener to game, South jumps to 3♠. South makes a judgment decision not to count a distribution point for the doubleton diamond, since 1♦ was partner's opening bid. With a minimum for the opening bid, North declines the invitation, and the partnership rests in partscore."

Suggested Opening Lead

"Now that we have agreed on a contract of 3♠ by North, let's review the play and defense.

"East is on lead and should select the ♣A, top of a broken sequence."

Suggested Play

"Declarer has two diamond losers, three club losers and at least one potential spade loser. There's not much that can be done about the club losers if the defenders are careful, but declarer can plan to ruff two diamond losers in the dummy.

"In the spade suit, with eight cards in the combined hands, the percentage play to avoid a spade loser is to play the ♠A and then take the spade finesse if the ♠Q doesn't appear — following the guideline "eight ever, nine never." On this deal, however, declarer can afford a spade loser, and declarer has another use for dummy's spades — ruffing diamond losers. After winning a trick, North should play the ♠A and ♠K. When the spades divide 3–2, declarer can go about ruffing the two diamond losers in the dummy — ruffing dummy's hearts to get entries back to North's hand. Declarer loses one spade trick and three club tricks.

"If the missing trumps were divided 4–1, declarer still would have a chance after taking the ♠A and ♠K. With two diamond tricks and two heart tricks to go along with the two top spades, declarer would have to hope to get three more spade tricks through ruffing diamonds and hearts.

"On the actual deal, the defenders can defeat the contract if declarer tries the spade finesse. Taking the ♠A and ♠K is a form of safety play in a contract of 3♠. If North–South reach a contract of 4♠, declarer has little choice but to try the spade finesse and will likely be defeated two tricks."

Suggested Defense

"The defenders must be careful to avoid letting declarer make 10 tricks in a spade contract. If East takes the first two tricks with the ♣A and ♣K, North's ♣Q will be established, and the defenders will end with only one more trick, West's ♠Q. To prevent this, West should play the ♣2 on the first club trick — a discouraging signal — and East should respect West's signal and switch to another suit. The ♥10, leading through dummy's strength, would be a good choice for East.

"After the heart switch, the defender's can't defeat the contract if declarer simply takes the ♠A and ♠K. West eventually will get a trick with the ♠Q and can lead a club to give the defenders the tricks they are entitled to in that suit. If declarer takes the ♠A and then tries the spade finesse by playing a low spade to dummy's ♠J, the defenders can defeat the contract. For example, West can return a third round of spades to prevent declarer from getting enough tricks by ruffing losers. West also can lead back a club to defeat the contract. After the defenders win two more club tricks, East can lead the fourth round of clubs to promote West's ♠10 — if declarer doesn't ruff with dummy's ♠K, West can win the trick by ruffing with the ♠10; if declarer ruffs with dummy's ♠K, West gets the ♠10 later. Even if East returns a diamond, rather than the fourth round of clubs, the defenders will get another trick. (If East leads a heart after taking the club tricks, declarer can take the remainder of the tricks by ruffing a heart, ruffing a diamond, ruffing a heart and taking the last trick with dummy's ♠K.)"

Bid and Play — Deal 2: When It Looks Too Easy

Guidelines for Teachers: On this second deal, explore the idea that when a hand looks easy to make, you might want to use a safety play to ensure against a possible (even if not probable) holding. Most students will be defeated in 3NT for failure to ensure against the unexpected division of the diamonds. The play should be interesting for students at all levels. Knowing when to play second hand high on the opening lead is a difficult concept. Take some time to discuss the difference between Q-x opposite J-x-x and Q-x opposite K-x-x.

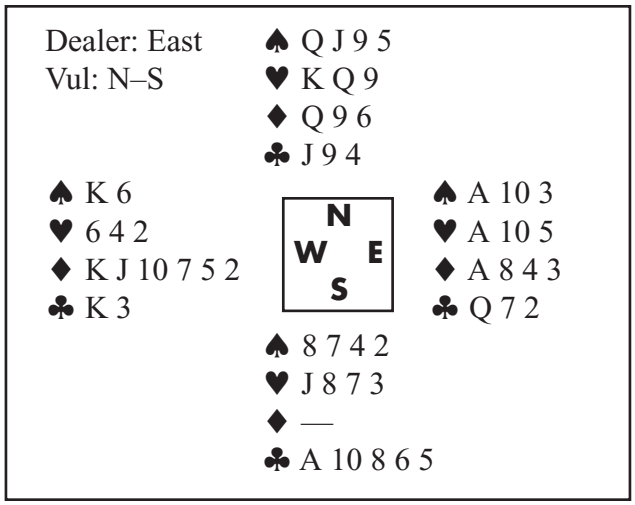
Introduction

"Let's play a deal where it looks like it will be easy to make the contract, but looks may be deceiving."

Instructions

"East is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #5, Deal 2 — Dealer, East)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
		1♦	Pass
3♦	Pass	3NT	Pass
Pass	Pass		

"After East's opening bid of 1♦, West has a hand worth about 12 points — 10 high-card points plus 2 for distribution. Technically this hand is too strong for a limit raise, but not strong enough to bid 3NT, especially without a heart stopper. West makes the best of the situation by bidding 3♦. With 14 points and high cards in all of the other suits, East accepts the invitation by bidding 3NT. It should be easier to take nine tricks in notrump than 11 tricks in diamonds."

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by East, let's review the play and defense. South is on lead and should lead the ♣6, fourth highest from the longest and strongest suit."

Suggested Play

"The opening lead will establish a club trick for declarer and there should be nine more winners to take — two spades, one heart, and six diamonds — if the diamonds break 2–1, as one would normally expect. When the contract looks easy, however, declarer should be careful to guard against bad breaks. After winning the first club trick, if declarer leads the ♦A, the contract can no longer be made. With the diamonds dividing 3–0, North will get a trick with the ♦Q and can lead back a club. South will take four club tricks to defeat the contract.

"East's first challenge comes at trick one. On the lead of the ♣6, declarer should play West's ♣K. This wins the trick and leaves East with the guarded ♣Q. It will now be safe to lose a trick to South, because South can't lead clubs again without giving East a trick with the queen. North has become the dangerous opponent, because if North gets the lead, East's ♣Q can be trapped. Since the only real danger now is that one of the opponents holds all three of the missing diamonds, declarer should start the diamond suit by playing dummy's ♦K. On the actual hand, South discards on the first round of diamonds and declarer can take a finesse against North's ♦Q. East ends up with 10 tricks.

"If both opponents had followed suit to the first round of diamonds, taking 10 tricks would be easy, since the diamonds would have divided 2–1. What if South had all three of the missing diamonds? After winning the first trick with dummy's ♦K, East would now have to lose a trick to South's ♦Q. But

that would be okay, since South isn't the dangerous opponent. South can't effectively lead clubs after winning the trick. The contract is still secure. Playing the ♦K first is a safety play, since it guarantees the contract.

"If declarer had played the ♣3 from dummy on the first trick, North would play the ♣J to force East to win the trick with the ♣Q. With only the singleton ♣K left in dummy, now both opponents would be dangerous. If declarer loses a diamond trick to either opponent, the defenders are in a position to take all of their club tricks.

"What if North held the ♣A rather than South? Dummy's ♣K would be taken by North's ace, and North would lead another club. Now East would have to hold up with the ♣Q until the third round of the suit. South would now become the dangerous opponent, so declarer should start diamonds by leading the ♦A to guard against South holding all three diamonds. If North has all three diamonds, there's no harm in losing a trick to North's ♦Q. North will probably have no clubs left to lead. If North did have a fourth club, the clubs would have divided 4–4, so the contract would still be safe."

Suggested Defense

"South gets the defenders off to the best start by leading a low club. If declarer subsequently loses a trick to North's ♦Q, North can return a club to defeat the contract. If declarer plays the hand correctly, there's nothing the defenders can do except be careful to hold on to the right cards to prevent East from taking more than 10 tricks."

Bid and Play — Deal 3: Beware the Dangerous Opponent

Guidelines for Teachers: South opens with a minor and most tables will get to a contract of 3NT. This deal provides a chance to discuss the *Rule of Eleven* from declarer's perspective. Depending on the heart selected as the lead by West, you might be able to discuss second hand high on the opening lead and/or the hold-up play. In the play, declarer needs to consider what could go wrong in establishing the club suit to prevent the contract from making and then take precautions against that probability. If declarer handles both the heart suit and the club suit correctly, the contract will be made.

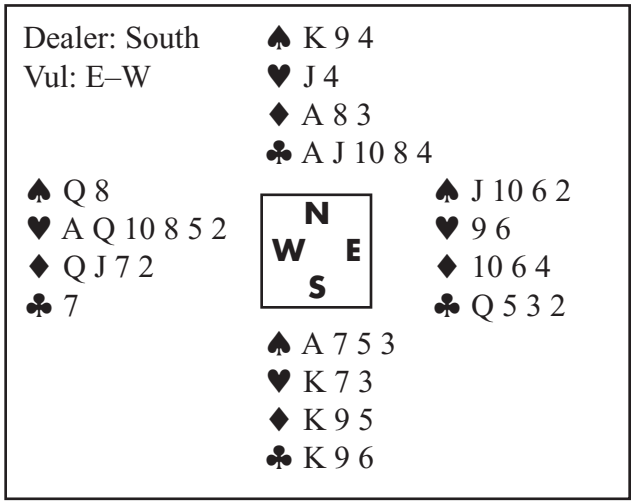
Introduction

"Let's play a deal where declarer needs to be aware at all times of the dangerous opponent in order to make the contract.."

Instructions

"South is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #5, Deal 3 — Dealer, South)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract."

WEST	NORTH	EAST	SOUTH
			1♣
1♥	2♥	Pass	2NT
Pass	3NT	Pass	Pass
Pass			

"Playing five-card majors, South has to open the longer minor suit. With a choice between two three-card minor suits, South bids 1♣. West has a good six-card suit which can be overcalled at the one level. North has a fit with partner and enough strength to take the partnership to game. This can be shown by cuebidding the opponent's suit. North's cuebid shows the strength for a limit raise or more in opener's suit.

"With a minimum-strength balanced hand and a stopper in the opponent's suit, South rebids notrump at the cheapest available level. North now raises to game in notrump. It should be easier for the partnership to take nine tricks than 11."

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by South, let's review the play and defense.

"West is on lead and would lead the ♥8, fourth from the longest and strongest suit."

Suggested Play

"Declarer has two sure tricks in spades, two in diamonds and two in clubs. With the heart lead, declarer is certain of a trick in that suit. Two more tricks are needed. The obvious source of the additional tricks is the club suit. It may be possible to take all five tricks in the club suit with the help of a successful finesse. Even if a trick is lost to the ♣Q, two additional tricks will be established in the suit.

"There's the danger, however, that if a trick is lost to the ♣Q, the opponents can take enough heart tricks to defeat the contract. On the surface, it looks as though South will have to play the club suit by guessing which opponent has the ♣Q.

"In situations like this, declarer should plan the play carefully before playing to the first trick. It may not appear to matter which heart is played from dummy — since declarer is sure to get one trick with the ♥K — but it makes all the difference to the play. Declarer should play dummy's ♥J on the first trick, with every expectation that it will win the trick! West has led the ♥8, fourth highest. With a holding such as ♥A 10 9 8 x or ♥Q 10 9 8 x, West would lead the ♥10, top of an interior sequence. Declarer can expect that the lead is from some holding such as ♥A Q 10 8 x or ♥A Q 9 8 x. If East doesn't have the ♥A or ♥Q, dummy's ♥J will win the first trick. This doesn't gain anything directly — declarer was always entitled to

one, and only one, heart trick — but it secures the contract.

"When the ♥J wins the first trick, East — not West — becomes the dangerous opponent. If East gets the lead, East can lead a heart, trapping declarer's remaining ♥K. West is no longer dangerous. If West gets the lead, West can't lead hearts without giving declarer a trick with the ♥K. That determines how declarer handles the club suit. After winning the ♥J, declarer should lead the ♣J from dummy. When East produces a low club, declarer should play a low club from the South hand, taking the finesse. On the actual layout, the finesse succeeds. Declarer now can play a low club to the ♣9, repeating the finesse. The ♣K is played, and South can cross to one of dummy's winners to take the ♣A and remaining club winner. South finishes with 10 tricks.

"If the ♣Q had been in the West hand, the finesse would have lost but the contract would have been safe. West can't lead hearts without giving South a trick with the ♥K. If West leads something else, declarer has four club winners to go with the other five winners, and South makes at least nine tricks.

"The finesse should be taken on the first round of the suit. If the ♣A is taken before finessing, declarer gets only three club tricks because of the unfortunate break in the suit. Declarer will have a difficult time taking nine tricks without giving East the lead."

Suggested Defense

"After an opening lead of the ♥8, the defense can't defeat the contract if declarer handles both the heart and club suits correctly. If East does get a trick with the ♣Q, a heart return will defeat the contract two tricks.

"It may be interesting to speculate what would happen if West led a different heart at trick one. If West leads the ♥A and continues with the ♥Q after seeing dummy, declarer can make the contract with the hold up play. Now West becomes the dangerous opponent, and a club trick can safely be lost to East's ♣Q. More spectacular is the imaginative opening lead of the ♥Q. Declarer can still hold up on the first trick and make the contract, or declarer can make the contract by guessing where the ♣Q lies. If West is up to making such a sensational lead, then declarer may be up to finding an appropriate reply."

Bid and Play — Deal 4: Variety is the Spice of Life

> **Guidelines for Teachers:** This deal will probably result in a variety of final contracts as the students compete in the auction. This is an interesting hand with opportunities for both sides to shine. There is a lot to discuss with an advanced class. It may be difficult for a basic class.

Introduction

"Let's play another deal where all of the players may have something to say during the auction."

Instructions

"West is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #5, Deal 4 — Dealer, West)

Dealer: West Vul: Both	♠ A J 7 ♥ K 9 6 2 ♦ K Q 8 5 ♣ 7 3	
♠ K 6 3 ♥ A J 8 5 ♦ 4 3 2 ♣ K Q 8	N W E S	♠ 8 4 2 ♥ Q 10 7 ♦ A 7 ♣ A 10 9 6 4
	♠ Q 10 9 5 ♥ 4 3 ♦ J 10 9 6 ♣ J 5 2	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
1♣	Double	2NT	Pass
3♣	Pass	Pass	Pass

"West has enough to open the bidding but no five-card major suit. With a choice of three-card minor suits, West opens 1♣. After West's opening bid, North has a reasonable hand for a takeout double — a hand worth an open-

ing bid with support for all of the unbid suits. With 10 high-card points, East can redouble, but that may give North–South room to find their best contract. With five-card support for opener's minor and a hand worth a limit raise, East can make a conventional jump to 2NT — a jump to 3♣ over the takeout double would be preemptive.

"South, who would have responded 1♠ to the takeout double if East had passed or redoubled, doesn't have enough to come into the auction at the three level. West has a minimum-strength hand for the opening bid and returns to the agreed trump suit by bidding 3♣. Even with a balanced hand, West shouldn't pass partner's 2NT bid, since it's a conventional bid and doesn't guarantee stoppers in the other suits.

"North has nothing further to say, and East respects partner's decision to stop in partscore. The final decision is with South. Having passed over 2NT, South might consider competing at this point, but will probably be dissuaded by the vulnerability. If South guesses to compete with 3♦, North–South will land on their feet, since that contract can be made. If South tries 3♠, the result will not be as cheerful, since East–West can defeat that contract at least one trick, and likely two tricks or more. North–South might have an easier time finding their best contract if the auction had proceeded a little differently. For example:

WEST	NORTH	EAST	SOUTH
1♣	Double	Redouble	1♠
Pass	Pass	2♣	2♦
Pass	Pass	3♣	Pass
Pass	3♦	?	

"Aggressive bidding by North–South, but now East–West are likely to end with a poor result."

Suggested Opening Lead

"Now that we have agreed on a contract of 3♣ by West, let's review the play and defense.

"North doesn't have a particularly attractive choice of leads, but will probably start with the ♦K, top of touching honors."

Suggested Play

"In 3♣, West has three potential spade losers, one heart loser and two diamond losers — assuming the club suit behaves reasonably. One of the diamond losers can be ruffed in dummy, and one of East's spade losers can be discarded on West's extra heart winner after the ♥K has been driven out. In effect, West hopes to take five club tricks, a diamond trick and three heart tricks. There's also the possibility that South holds the ♠A, but that's unlikely in light of North's takeout double.

"There is a danger. If South can gain the lead, the defenders may be able to take three spade tricks — by trapping West's ♠K — to go along with a heart trick and a diamond trick. The only suit in which South might get the lead is diamonds. To prevent this, West should duck the opening lead of the ♦K, letting North win the trick. Now the contract is safe, since North can't profitably attack spades. Assuming North leads another diamond, West wins with dummy's ♦A, draws trumps and leads the ♥Q. If North doesn't win the first heart trick with the ♥K, declarer continues with the ♥10. North must take the ♥K on the first or second round of the suit, or the defenders won't get a heart trick. After winning the ♥K, North still can't play spades without giving West a trick with the ♠K. Whether North leads a diamond or a heart, declarer wins the trick and discards one of dummy's spades on the fourth round of hearts. Declarer's only losers are two spade tricks, one heart trick and one diamond trick."

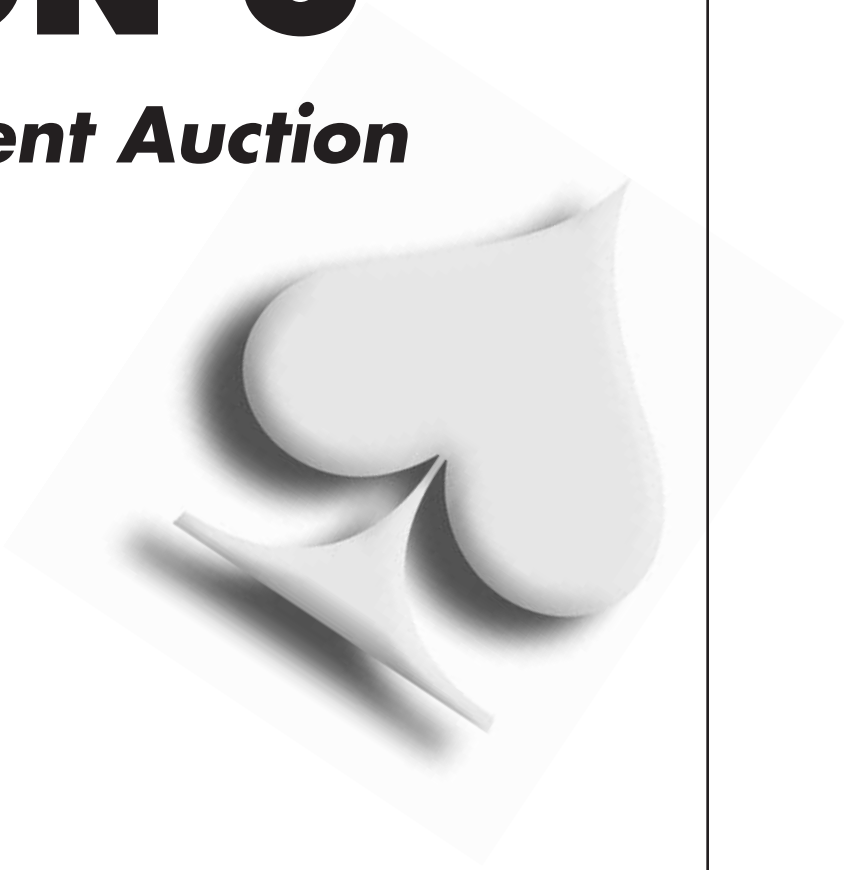
Suggested Defense

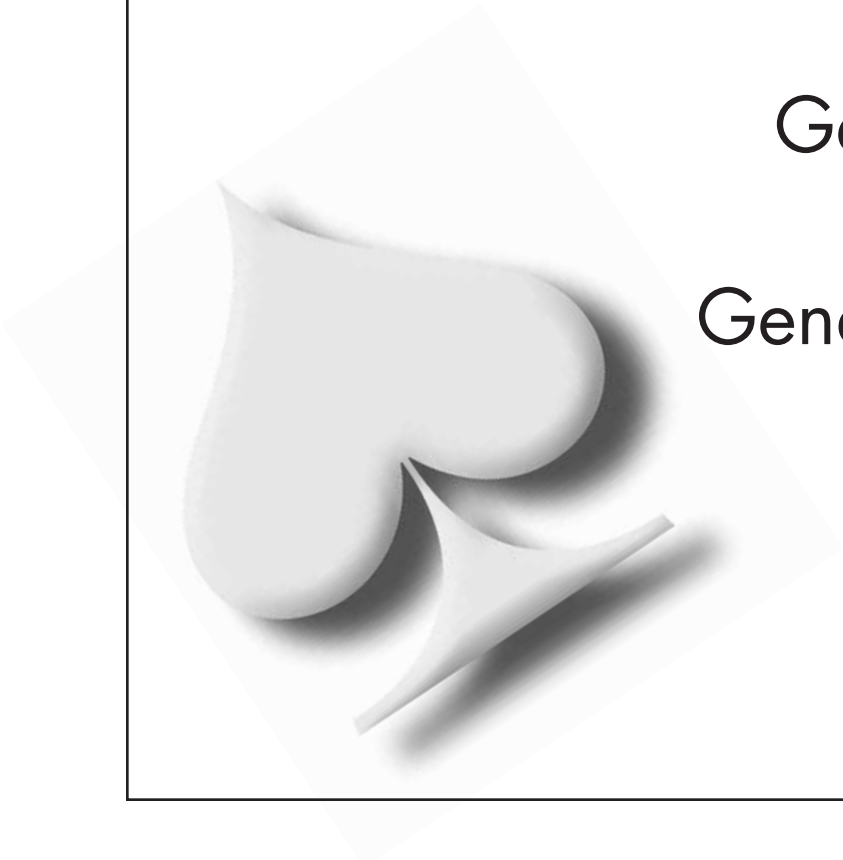
"If North leads the ♦K against West's 3♣ contract, the defenders have a chance if declarer takes the first trick with East's ♦A. On this trick, South should play the ♦J. Signaling with an honor in this situation tells partner that you don't have the next higher-ranking card — the ♦Q — but do hold the next lower-ranking card — the ♦10. This is valuable information for North. Suppose declarer now draws trumps and takes the heart finesse. North wins the ♥K and, with the knowledge that South holds the ♦10, leads a low diamond. South wins this trick and can lead a spade — the ♠10, top of an interior sequence — trapping West's ♠K. The defenders get three spade tricks, a heart trick and one diamond trick.

"If declarer ducks North's ♦K, the best North–South can do is defend carefully to hold declarer to nine tricks. If East–West end in a notrump contract, the defenders can hold declarer to seven tricks by leading a diamond. If declarer tries to develop an extra trick, the defenders can trap West's ♠K after taking their diamond winners."

LESSON 6

The Subsequent Auction





General Concepts

General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

The Subsequent Auction

This lesson covers bidding methods used in the middle of the auction. Students often encounter situations where they are not sure whether a bid is forcing or not. They need to know whether they can pass partner's last bid, and they also need to know whether the bid they are about to make can be passed by partner. Standard bidding situations, such as jump shifts and reverses, are discussed because many players are uncertain about these concepts. In addition, the concept of fourth-suit forcing is introduced.

The Bidding

While most of the sequences introduced in this lesson will be familiar to more experienced students, there are still some concepts that may prove useful to them. The convention being introduced is fourth-suit forcing, but there are many conventional methods that can be used in the middle auction. This is an important part of bidding, and the focus of the lesson should be on distinguishing forcing bids from non-forcing bids. If the students can come away feeling more comfortable in this area, the lesson will have accomplished its purpose.

Here are the topics covered and comments on which sections you might want to include or skip.

Opener's Non-Forcing Rebids

This is mostly review. At this point in the lessons, it's assumed that students aren't playing two-over-one, so they need to be familiar with which sequences are forcing and which are not after a new-suit bid at the two level. Two-over-one is covered in the next course, *More Commonly Used Conventions.*

Opener's Jump Shift

This is a brief review of a familiar topic. One reason for including this material is so that the students can distinguish between the different hand patterns that result in a jump shift versus a reverse. A jump shift is generally used when the second suit is lower ranking than the first. A reverse is generally used when the second suit is higher ranking than the first.

Opener's Reverse

Even more experienced players can find the concept of the reverse an area of confusion. While a reverse doesn't necessarily require as strong a hand as a jump shift, the style recommended here is to treat a reverse as forcing for one round. It can include maximum-strength hands as well as medium-strength hands, and there is no need for a "jump shift reverse." The style of responses recommended in this section should prove useful even to those familiar with reverses.

Responder's Rebid after a Reverse — Lebensohl over Reverses

This covers the most common partnership agreement used after a reverse, sometimes referred to as the Ingberman convention or Lebensohl over reverses. This gives responder a way to show both good and bad hands. The topic is rather complex, so go slowly.

Responder's Non-Forcing Rebids

This is more review to make sure the students are familiar with concepts such as jump preference. With an experienced group, you can point out that there are other possible treatments of these sequences. Some partnerships, for example, like to treat responder's jump rebids to the three level in an old suit as forcing.

Fourth-suit forcing

This is the only convention in this lesson, so you may want to focus on this section with a more experienced group. The concept is very important, especially when you contrast the bidding sequences with those in which fourth-suit forcing is not used.

After a 1NT Rebid by Opener

This is an area that needs clarification for students who want to treat a new suit by responder as always forcing. Standard bidding treats a non-reverse by responder after opener's 1NT rebid as non-forcing. For more experienced students, you can direct their attention to the discussion of new-minor forcing and checkback Stayman in the Appendix of the student text.

After a 2NT Rebid by Opener

The idea that opener's jump rebid of 2NT is not forcing may be new. Because of the notrump structure we are using, this bid shows 18 or 19 points. Again, the more experienced students could be referred to the Appendix of the student text for a discussion of checkback Stayman and Wolff sign-off.

Play & Defense

The deals have examples of the bidding concepts discussed in the lesson: jump shift, reverse and fourth-suit forcing. It's likely that the students will deviate from the recommended auction, and they may reach a different contract or play it from a different side. That's fine. Let the students bid and play as they see fit. During the discussion after the deal, go through the recommended auction and go through the play as though everyone is in the recommended contract.

The deals include examples of:

- Safety play in a suit.
- Creating an entry.
- Loser on a loser.

The first deal contains a safety play in a suit. It's actually just good technique in handling a suit, but it's something that can be missed if the students automatically play "high card from the short side" when taking tricks in a suit.

In the second deal, declarer has to contend with a blocked suit by creating a side entry to dummy. It's easy for declarer to miss the key play on the first trick. Unfortunately, it's also easy for the defenders to slip up and give declarer the necessary entry. This deal should provide an interesting discussion for even the more experienced students.

The fourth deal involves a loser on a loser play to maintain control of the trump suit. This is likely to be missed by even the experienced players. Go over the deal carefully, since the defenders have to play well to defeat the contract if declarer gives them a chance.

GENERAL INTRODUCTION

The topics covered in this lesson are important areas of bidding. The students are usually uncomfortable during the auction when they don't know which bids are forcing and which are not, so you can use that as the focus of the lesson.

> "Most of the tension during the auction usually comes from deciding whether to bid, rather than what to bid. If you know partner's last bid is forcing, then you'll bid something, and the auction will keep going.
>
> "The bidding can become uncomfortable if you are afraid that partner might pass your next bid. If you're not sure if a certain bid is forcing, you might feel compelled to make a unilateral decision, perhaps by jumping to game or slam. You don't want to hear partner pass in the middle of the auction when you thought you were headed for a game or slam. You also don't want to have to fold up your cards and place them on the table to send the message that you don't want partner to bid any more! To be comfortable, you need to know which bids are forcing, which are invitational and which are sign-offs.
>
> "So, we're going to review various bidding sequences and discuss which bids are forcing and which are not. At the same time, we'll introduce some conventional approaches that should help you."

GROUP ACTIVITIES

Opener's Non-Forcing Rebids

Introduction

"After a one-level response, opener's rebid is not forcing if it isn't a jump shift or a reverse … which we'll come to shortly. The situation is different after a two-level response. After a two-level response, a new suit by opener is forcing, and any jump rebid is forcing to game. Let's run through a few examples."

Instructions

"Let's start by constructing a hand for opener. The cards are sorted into suits. Give each player one suit and construct the following hand for South.

"In spades: the king and two low cards.
"In hearts: the ace, the jack and two low cards.
"In diamonds: the queen, the jack and a low card.
"In clubs: the king and two low cards.

NORTH	SOUTH
	1♣
1♠	1NT

SOUTH
♠ K x x
♥ A J x x
♦ Q J x
♣ K x x

"Remember. We want the cards in neat straight lines, with the high cards toward the edge of the table."

Check that each table has the correct starting hand set up dummy style in front of South.

"**What would you open with this hand?** (1♣.) With a balanced hand and 14 high-card points, you are too weak to open 1NT. Playing five-card majors, open 1♣ with three cards in both minors.

"**Suppose responder, North, bids 1♠. What would you rebid?** (1NT.) You can finish describing the hand by rebidding 1NT. This shows a balanced hand of 12 to 14 points. It's more descriptive than raising partner's spades. Although opener needs a five-card suit to open 1♠, responder could bid 1♠ on a four-card suit. Only raise with three-card support when you have shortness in a side suit.

"**Is your 1NT rebid forcing?** (No.) The 1NT rebid limits your hand to a narrow three-point range and is very descriptive. Responder can assume you have 13 points and never be inaccurate by more than 1 point. Responder is well positioned to decide where the partnership belongs. If responder feels 1NT is the best contract for the partnership, responder can pass and leave you to play there.

"**What if you open 1♣ and partner responds 1♥. What is your rebid?** (2♥.) Showing four-card support for partner takes priority over describing a balanced hand.

"**Is the raise to 2♥ forcing?** (No.) The single raise of responder's suit shows a minimum-strength hand of 12 to 15 points. Once the fit has been found, the next step is up to responder. Responder can pass, bid game or make a try for game … by bidding 3♥, for example.

"**Suppose you open 1♣ and partner responds 1♦. What's your rebid?** (1♥.) The standard approach is to continue bidding suits up the line, looking for a fit. Responder could have five diamonds and four hearts, for example. If you were to rebid 1NT, the heart fit might get lost.

"**Is the 1♥ rebid forcing?** (No.) A new suit by opener at the one level is not forcing. It covers a wide range of hands, from 12 to 18 points, but responder can pass with a bare minimum and a preference for hearts as the trump suit.

"Change the South hand
"In spades: take away a low card and add the ace.

NORTH	SOUTH
	1♣
1♠	2NT

SOUTH
♠ A K x
♥ A J x x
♦ Q J x
♣ K x x

"**What would you open the bidding with?** (1♣.) With 18 high-card points, you are too strong to open 1NT if the partnership range is 15 to 17.

"**If partner responds 1♠, what's your rebid?** (2NT). A jump to 2NT shows a balanced hand with 18 or 19 points: too strong for an opening bid of 1NT; too weak for an opening bid of 2NT.

"**Is the jump to 2NT forcing?** (No.) The 2NT rebid has accurately described your hand. Responder is now the captain. With only 6 points, partner can pass.

"**Suppose you open 1♣ and partner responds 1♥. What do you rebid?** (3♥.) With four-card support for partner's major, you want to show a fit. A jump raise shows 16 to 18 points.

"**Is the jump to 3♥ forcing?** (No.) Again, you have limited your hand to at most 18 points. Responder can pass with a bare minimum.

"**What would you rebid if you open 1♣ and partner responds 1♦?** (2NT/1♥.) It's a matter of style. Some players might bid the four-card heart suit, continuing to bid suits up the line, but this doesn't describe the hand very accurately. Partner won't know whether you have a balanced or an unbalanced hand. Partner also won't know whether you have a minimum-strength hand or a medium-strength hand. Most players would rebid 2NT.

That tells partner you have a balanced hand and 18 or 19 points. Now partner is well-positioned to decide what to do. There's still room at the three level to find a heart fit if partner holds a four-card heart suit."

With a more experienced group, you can refer them to the description of checkback Stayman in the Appendix of the student text. That is a common method of handling the search for a major-suit fit after opener's 2NT rebid.

"**What would you rebid if you open 1♣ and partner responds 1NT?** (2NT.) A raise to 2NT would show 18 or 19 points. There's no need to show the heart suit since responder would have bid 1♥ with a four-card or longer heart suit.

"**Would the raise to 2NT be forcing?** (No.) It would be invitational. Responder could pass with only 6 or 7 points.

"**What if responder raised your 1♣ opening to 2♣?** (2NT.) Again, a rebid of 2NT should be sufficient. It shows a balanced hand of 18 or 19 points and responder can pass with a bare minimum for the raise to 2♣. If you held a minimum-strength balanced hand, you would simply pass 2♣.

"Change the South hand.
"In spades: take away the ace.
"In hearts: add two low cards.
"In diamonds: take away the jack.

NORTH	SOUTH
	1♥
1♠	2♥

SOUTH
♠ K x
♥ A J x x x x
♦ Q x
♣ K x x

"**What would you open with?** (1♥.) With 13 high-card points plus 2 length points for the six-card suit, you have enough to open at the one level.

"**If partner responds 1♠, what is your rebid?** (2♥.) With an unbalanced hand — two doubletons — you rebid your six-card suit.

"**Is the 2♥ rebid forcing?** (No.) Your rebid shows a minimum hand of about 13 to 15 points. Partner doesn't have to bid again with a minimum response.

"**Suppose partner were to respond 2♦ over your 1♥ opening. What would you rebid?** (2♥.) Again, you would show the six-card suit and a minimum-strength opening bid by simply rebidding the heart suit.

"**Is the 2♥ rebid forcing?** (No/Yes.) The situation is slightly different when partner responds at the two level instead of the one level. A one-level response shows 6 or more points. For a two level response in a new suit, responder needs 10 or more points. Nonetheless, without a partnership agreement to the contrary, the 2♥ rebid is not forcing. Opener has shown a minimum opening bid. If responder feels that there is little chance for game, responder can pass."

With a more advanced group, you can point out that there are other possible agreements. Some partnerships have an agreement that the bidding cannot stop below 2NT, in which case the 2♥ rebid would be forcing. The agreement presented above is the "modern" version of Standard, when the partnership is not playing two-over-one as a game force. The two-over-one style is discussed in the next course, *More Commonly Used Conventions in the 21st Century.*

"Change the South hand.
"In hearts: add the queen.
"In clubs: take away a low card

NORTH	SOUTH
	1♥
1♠	3♥

SOUTH
♠ K x
♥ A Q J x x x x
♦ Q x
♣ K x

"**You open 1♥ and partner responds 1♠. What is your rebid?** (3♥.) This hand is worth 18 points … 15 high-card points plus 3 length points for the six-card suit. To show a medium-strength hand of about 16 to 18 points, you can jump rebid in a six-card or longer suit.

"**Is the jump rebid to 3♥ a forcing bid?** (No.) You have made a descriptive rebid, limiting your hand to 16 to 18 points. With a minimum response, responder can pass.

"Change the South hand.
"In spades: add a low card.
"In hearts: take away the queen and a low card.
"In diamonds: add a low card.

NORTH	SOUTH
	1♥
2♣	2NT

SOUTH
♠ K x x
♥ A J x x x
♦ Q x x
♣ K x

"**What would you open with?** (1♥.)

"**If partner responds 2♣, what would you rebid?** (2NT.) The modern style is that a rebid of notrump at the cheapest available level doesn't promise anything extra. Even though you have to bid 2NT to show the balanced nature of the hand, you are still showing a hand too weak to open 1NT. A rebid of 2NT is the most descriptive bid you can make. You've already shown the five-card heart suit when you opened 1♥.

"**Is the 2NT rebid forcing?** (No.) Since you've described a minimum-strength balanced hand, partner can pass with a minimum for the 2♣ response (10 or 11 points)."

This assumes the partnership has no other agreement, such as two-over-one game forcing.

"Change the South hand.
"In spades: take away a low card.
"In diamonds: add the jack.

NORTH	SOUTH
	1♥
1♠	2♦

SOUTH
♠ K x
♥ A J x x x
♦ Q J x x
♣ K x

"**What would South open the bidding?** (1♥.) With an unbalanced hand, open the longest suit.

"**If partner responds 1♠, what would South rebid?** (2♦.) South shows a second suit. This is more descriptive than bidding 1NT or rebidding hearts. Partner will know nine of the cards you hold … at least five hearts and at least four diamonds.

"**Is the 2♦ rebid forcing?** (No.) A new suit rebid at the two level is not forcing if it is in a lower-ranking suit than opener's first bid suit. We'll be discussing the rebid of a higher-ranking suit in a moment. With a minimum hand, responder can pass 2♦ or *give preference* back to 2♥. Responder won't need to go beyond the two level to choose between opener's two suits.

"**What would you rebid if responder bid 2♦ over your 1♥ bid?** (3♦.) You can show a minimum hand with support for responder's suit by raising to 3♦.

"**Is the raise to 3♦ forcing?** (No.) Since you are showing a minimum hand with the simple raise to the three level, responder can pass with a bare minimum of 10 or 11 points for the 2♦ response.

"Change the South hand.
"In diamonds: add the ace.
"In clubs: take away the king.

NORTH	SOUTH
	1♥
1NT	2♦

SOUTH
♠ K x
♥ A J x x x
♦ A Q J x x
♣ x

"**What would South open with?** (1♥.) With two five-card suits, open the higher-ranking.

"**What would South rebid if partner responded 1NT?** (2♦.) South would show the second suit.

"**Is 2♦ forcing?** (No.) As before, after a one-level response, a new suit by opener at the two level is not forcing if it is lower ranking than opener's first-bid suit. The difference between this hand and the previous one is that this is a medium-strength hand, not a minimum-strength hand. There are 15 high-card points plus 1 point for each of the five-card suits … a total of 17. Opener's rebid of a new suit, whether at the one level or the two level, covers a wide range of strength, 13 to 18 points."

Responder doesn't have to bid again after making a one-level response. With only 6 or 7 points, responder can pass, since game is unlikely. Even with 8 or 9 points, responder can pass with a preference for diamonds over hearts. There's some possibility of missing a game when opener has a medium-strength hand, so responder should stretch to bid again when possible … but responder doesn't have to bid.

"**What would South rebid if partner responded 2♣ over the 1♥ opening?** (2♦.) South still would show the second suit by bidding 2♦.

"**Is 2♦ forcing in this situation?** (Yes.) This is the first forcing bid we have encountered so far. After a two-level response, the bid of a new suit by opener is *forcing*. This is because the rebid of a new suit by opener covers such a wide range … up to about 18 points. Since responder has at least 10 points to bid a new suit at the two level, the partnership could easily have enough for game. It may not, if opener has a minimum, but responder must bid again, just in case."

Summary

"After a one-level response, opener's rebid is not forcing if it is:

- A simple rebid or jump rebid of opener's suit;
- A simple raise or jump raise of responder's suit;
- A notrump bid … 1NT, 2NT or 3NT;
- A new suit at the one level;
- A new suit at the two level that is lower-ranking than opener's first-bid suit.

" After a two-level response, opener's rebid is not forcing if it is:

- A simple rebid of opener's suit at the two level;
- A simple raise of responder's suit to the three level;
- A notrump rebid … 2NT or 3NT.

"However, after a two-level response, a new suit by opener is forcing."

Opener's Jump Shift

Introduction

"Most of opener's rebids are not forcing after a one-level response. Opener, however, sometimes wants to make a forcing bid. In standard methods, responder's jump shift shows a strong hand and is forcing to at least game. Responder is probably interested in a slam. Opener also can make a jump shift. Opener's jump shift shows a maximum-strength hand for the opening bid, 19 to 21 points. Opener's jump shift is forcing to game and shows interest in reaching a slam. Let's look at some examples."

Instructions

"Change the South hand.

"In hearts: take away a low card and add the king.

NORTH	SOUTH
	1♥
1♠	3♦

SOUTH
♠ K x
♥ A K J x x
♦ A Q J x x
♣ x

"**What would you open with?** (1♥.) There are 18 high-card points plus 1 point for each of the five-card suits. The hand isn't quite strong enough to open with a strong two-bid, so start at the one level. With a choice of five-card suits, open the higher-ranking, 1♥.

"**Partner, North, responds 1♠. Now what?** (3♦.) This is the standard situation for a jump shift. You show a maximum-strength hand by jumping in the second suit—a jump and a shift of suits.

"**What's the purpose behind the jump shift?** (Descriptive/forcing.) The jump shift takes up a lot of bidding room, so it needs to serve a useful purpose. It's partly to describe your hand. You want to tell responder about the second suit and see which suit responder prefers. You also want to describe your strength, to let partner know you have a maximum-strength hand of 19 to 21 points. That will help partner decide whether the partnership belongs in game or slam. Finally, you want to make a forcing bid. As previously discussed, a rebid of 2♦ would not be forcing. With a minimum hand and a preference for diamonds as the trump suit, responder could pass.

"**How many points does responder have?** (6 or more.) Responder has at least 6 and could have a lot more. Since you have 20, the partnership has 26 or more combined points. You belong at the game level or higher. That's why you want to make a forcing bid at this point. You don't want responder to pass and leave the partnership in partscore.

"Change the South hand.
"In diamonds: take away the jack.
"In clubs: add a low card.

NORTH	SOUTH
	1♥
1♠	2♦

SOUTH
♠ K x
♥ A K J x x
♦ A Q x x
♣ x x

"**You are the dealer. You open 1♥, and partner responds 1♠. What now?** (2♦/3♦.) It's close, but this hand is probably not worth a jump shift. You have 17 high-card points plus 1 for the five-card suit. You have 18 points and partner could have as few as 6. 24 combined points are probably not enough for game. You should rebid 2♦. If partner can't bid again, you are unlikely to miss a game contract. The rebid of 2♦ sounds like a minimum-strength hand, but can also be based on a medium-strength hand.

"Remember, a jump shift commits the partnership to game. So, the real criterion for using it is whether you want to be in game if partner wouldn't normally bid again over a non-forcing rebid. If partner passes 2♦, then partner prefers diamonds to hearts and will have only one or two hearts. Game is unlikely. If partner bids over 2♦, you will get an opportunity to show your extra strength."

You might skip the next example with a basic class.

"Change the South hand.
"In spades: add a low card.
"In clubs: take away a low card.

NORTH	SOUTH
	1♥
1♠	3♦

SOUTH
♠ K x x
♥ A K J x x
♦ A Q x x
♣ x

"**The high-card strength hasn't changed, but what would you rebid after opening 1♥ and hearing partner respond 1♠?** (3♦.) With spade support and a singleton club, this hand is probably worth a jump shift to 3♦. You plan to show spade support next. The hand is worth 20 points in support of spades — 17 high-card points plus 3 dummy points for the singleton. However, you don't want to jump to 4♠ with only three-card support. Responder could have only four spades. By jump shifting and then supporting spades, you show the strength of the hand without promising four-card support for partner's suit.

"**Suppose you open 1♥ and partner responds 2♣. What do you bid now?** (2♦/3♦.) When responder bids a new suit at the two level, you don't have to jump shift to make a forcing bid. Responder has 10 or more points and, as discussed earlier, a new-suit bid by you is forcing. If you bid 2♦, responder will bid again.

"Some players may jump shift to 3♦, but it's a waste of bidding space. Most partnerships prefer to bid 2♦ with this type of hand and reserve the jump for conventional purposes — perhaps to show a club fit and shortness in hearts."

Experienced students can be referred to the section on splinter bids in the Appendix of the student text.

Summary

"Opener's jump shift is forcing to game and shows a maximum-strength opening bid after a one-level response. Opener doesn't need to jump shift after a two-level response to force responder to bid again, since any new suit by opener would be forcing for at least one round."

Opener's Reverse

Introduction

"Opener doesn't always have to jump in a new suit to show extra strength. When opener bids one of a suit and partner responds in a new suit, opener's bid of a new suit that prevents responder from returning to opener's original suit at the two level is called a reverse. The term reverse seems to cause a lot of confusion, so let's look at some examples."

Instructions

"Construct a hand for South.
"In spades: the king and two low cards.
"In hearts: the ace, the king and two low cards.
"In diamonds: the ace, the queen and three low cards.
"In clubs: a low card.

NORTH	SOUTH
	1♦
1♠	2♥

SOUTH
♠ K x x
♥ A K x x
♦ A Q x x x
♣ x

"**What is South's opening bid?** (1♦.) Start with the longer suit, diamonds.

"**Partner responds 1♠. What is your rebid?** (2♥.) This is a strong hand in support of spades, but with only three-card support, you don't want to raise spades right away. It would be awkward to make a jump shift in your second suit as a forcing bid. A jump to 3♥ would leave little room to explore for the best contract. If partner were to rebid 3NT, you would be nervous about passing without having shown spade support.

"Bid your second suit at the two level, 2♥. This is a reverse, since it prevents responder from returning to your original suit, diamonds, at the two level. If partner prefers diamonds to hearts, partner would have to bid 3♦.

"**When you make a reverse bid, what does responder know about the relative length of the two suits?** (First suit is longer.) If you held more hearts than diamonds, you would have opened 1♥, the longer suit. If you held five hearts and five diamonds, you would have opened the higher-ranking suit, hearts. If you held a balanced hand with four hearts and four diamonds, you would have rebid in notrump. So, responder can infer that your first suit is longer than your second suit.

"**What sort of strength does opener need to make a reverse bid?** (A medium-strength hand, preferably 17 or 18 points.) Responder knows that opener's first suit is longer than opener's second suit. With a preference for

opener's first suit or equal support for both suits, responder will be forced to go to the three level to put the partnership in its best fit. Since responder can have as few as 6 points, opener should have at least 17 or more points to reverse.

"**Is opener's reverse bid forcing?** (Yes/No.) Most partnerships agree that a reverse is *forcing for at least one round of bidding*. Since opener could have only a medium-strength hand, the reverse isn't forcing to the game level when responder has a minimum hand, but responder must take at least one more bid."

Some of the participants might come from a background in which a reverse shows a good hand but is not forcing. Treating the reverse as forcing is the modern approach.

"Treating a reverse as forcing allows opener to use it with both medium and maximum-strength hands. Opener knows that there will be at least one more round of bidding.

"For example, a reverse bid gives opener a way to describe this type of hand. You open 1♦, partner responds 1♠ and you reverse into 2♥. If responder rebids 2♠, you can raise to 3♠ and complete the description of your hand. You opened diamonds and then bid hearts, showing longer diamonds than hearts. Then you showed support for spades. Responder can infer that you have shortness in clubs … probably 5–4–3–1 distribution … and a good hand. Responder is now well-positioned to pick the best contract.

"Jump shifts and reverses aren't exactly similar. The jump shift is forcing to game and always shows a maximum-strength hand. The reverse isn't always forcing to game, since opener could have a medium-strength hand rather than a maximum-strength hand. It's only forcing for one round, unless opener subsequently shows a maximum-strength hand.

"Change the South hand.
"In spades: take away the king and a low card.
"In clubs: add the king and the jack.

NORTH	SOUTH
	1♦
1♠	2♥

SOUTH
♠ x
♥ A K x x
♦ A Q x x x
♣ K J x

"**What would you open with this hand?** (1♦.) Start with the longest suit.

"**Partner responds 1♠. What would you rebid?** (2♥.) The hand is strong enough to make a reverse bid and show your second suit.

"**If partner now bids 2♠, what bid can you make to finish describing your hand?** (2NT.) Even though you have an unbalanced hand, you can now suggest notrump as a contract. Responder will know that you don't have a balanced hand since you have already shown at least a five-card diamond suit and a four-card heart suit. With a balanced hand, you would have bid notrump at your first or second opportunity.

"Change the South hand.
"In hearts: take away the ace and add a low card.

NORTH	SOUTH
	1♦
1♠	2♦

SOUTH
♠ x
♥ K x x x
♦ A Q x x x
♣ K J x

"**What's your opening bid?** (1♦.) No reason not to open your longest suit.

"**Partner responds 1♠. What is your rebid?** (2♦.) With a minimum-strength hand, it would be dangerous to make a reverse bid. Since a reverse is forcing, responder would have to bid again and the partnership may get too high. If responder prefers diamonds to hearts and has only 6 points, for example, the partnership will be at the three level with a combined total of 20 points. To avoid reversing, opener can simply rebid the first suit, diamonds."

A participant might suggest rebidding 1NT. That is a reasonable choice, but with an unbalanced hand and a reasonable five-card diamond suit, rebidding the diamonds is probably the better description of the hand.

"**Could the partnership miss a heart fit if opener doesn't show the heart suit?** (Possibly.) Responder would bid *up the line* with four cards in both major suits. So, responder will only have four hearts when also holding five or more spades. If opener rebids 2♦, responder will have an opportunity to bid 2♥ and the partnership could find a fit. It's possible, however, that responder is too weak to bid again and the partnership might miss its best spot … but that's a small risk compared to the larger risk of getting the partnership too high by reversing."

Summary

"A reverse by opener shows at least a medium-strength hand, and is forcing for one round."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Opener's Rebid

As West, what do you rebid with each of the following hands after the auction starts:

WEST	NORTH	EAST	SOUTH
1♦	Pass	1♠	Pass
?			

1) ♠ 4
♥ A 5
♦ K Q 9 7 2
♣ A Q 8 6 3

_____

2) ♠ 3
♥ K 9 6 3
♦ A J 10 8 4
♣ A 6 2

_____

3) ♠ Q 7
♥ J 9 4
♦ K J 6 3
♣ A Q 5 4

_____

4) ♠ K J
♥ A K 10 5
♦ A Q 9 8 3
♣ 7 3

_____

5) ♠ Q 5
♥ 8 2
♦ A K Q 7 5
♣ A K J 7

_____

6) ♠ K 5
♥ Q J 7
♦ A K J 8 7
♣ A 8 3

_____

Exercise One *Answer* — Opener's Rebid

1) 2♣. Show the second suit at the two level. The hand isn't strong enough for a jump shift — 15 high-card points plus 1 point for each of the five-card suits puts it in the medium-strength category.

2) 2♦. With a minimum-strength opening, you aren't strong enough to reverse. Rebid the first suit.

3) 1NT. Showing a balanced hand takes priority over bidding a second suit at the two level.

4) 2♥. 17 high-card points plus 1 point for the five-card suit puts this in the medium-strength category. That's strong enough for a reverse, forcing for one round.

5) 3♣. Make a jump shift with a maximum-strength hand, committing the partnership to game. A rebid of 2♣ would be non-forcing.

6) 2NT. This shows a balanced hand of 18 or 19 points, too strong to open 1NT.

Responder's Rebid after a Reverse — Lebensohl over Reverses (Ingberman)

Introduction

"If the partnership plays a reverse as forcing for one round, then responder needs a way to show a weak hand other than by passing. Some partnerships treat any bid of an old suit by responder as a weak bid — a rebid of responder's suit at the two level or a raise of one of opener's suits to the three level. The modern style is to use a conventional set of responses to the reverse. The agreement we'll suggest is referred to as Lebensohl over reverses and sometimes called Ingberman — after Monroe Ingberman of New York, who made many contributions to bidding theory.

"Playing the Lebensohl over reverses convention:

- Responder's rebid of a suit at the two level shows a five-card or longer suit, but doesn't promise any extra strength;
- A rebid of 2NT is artificial, showing a weak hand with only four cards in responder's suit;
- Any other rebid by responder shows more than a bare minimum and commits the partnership to at least game.

"Let's see how this works in practice."

Instructions

"Construct the North hand.
"In spades: the ace and four low cards.
"In hearts: two low cards.
"In diamonds: three low cards.
"In clubs: the queen and two low cards.

"Change the South hand.
"In spades: add the queen and a low card.
"In hearts: take away a low card and add the ace.
"In diamonds: take away a low card and add the king.
"In clubs: take away the king and the jack.

NORTH
♠ A x x x x
♥ x x
♦ x x x
♣ Q x x

NORTH	SOUTH
	1♦
1♠	2♥
2♠	4♠

SOUTH
♠ Q x x
♥ A K x x
♦ A K Q x x
♣ x

"**How does South start the auction?** (1♦.) South has 18 high-card points plus 1 point for the five-card suit. South opens in the longest suit.

"**After South opens 1♦, what does North respond?** (1♠.) North shows the spade suit.

"**What is South's rebid?** (2♥.) South reverses into 2♥, forcing for one round. South doesn't want to raise spades right away with only three-card support.

"**What does North do now?** (2♠.) Since South's reverse is forcing, North has to say something. North can rebid the spades to show a five-card or longer suit without promising any extra strength.

"**What does South do?** (4♠.) With a maximum-strength hand in support of spades and the knowledge that the partnership has an eight-card spade fit, South puts the partnership in a game contract of 4♠.

"Change the South hand.
"In spades: take away the queen and add a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x x x		1♦	♠ x x x
♥ x x	1♠	2♥	♥ A K x x
♦ x x x	2♠	3♠	♦ A K Q x x
♣ Q x x	Pass/4♠		♣ x

"Now South has a medium-strength hand — 16 high-card points and 1 length point.

"**If the bidding started the same way — 1♦-1♠-2♥-2♠ — what would South do next?** (3♠.) South could make an invitational raise to 3♠. The final decision would be up to North. 4♠ is a reasonable contract and may make if the spades divide favorably, but there's nothing wrong with 3♠ if North decides to pass.

"Change the North hand.
"In spades: take away a low card.
"In clubs: add the jack.

"Change the South hand.
"In hearts: take away a low card and add the jack.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x x		1♦	♠ x x x
♥ x x	1♠	2♥	♥ A K J x
♦ x x x	2NT	3♠/3♦	♦ A K Q x x
♣ Q J x x	Pass/3NT		♣ x

"**The auction begins the same way. South opens 1♦, North responds 1♠, and South reverses into 2♥. What does North say this time?** (2NT.) With a minimum hand but only a four-card suit, North bids 2NT.

"**What does South do now?** (3♦/3♠.) South might decide to show the three-card spade support or return to 3♦. The 2NT bid is artificial and doesn't promise any strength in the unbid suit, clubs. Since it is a weak bid, opener usually returns to the first bid suit without support for responder's suit.

"With some strength in clubs, North may then choose to bid 3NT. 3NT is the best game contract. It may not make, but it has a good chance. South knows the partnership doesn't belong in 4♠, since North has only a four-card suit.

"If responder does something other than bid 2NT or rebid the major suit, the partnership is forced to the game level.

"Change the North hand.
"In spades: add the king.
"In diamonds: add the jack.
"In clubs: take away the queen and a low card.

"Change the South hand.
"In spades: take away a low card.
"In diamonds: add a low card.

NORTH
♠ A K x x x
♥ x x
♦ J x x x
♣ J x

NORTH	SOUTH
	1♦
1♠	2♥
3♦	(4♦)
(4♠)	(4NT)
(5♦)	(6♦)
(Pass)	

SOUTH
♠ x x
♥ A K x x
♦ A K Q x x x
♣ x

"**What would South open?** (1♦.) South's hand isn't quite strong enough to open with a strong 2♣ bid, so South would settle for 1♦.

"**What does North respond?** (1♠.) North makes the natural response of 1♠.

"**What does South do?** (2♥.) South can reverse into 2♥. It's nice to have the comfort that this is a forcing bid. Jump shifting to 3♥ would take away a lot of bidding room.

"**What does North do over the 2♥ rebid?** (3♦.) North could rebid the spades, but knowing that South has at least five diamonds, North can let partner know about the diamond support.

"Notice that it's important for North to know that the preference to 3♦ is forcing. Otherwise, North would know the partnership has enough for game but not know which game to bid. Once the diamond fit is found, the partnership is well on the way to the best contract. Whether the partnership

has the methods to reach the good 6♦ contract remains to be seen. We'll talk more about slam bidding in another lesson, but at least the partnership should avoid the disastrous 3NT contract and play game in diamonds. Even 4♠ is a better contract than 3NT."

With an experienced group, you can suggest that the auction might proceed 1♦–1♠–2♥–3♦–4♦–4♠–4NT–5♦–6♦ or 1♦–1♠–2♥–3♦–4♣–4♠–4NT–5♦–6♦. If the students are unfamiliar with cuebidding toward slam, leave any further discussion for the next course *(More Commonly Used Conventions in the 21st Century).*

Summary

"After a reverse by opener:

- Responder can rebid a five-card suit without promising any extra strength;
- Responder can bid 2NT to show a weak hand with only a four-card suit;
- Any other bid by responder, including preference to one of opener's suits, is forcing to game."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Responding to a Reverse

As East, what do you bid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♦	Pass	1♠	Pass
2♥	Pass	?	

1) ♠ Q 10 9 5 4
♥ 8 6 5
♦ J 3
♣ K 6 4

_____

2) ♠ K 10 8 4
♥ Q 6 3
♦ 5 2
♣ Q 8 5 3

_____

3) ♠ A J 10 5 3
♥ K J 9 6
♦ 6 4
♣ 9 2

_____

Exercise Two *Answer* — Responding to a Reverse

1) 2♠. Partner's reverse is forcing for one round. A rebid of 2♠ shows a five-card or longer suit, but doesn't promise any extra strength.

2) 2NT. With a minimum-strength response, no five-card suit and no particular fit with partner's suit, 2NT is the weakest bid you can make.

3) 3♥. Raising partner's suit after a reverse commits the partnership to game. It isn't necessary to jump to the game level — partner may have more to say.

Responder's Non-Forcing Rebids

Introduction

"Let's turn our attention to responder's rebid. Responder usually puts the hand into one of three categories:

- A minimum hand of 6 to 9 points;
- A medium hand of 10 or 11 points; or
- A maximum hand of 12 or more points.

"Some players use a range of 6 to 10 for a minimum hand and 11 or 12 for a medium hand when opener can open 12-point hands. Don't let a point or two come between friends."

Note to teachers: Please adjust these ranges based upon whether your students open 12- or 13-point hands. Remember the goal is to bid game with 25 points.

"Let's take a quick look at responder's options after a minimum rebid by opener."

Instructions

Responder's rebid with a minimum hand

"Pick up all of the cards and sort them into suits. Construct the following hand for North.

"In spades: the ace and two low cards.
"In hearts: the jack and three low cards.
"In diamonds: the jack and a low card.
"In clubs: the queen, the jack and two low cards.

NORTH
♠ A x x
♥ J x x x
♦ J x
♣ Q J x x

NORTH	SOUTH
	1♦
1♥	1NT
Pass	

"**Let's suppose this is your hand and partner, South, opens the bidding 1♦. What do you respond?** (1♥.) You can show the four-card major suit at the one level.

"**Suppose partner rebids 1NT. What do you do?** (Pass.) Partner has shown a minimum-strength balanced hand, and you have no reason to disturb the 1NT contract.

"**Suppose partner opens 1♦, you respond 1♥ and partner rebids 1♠. Does partner's 1♠ rebid show a minimum-strength hand?** (Maybe.) Partner is most likely to have a minimum-strength hand, but could have a

medium-strength hand — but not enough to jump shift to 2♠. In this situation, you assume partner has a minimum-strength hand and bid accordingly. With extra strength, partner can describe it at the next opportunity — if there is one.

"What do you do now? (1NT.) You don't want to leave partner in 1♠ or go back to partner's first suit, so you bid 1NT. Taking a second bid doesn't show any extra strength. The bid of 1NT or an old suit at the two level shows a minimum hand for responder.

"Change the North hand.
"In spades: take away the ace and a low card.
"In hearts: add the queen and a low card.

NORTH
♠ x
♥ Q J x x x x
♦ J x
♣ Q J x x

NORTH	SOUTH
	1♦
1♥	1NT
2♥	

"**Partner opens 1♦ and you respond 1♥. Partner bids 1NT. What do you do?** (2♥.) An old suit at the two level is not forcing and shows a minimum hand. You would make the same bid if partner had bid 1♠ instead of 1NT.

"Change the North hand.
"In hearts: take away a low card.
"In clubs: add a low card.

NORTH
♠ x
♥ Q J x x x
♦ J x
♣ Q J x x x

NORTH	SOUTH
	1♣
1♥	1NT
2♣	

"**Suppose partner opens 1♣, what do you respond?** (1♥.) Although you have support for clubs, you give priority to showing the major suit.

"**Suppose partner now bids 1♠. What do you rebid?** (2♣.) You can return to an old suit at the two level, 2♣."

Responder's rebid with a medium hand

"Change the North hand.
"In spades: add a low card.
"In hearts: add the ace.
"In diamonds: take away the jack and add a low card.
"In clubs: take away the jack and a low card.

NORTH
♠ x x
♥ A Q J x x x
♦ x x
♣ Q x x

NORTH	SOUTH
	1♦
1♥	1♠
3♥	

"**Partner opens 1♦. What do you respond?** (1♥.) Your hand is worth 11 points — 9 high-card points plus 2 for the length in hearts.

"**Suppose partner rebids 1♠. Now what?** (3♥.) A jump to 3♥ is invitational, showing 10 or 11 (12) points. (If partner can open 12-point hands, an invitational bid by responder shows 11 or 12 points.)

"**What if partner opened 1♦ and rebid 1NT over your 1♥ response?** (3♥.) Same thing. With a weak hand, you would sign off in 2♥. With an invitational hand like this, you jump to 3♥. With a stronger hand, you would jump all the way to 4♥. You would do the same thing if partner opened 1♦ and rebid 2♣ or 2♦ over your 1♥ response.

"Change the North hand.
"In spades: add the king and a low card.
"In hearts: take away the queen and a low card.

NORTH
♠ K x x x
♥ A J x x
♦ x x
♣ Q x x

NORTH	SOUTH
	1♦
1♥	1♠
3♠	

"**Partner opens 1♦. What do you respond?** (1♥.)

"**Partner bids 1♠. Now what?** (3♠.) With an invitational hand — 10 or 11 (12) points — you make a jump raise. The bid of an old suit at the three level by responder is invitational over a minimum rebid by opener.

"**Suppose partner opens 1♦, you respond 1♥ and partner rebids 1NT. What now?** (2NT.) Partner didn't support your hearts and didn't show a four-card spade suit, so there is no major-suit fit. Raise to 2NT with 10 to 12 points. With more, you would raise to 3NT; with fewer points, you would pass 1NT.

"**Suppose the bidding started 1♦ by opener, 1♥ by responder, and 2♦ by opener. Now what?** (2NT.) Again, you can bid 2NT as an invitational bid, showing a medium-strength hand for responder of 10 to 12 points.

"Change the North hand.
"In spades: take away a low card.
"In diamonds: take away a low card and add the jack.
"In clubs: add a low card.

NORTH
♠ K x x
♥ A J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♣
1♥	1♠
3♣	

"**Suppose this is your hand and partner opens 1♣. What do you respond?** (1♥.) You have 11 high-card points and start by showing your heart suit at the one level.

"**Partner now bids 1♠. What do you do when the bidding comes back to you?** (3♣.) With 11 points, you want to make an invitational bid. With nothing much in diamonds, you don't want to jump to 2NT. The best choice is to bid 3♣. That's an old suit at the three level — an invitational bid."

Responder's rebid with a maximum hand

"Change the North hand.
"In hearts: take away a low card and add the king.

NORTH
♠ K x x
♥ A K J x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♦
1♥	1NT
3NT	

"**Partner opens 1♦, you respond 1♥ and partner rebids 1NT. What is your rebid?** (3NT.) With 14 points, responder knows the partnership belongs at the game level even if opener holds a minimum hand. Since the partnership hasn't found a fit, 3NT should be the best contract."

Summary

"When opener shows a minimum-strength opening hand — or makes a bid that could be made with a minimum hand — responder must decide whether to sign off, invite game or bid game.

- With 6 to 9 points, responder can sign off by:
  - Passing;
  - Bidding 1NT; or
  - Bidding an old suit at the two level.
- With 10 or 11 points, responder makes an invitational bid by:
  - Bidding an old suit at the three level, or
  - Bidding 2NT (10 to 12 HCP).
- With 12 or more points, responder makes sure the partnership gets to game."

Remember to adjust these ranges if the partnership has agreed to open 12-point hands.

Fourth-suit forcing

Introduction

"The guidelines for responder's second bid cover most situations, but not all. With 13 or more points, it's responder's responsibility to get the partnership to the game level, even if opener has a minimum hand. That's fine if responder knows the best contract for the partnership, but there are times when that may not be clear. Responder will need to make a forcing bid to get more information from opener before making the decision."

Instructions

"Change the North hand.
"In spades: take away a low card.
"In hearts: add a low card.

NORTH
♠ K x
♥ A K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♣
1♥	1♠
2♦	

"Here's a hand with 14 high-card points and a five-card suit. You plan to open the bidding 1♥ but partner is the opener and beats you to the draw by opening 1♣.

"**What do you know for sure about how high you are headed?** (Game.) Unless the opponents come into the auction and give you an opportunity to collect a penalty, you are headed for at least the game level. An opening bid opposite an opening bid equals a game contract. There might even be a slam if partner has a big hand.

"**What don't you know?** (Strain.) You don't yet know what the best game contract will be. You could belong in hearts, in notrump or even in clubs.

"**What's your first move with this hand?** (1♥.) Start by showing the heart suit. There's no need to jump. A new suit by responder is forcing. So far so good. You are waiting for a further description of opener's hand.

"**Things might go very easily if you find a fit right away. What would you do if opener raised to 2♥?** (4♥.) You would know that the partnership had a fit in hearts and that opener was limited to a minimum opening bid. Put the partnership in game in hearts and settle back to concentrate on declarer play.

"**Suppose, however, things don't go quite as smoothly. Over your 1♥ response, opener's rebid is 1♠. What's the challenge you face?** (Don't know the best contract.) Although opener has made two descriptive bids, the best game contract is unclear. You haven't yet agreed on a suit, and it would

be dangerous to jump to 3NT. Neither one of you may have a diamond stopper. You could belong in hearts. Partner might not have raised immediately with three-card support. You also would like to tell partner about the club support. Clubs could be the best contract.

"**Before settling on the best contract, you need more information about opener's hand. Can you jump to 3♣ to show club support?** (No.) The problem with a jump to 3♣, or a jump to 3♥, is that those are invitational bids, not forcing bids. So is a jump to 2NT. Opener might pass, and you already know that the partnership belongs in a game contract.

"**You need to make a forcing bid. What bid is available?** (4♣/2♦.) A jump to 4♣ might be forcing but it would take you past 3NT, one of your likely contracts. In situations such as this, most partnerships agree to play that the bid of the fourth suit — 2♦ in the example — is artificial (conventional) and forcing.

"This is commonly referred to as fourth-suit forcing. That's a bit of a misnomer since the bid of the fourth suit by responder would be forcing — but natural — when playing standard methods. The real significance of the agreement is that the bid of the fourth suit is artificial — it says nothing about the holding in the fourth suit. The 2♦ bid with this hand says nothing about diamonds. By agreement, it is a conventional bid, asking opener to make a further descriptive bid. Responder may or may not hold a diamond suit.

"Partnerships can have different agreements about whether the fourth suit is forcing for only one round or whether it's forcing to the game level. If the fourth suit is bid at the two level or higher, the popular style is to treat it as a game-forcing bid. Responder has ways to make an invitational bid at this point. That's the conventional approach we will use … *a bid of the fourth suit at the two level or higher is artificial and forcing to game*.

"This convention makes a hand such as this much more comfortable for the partnership. Once responder bids 2♦, the partnership no longer has to worry about which subsequent bids are forcing and which are not. They are all forcing until the game level is reached."

Opener's rebid after fourth suit

"Let's look at fourth-suit forcing from opener's side of the table. Leave the North hand as it is and construct a hand for South.

"In spades: the ace and three low cards.
"In hearts: the queen and two low cards.
"In diamonds: two low cards.
"In clubs: the ace, the king and two low cards.

NORTH
♠ K x
♥ A K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♣
1♥	1♠
2♦	2♥
4♥	Pass

SOUTH
♠ A x x x
♥ Q x x
♦ x x
♣ A K x x

"**What would South open the bidding?** (1♣.) With a minimum hand and no five-card major suit, South opens the longer minor suit, 1♣.

"**What does North respond?** (1♥.) North shows the heart suit. A new suit by responder is forcing.

"**What is South's rebid?** (1♠.) Since North is only promising four hearts with the 1♥ response, South should probably continue bidding four-card suits up the line. North might have four hearts and four spades. South wants to find the eight-card fit.

"**Let's suppose South bids 1♠. What does North do now?** (2♦.) This is the time to drag out fourth-suit forcing to game. As you saw earlier, North knows the partnership belongs in game, but isn't sure of the best game contract.

"**What does South bid now?** (2♥.) The 2♦ bid is totally artificial, saying nothing about diamonds. So South can't bid notrump with no length or strength in diamonds. Instead, South has a perfect opportunity to finish describing the hand. South shows heart support by bidding 2♥. North knows South doesn't have four-card support for hearts, since South didn't raise right away. After the delayed raise, North will only expect three-card support from South.

"**What does North do now?** (4♥.) North has all of the information necessary to put the partnership in the best contract, 4♥. North now knows that South has a minimum-strength opening bid and three-card support for hearts.

"Notice that the partnership might not have fared too well if North had unilaterally jumped to 3NT after the 1♠ bid. The opponents are very likely to find a diamond lead, and that would be that.

"Change the South hand.
"In hearts: take away the queen.
"In diamonds: add the queen.

NORTH
♠ K x
♥ A K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♣
1♥	1♠
2♦	2NT
3NT	Pass

SOUTH
♠ A x x x
♥ x x
♦ Q x x
♣ A K x x

"**The auction would start the same way. South opens 1♣, North responds 1♥ and South bids 1♠. North bids 2♦, fourth-suit forcing. What does South bid this time?** (2NT.) North hasn't promised anything in diamonds, but South does have some length and strength in that suit. Having shown the clubs and spades, South's most descriptive bid is 2NT at this point, showing a minimum balanced hand without support for hearts.

"**What does North do?** (3NT/3♣.) North has a couple of options. North could show club support at this point by bidding 3♣. Since the 2♦ bid was forcing to game, any bid that North makes below the game level is still forcing. However, slam is unlikely opposite a minimum opening bid, and taking nine tricks should be easier than taking 11 tricks. Knowing that South has something in diamonds, North would probably make the practical choice of 3NT at this point. Looking at the combined hands, 3NT is a better spot than either 4♥ or 5♣.

"Change the South hand.
"In diamonds: take away the queen.
"In clubs: add the jack.

NORTH
♠ K x
♥ A K J x x
♦ J x
♣ Q x x x

NORTH	SOUTH
	1♣
1♥	1♠
2♦	3♣
4♣	5♣
Pass	

SOUTH
♠ A x x x
♥ x x
♦ x x
♣ A K J x x

"**The auction would still start the same way. South would open 1♣, North would respond 1♥, South would rebid 1♠, and North would bid an artificial 2♦. What would South say at this point?** (3♣.) South doesn't have support for hearts and can't bid notrump with nothing in diamonds. Remember. North's 2♦ bid doesn't promise anything in diamonds. Having already shown the spade suit, South can simply rebid clubs, 3♣. That's a good descriptive bid anyway. South might have held only a three-card club suit for the opening bid of 1♣. At least North will know that South has a real club suit.

"**What will North do at this point?** (4♣.) Since South didn't bid notrump, North should be wary of suggesting a notrump contract when neither partner has anything in diamonds. South also hasn't shown any support for hearts, so it looks as though clubs is the best trump suit.

"**North can raise to 4♣. Is that forcing?** (Yes.) Since your partnership agreement is that bidding the fourth suit is forcing to game, a bid of 4♣ by North at this point would still be forcing. If the partnership did not have that agreement, a 4♣ bid by North wouldn't be forcing and North would have to find some other bid.

"**What's the advantage of North bidding 4♣ rather than 5♣ at this point?** (Other possible contracts.) It leaves open other possibilities. If North jumps right to game, there's no room to explore other contracts, and it will usually end the auction. By bidding 4♣, North leaves open the possibility of reaching slam, or perhaps stopping in 4♥, rather than 5♣. If one of South's diamonds were a club, for example, the auction would start the same way, but 6♣ would be an excellent contract. If one of South's low hearts were the ♥Q, a contract of 4♥ on the 5–2 fit would be a possibility — especially at duplicate scoring.

"On the actual hand, the partnership most likely will play the hand in 5♣. It's unusual to play minor suit games, but 5♣ is certainly a much better contract than 3NT on these two hands. Science at work!

*"*Fourth-suit forcing is useful on many types of hands — whenever responder needs to find a forcing bid but doesn't have anything else available. Here's another typical example.

"Change the North hand.
"In hearts: add a low card.
"In clubs: take away the queen.

NORTH
♠ K x
♥ A K J x x x
♦ J x
♣ x x x

NORTH	SOUTH
	1♣
1♥	1♠
2♦	3♣
3♥	4♥
Pass	

SOUTH
♠ A x x x
♥ x x
♦ x x
♣ A K J x x

"Discuss with the others at your table how the auction might go with these two hands. (1♣–1♥–1♠–2♦–3♣–3♥–4♥–Pass.)

"**What would South open the bidding?** (1♣.)

"**What would North respond?** (1♥.) With 12 high-card points plus 2 points for the six-card suit, North starts by responding 1♥.

"**What would South rebid?** (1♠.) South rebids 1♠, showing the spade suit.

"**What does North rebid?** (2♦.) A jump to 3♥ — an old suit at the three level — would not be forcing. It would show an invitational hand of about 10 or 11 (12) points. With a minimum opening bid, South would probably pass. A jump to 4♥ might put the partnership in the wrong game contract. South might not have any hearts. It's possible that the partnership belongs in notrump or clubs. Needing to make a forcing bid, North trots out the fourth suit bid of 2♦, asking South for a further description of the hand.

"**What does South say?** (3♣.) South doesn't have anything in diamonds and doesn't have support for hearts. South rebids the clubs, 3♣.

"**What does North say at this point?** (3♥.) Now North can afford to bid 3♥. Once North has used fourth-suit forcing, any subsequent bid below game is forcing. It's safe for North to show the excellent heart suit, and there's no worry that South will pass.

"**What does South do?** (4♥.) South has already shown a good club suit and the spade suit. South has denied four-card heart support by not raising 1♥ to 2♥. South has denied three-card heart support by not bidding 2♥ over the artificial 2♦ bid. Since North's 3♥ bid is still expressing an interest in playing with hearts as trumps, South can raise to 4♥. North isn't going to expect too much help in the trump suit, but 4♥ should be a reasonable contract.

"So, the partnership arrives at the best spot. North eventually corners partner into showing some preference for hearts. If South were void in hearts, South would presumably be able to find some other descriptive bid over 3♥.

"Fourth-suit forcing also can be used when responder has interest in reaching a slam contract. We're going to leave slam bidding for another time, but if North held a much stronger hand — too strong to sign off in game — North could start with fourth-suit forcing to keep the bidding going, and that would leave lots of room to explore slam possibilities."

➥ "Let's do Exercise 3 in the student text to review what we have just discussed."

Exercise Three — Responder's Rebid after Bidding a New Suit at the One Level

As East, what do you rebid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♦	Pass	1♠	Pass
2♣	Pass	?	

1) ♠ K 10 8 7 4
♥ 6 3
♦ J 8 2
♣ Q 9 3

_____

2) ♠ A J 10 7
♥ K J 8
♦ 8 6 4
♣ Q 3 2

_____

3) ♠ A 10 7 4 2
♥ 9 5
♦ Q 10 8 3
♣ K 3

_____

4) ♠ A K 10 9 5
♥ 8 3
♦ Q 4
♣ A J 6 2

_____

5) ♠ J 8 6 5 3
♥ K 7 5
♦ 5
♣ Q 9 7 3

_____

6) ♠ K Q J 9 7 5
♥ J 3
♦ A J
♣ K 6 2

_____

Exercise Three *Answer* — Responder's Rebid after Bidding a New Suit at the One Level

1) 2♦. Give preference to partner's first suit. Partner might have spades, but partner should have at least five diamonds.

2) 2NT. This is invitational, showing 10 or 11 (12) points.

3) 3♦. Jump preference to opener's first suit shows an invitational-strength hand of about 10 or 11 (12) points.

4) 2♥ (fourth suit forcing). A raise to 3♣ would only be invitational, and a jump to 4♣ would get the partnership beyond 3NT, making it difficult to uncover a spade fit. The bid of the fourth suit commits the partnership to game and allows you to show club support on the next round of bidding.

5) Pass. A raise would be invitational, so it's best to settle for partscore right here.

6) 2♥. A jump to 3♠ would be invitational, and a jump to 4♠ might get the partnership to the wrong spot. Start with the fourth suit; you can show the good spade suit on the next round of bidding.

Fourth suit at the one level

"There's one situation in which bidding the fourth suit is not forcing to game. A bid of the fourth suit at the two level or higher is forcing to game. A bid of the fourth suit at the one level, however, isn't forcing to game. It's forcing for one round but not necessarily forcing to game.

"Change the North hand.
"In spades: add two low cards.
"In hearts: take away the ace, the king and two low cards.
"In diamonds: add the ace and a low card.

"Change the South hand.
"In hearts: add the king and the queen.
"In clubs: take away the king and a low card.

NORTH
♠ K x x x
♥ J x
♦ A J x x
♣ x x x

NORTH	SOUTH
	1♣
1♦	1♥
1♠	2♠
Pass	

SOUTH
♠ A x x x
♥ K Q x x
♦ x x
♣ A J x

"**If South is the dealer, what would be the opening bid?** (1♣.) With no five-card major suit, South would start with the longer minor, 1♣.

"**What would North respond?** (1♦.) While some partnerships agree to skip diamonds in order to show a four-card major, the standard approach is to bid four-card suits up the line. North would respond 1♦.

"**What does South bid?** (1♥.) South continues bidding up the line in search of a fit by bidding 1♥.

"**Now what?** (1♠.) North wants to continue the search for an eight-card fit by bidding 1♠. That wouldn't be practical if the partnership played this bid of the fourth suit as forcing to game. However, the standard agreement is that 1♠ is forcing at this point, but not forcing to game.

"**After North bids 1♠, what does South do?** (2♠.) South raises to 2♠ to show the fit.

"**What does North do?** (Pass.) South has shown a minimum opening bid and North has only 9 high-card points. North can pass, and the partnership is in its best contract.

"The bid of the fourth suit at the one level can still be used as an artificial forcing bid.

"Change the North hand.
"In spades: take away the king and a low card.
"In diamonds: add the king.
"In clubs: add the king.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1♣	♠ A x x x
♥ J x	1♦	1♥	♥ K Q x x
♦ A K J x x	1♠	2♠	♦ x x
♣ K x x x	(3NT)	(Pass)	♣ A J x

"**The auction would begin the same way. South opens 1♣, North responds 1♦ and South bids 1♥. What does North do now?** (1♠.) North has 12 high-card points plus 1 point for the five-card suit. That's too much for a jump to 3♣ or 3♦, which would show an invitational hand of 10 to 12 points. Jumping to 3NT with only two small spades would be very risky. So, North bids the fourth suit, 1♠. At least that's forcing."

With an experienced group, you can mention the possibility of using a jump to 2♠ as artificial and forcing at this point — leaving the 1♠ bid as natural and forcing. However, that's not a standard agreement with most partnerships.

"**What will South do over the 1♠ bid?** (2♠.) Since South doesn't know the 1♠ bid is artificial, South will raise to 2♠, as before.

"**What does North do now?** (3NT/3♣/3♦.) North now has a lot of choices. Having discovered that South has a four-card spade suit, North can jump safely to 3NT. Instead, North could show club support by bidding 3♣. That would now be forcing, since North could have jumped to 3♣ over 1♥ with an invitational hand. With only a three-card club suit, South would probably bid 3NT next. North could bid 3♦, forcing. Again, the partnership most likely would play the hand in 3NT, the best game contract on these two hands."

Summary

"After the partnership has bid three suits, responder's bid of the fourth suit is forcing and may be artificial. If the fourth suit is bid at the two level or higher, it commits the partnership to at least the game level."

➥ "Let's do Exercise 4 in the student text to review what we have just discussed."

Exercise Four — Responder's Rebid after Bidding a New Suit at the Two Level

As East, what do you rebid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♥	Pass	2♣	Pass
2♦	Pass	?	

1) ♠ 9 3
♥ 10 5
♦ Q 7 4
♣ A Q J 7 6 4

_____

2) ♠ K J 7
♥ 8 3
♦ Q 4 2
♣ K J 10 7 5

_____

3) ♠ J 9
♥ 6 4
♦ A 9 7 5
♣ K Q 10 8 4

_____

4) ♠ A Q 9
♥ J 6
♦ 10 7 4
♣ A Q J 9 5

_____

5) ♠ 9 6 2
♥ 5
♦ A J 4
♣ A K J 9 7 4

_____

6) ♠ 6 4 2
♥ K 8 3
♦ Q 7
♣ A J 8 6 2

_____

Exercise Four *Answer* — Responder's Rebid after Bidding a New Suit at the Two Level

1) 3♣. A new suit by opener is forcing after a two-level response. Rebid the clubs, promising nothing extra.

2) 2NT. This is an invitational bid, showing 10 or 11 (12) points.

3) 3♦. Raising opener's second suit shows an invitational-strength hand.

4) 3NT. A rebid of 2NT or 3♣ would not be forcing. Make sure the partnership gets to game.

5) 2♠ (fourth suit forcing). A rebid of 3♣ would not be forcing, and a jump to 4♣ would get the partnership beyond 3NT. Bid the fourth suit. This is an artificial game-forcing bid. After hearing opener's rebid, you will be better placed to know what to do. If opener rebids 2NT, you can bid 3♣ as a forcing bid.

6) 2♥. You've already promised 10 or more points by bidding a new suit at the two level. You don't need to jump to the three level to show an invitational hand with support for partner's major suit.

After a 1NT Rebid by Opener

Introduction

*"*Fourth-suit forcing is very useful, but it isn't always available when responder wants to make a forcing bid. If opener's rebid is 1NT, there are two suits still available. The partnership needs to know what bids are forcing in this situation. The standard agreement is that a jump shift or a reverse by responder is forcing. Other rebids are not forcing. Let's look at some examples."

Instructions

"Change the North hand.
"In hearts: add three low cards.
"In diamonds: take away the ace, the king, the jack and a low card.
"In clubs: add the queen.

"Change the South hand.
"In spades: take away a low card.
"In hearts: take away the king and the queen.
"In diamonds: add the king and the queen.
"In clubs: add a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ x x		1♦	♠ A x x
♥ J x x x x	1♥	1NT	♥ x x
♦ x	2♣	Pass	♦ K Q x x
♣ K Q x x x			♣ A J x x

"**With South as the dealer, what would be the opening bid?** (1♦.) With 14 high-card points and no five-card major suit, South opens a minor suit. With a choice of four-card minor suits, the standard opening bid is 1♦.

"**What does North do?** (1♥.) North can show the heart suit at the one level, 1♥.

"**What is South's rebid?** (1NT.)

"**What does North do now?** (2♣.) There is a guideline that a new suit by responder is forcing. However, most partnerships do not play a bid of 2♣ by North as forcing in this sequence. Over a 1NT rebid, only a jump shift or a reverse by responder is forcing. Preferring clubs to hearts, South can pass North's 2♣ bid and the partnership is in its best contract.

"Change the North hand.
"In hearts: take away two low cards and add the ace and the king.

NORTH
♠ x x
♥ A K J x x
♦ x
♣ K Q x x x

NORTH	SOUTH
	1♦
1♥	1NT
3♣	(4♣)
(5♣)	(Pass)

SOUTH
♠ A x x
♥ x x
♦ K Q x x
♣ A J x x

"**The auction would start the same way. South opens 1♦, North responds 1♥ and South rebids 1NT. What does North say now?** (3♣.) Since 2♣ would not be forcing, North has to jump to 3♣ — a jump shift. South has to bid again. South most likely will raise to 4♣, and the partnership will reach a good 5♣ contract. 4♥ would require a little luck in the heart suit, and 3NT would be in danger after a spade lead.

"Change the South hand.
"In hearts: add a low card.
"In clubs: take away a low card.

NORTH
♠ x x
♥ A K J x x
♦ x
♣ K Q x x x

NORTH	SOUTH
	1♦
1♥	1NT
3♣	3♥
4♥	Pass

SOUTH
♠ A x x
♥ x x x
♦ K Q x x
♣ A J x

"Discuss with the others at your table how the auction should go with these two hands. (1♦–1♥–1NT–3♣–3♥–4♥–Pass.)

"**South opens 1♦, North responds 1♥ and South rebids 1NT. North jumps to 3♣ as a forcing bid. What does South do?** (3♥.) Having denied four-card support by not raising hearts right away, South can show heart support by bidding 3♥. North has the necessary information to put the partnership in 4♥. If 3♣ weren't available as a forcing bid, North would be guessing. A rebid of 2♥ would be a sign-off. A jump to 3♥ would be invitational, and a jump to 4♥ might land the partnership in a seven-card fit.

"Change the North hand.
"In spades: add the king and the queen.
"In diamonds: add a low card.
"In clubs: take away the king, the queen and a low card.

NORTH
♠ K Q x x
♥ A K J x x
♦ x x
♣ x x

NORTH	SOUTH
	1♦
1♥	1NT
2♠	3♥
4♥	Pass

SOUTH
♠ A x x
♥ x x x
♦ K Q x x
♣ A J x

"Discuss how the auction would go after South opens 1♦. (1♦–1♥–1NT–2♠–3♥–4♥–Pass.)

"**Over South's 1♦ bid, what does North respond?** (1♥.) North bids the longer suit, 1♥. What does South rebid? (1NT.) South bids 1NT to show a minimum balanced hand.

"**What does North do now?** (2♠.) North has to find a forcing bid, since the partnership belongs in a game, but North isn't sure of the best contract. A bid of 2♠ by North is forcing because it is a reverse by responder. This is like a reverse by opener. To give preference to North's first suit, South has to go to the three level. If North had bid 2♣, that wouldn't be a reverse since South could return to hearts at the two level.

"**The reverse by responder is forcing to game. Is North interested in finding a spade fit by bidding 2♠?** (No.) The partnership won't have an eight-card spade fit. With four spades, South would have rebid 1♠ rather than 1NT. North is making a forcing bid to get more information from opener.

"**What does opener do over 2♠?** (3♥.) Opener can show the three-card heart support. North can now bid 4♥, confident that the partnership has an eight-card fit. If South couldn't show any support for hearts over 2♠, North would probably settle for 3NT."

Summary

"After a 1NT rebid by opener:

- Responder's reverse or jump shift is forcing;
- Other bids by responder are not forcing.
- A jump to the three level in an old suit is invitational, showing 10 or 11 (12) points, but not forcing. A raise to 2NT shows 10 to 12 HCP."

➥ "Let's do Exercise 5 in the student text to review what we have just discussed."

Exercise Five — Responder's Rebid after Opener Rebids 1NT

As East, what would you rebid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♦	Pass	1♥	Pass
1NT	Pass	?	

1) ♠ 7 5
♥ K J 7 6 4 3
♦ J 9 2
♣ Q 5

_____

2) ♠ Q 9 3
♥ A 10 7 3
♦ K J 8 4 2
♣ 4

_____

3) ♠ 6
♥ A J 9 6 3
♦ K 4
♣ K Q 8 7 2

_____

4) ♠ A Q 8 5
♥ K Q 9 6 3
♦ Q 8 5
♣ 2

_____

5) ♠ A K J 7
♥ K J 9 3
♦ 6
♣ J 8 6 5

_____

6) ♠ K 6
♥ A J 10 8 6 3
♦ 9 4
♣ K 8 3

_____

Exercise Five *Answer* — Responder's Rebid after Opener Rebids 1NT

1) 2♥. The bid of an old suit at the two level is a sign-off.

2) 3♦. This is invitational, showing 10 or 11 (12) points.

3) 3♣. A jump in a new suit is forcing.

4) 2♠. This is forcing since it is a reverse by responder; opener would have to go to the three level to give preference to hearts.

5) 3NT. There's no point in making a forcing bid. Opener didn't raise hearts and didn't show a four-card spade suit.

6) 4♥. Opener should have at least two hearts for the 1NT rebid.

After a 2NT Rebid by Opener

Introduction

"The situation is a little different if opener jumps to 2NT. This shows a balanced hand and 18 or 19 HCP. It is not a forcing bid, so responder can pass with 6 or 7 points. If responder does bid, the standard approach is to treat any bid below the game level as forcing, even an old suit at the three level. Let's look at a couple of examples."

Instructions

"Change the North hand.
"In spades: take away the king and add a low card.
"In hearts: take away the ace.
"In clubs: add a low card.

"Change the South hand.
"In hearts: take away a low card.
"In diamonds: add the ace.

NORTH
♠ Q x x x
♥ K J x x
♦ x x
♣ x x x

NORTH	SOUTH
	1♦
1♥	2NT
Pass	

SOUTH
♠ A x x
♥ x x
♦ A K Q x x
♣ A J x

"South is the dealer. Discuss with the others at your table how the auction would proceed. (1♦–1♥–2NT–Pass.)

"**What is South's opening bid?** (1♦.) South has 18 high-card points plus 1 point for the five-card suit. That's too much for 1NT and not enough for 2NT. South would start with 1♦.

"**What does North respond?** (1♥.) With 6 points, North has enough to respond and would start bidding four-card suits up the line, 1♥.

"**What does South do now?** (2NT.) South now jumps to 2NT to show a balanced hand and 18 or 19 points. Since this is not forcing and North has nothing extra, North can pass and leave South to try to take eight tricks.

"Change the North hand.
"In spades: take away the queen.
"In hearts: add the ace.

NORTH
♠ x x x
♥ A K J x x
♦ x x
♣ x x x

NORTH	SOUTH
	1♦
1♥	2NT
3♥	3NT
Pass	

SOUTH
♠ A x x
♥ x x
♦ A K Q x x
♣ A J x

"**The auction would start the same way. 1♦ by South, 1♥ by North, 2NT by South. What does North do now?** (3♥.) With 8 high-card points plus 1 for the five-card suit, North wants to be in game when South shows 18 or 19 points.

"**Does North know whether the partnership belongs in 3NT or 4♥?** (No.) North can't tell for sure, but North can bid 3♥ to find out. Although this is an old suit at the three level, any bid over the jump to 2NT is forcing.

"**What will South do over 3♥?** With only two hearts, South will elect to play in 3NT. With three-card support, South would raise to 4♥.

"**Why does South assume that North has only a five-card suit?** (Could bid 4♥, otherwise.) With a six-card heart suit, North would know there was an eight-card fit and could jump to 4♥ right away."

With an experienced group, you can clarify that North's forcing 3♥ bid shows doubt about the best contract — either the strain or the level. With a stronger hand, North might be interested in slam.

"Change the North hand.
"In spades: take away two low cards and add the king.
"In diamonds: add the jack and a low card.
"In clubs: take away a low card.

NORTH
♠ K x
♥ A K J x x
♦ J x x x
♣ x x

NORTH	SOUTH
	1♦
1♥	2NT
3♦	

SOUTH
♠ A x x
♥ x x
♦ A K Q x x
♣ A J x

"**The auction would start the same way: 1♦ by South, 1♥ by North, 2NT by South. Now what?** (3♦.) With 12 high-card points, support for diamonds and two doubletons, North might be interested in the possibility of a slam. North can bid 3♦, showing a fit, since that is forcing. The partnership might now reach the excellent 6♦ contract. Even 7♦ is possible on these combined hands. We won't go into the details of slam bidding at this time. Nevertheless, you can see how important it is to have an agreement on whether 3♦ is forcing or not after the 2NT rebid."

Summary

"After a jump rebid to 2NT by opener, any bid by responder is forcing in standard methods. The only way for responder to stop in partscore is to pass."

➥ "Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Responder's Rebid after Opener Rebids 2NT

As East, what would you rebid with each of the following hands after the auction starts:

WEST	NORTH	**EAST**	SOUTH
1♣	Pass	1♠	Pass
2NT	Pass	?	

1) ♠ Q 9 7 5
♥ J 8 3
♦ K 5 4
♣ 7 4 2

_____

2) ♠ K Q 8 7 4
♥ 9 4 2
♦ 6 5
♣ K 9 5

_____

3) ♠ Q 10 8 5 4
♥ K 9 6 3
♦ 6 4
♣ Q 6

_____

Exercise Six *Answer*— Responder's Rebid after Opener Rebids 2NT

1) Pass. Opener's rebid shows a balanced hand of 18 or 19 HCP and is non-forcing.

2) 3♠. Any bid over 2NT is forcing. 3♠ shows the five-card suit and asks opener to choose between 3NT and 4♠.

3) 3♥. A new suit over the 2NT rebid is forcing. With 7 high-card points plus 1 length point for the five-card spade suit, you have enough to commit the partnership to game. Opener will know you have at least five spades and four hearts.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 6

Guidelines for Teachers: The deals in this lesson provide examples of the following biding concepts; jump shift, reverse and fourth-suit forcing. The students will probably deviate from the recommended auction and they may reach a different contract or play it from a different side. That's fine. Let the students bid and play as they see fit. During the discussion after the deal, go through the recommended auction and go through the play as though everyone is in the suggested contract.

Bid and Play — Deal 1: Can You Find the Safety Play?

Guidelines for Teachers: On this first deal, there is a safety play that is actually just good technique in handling a suit, but it can be missed if the students automatically play "high card from the short side" when taking tricks in a suit.

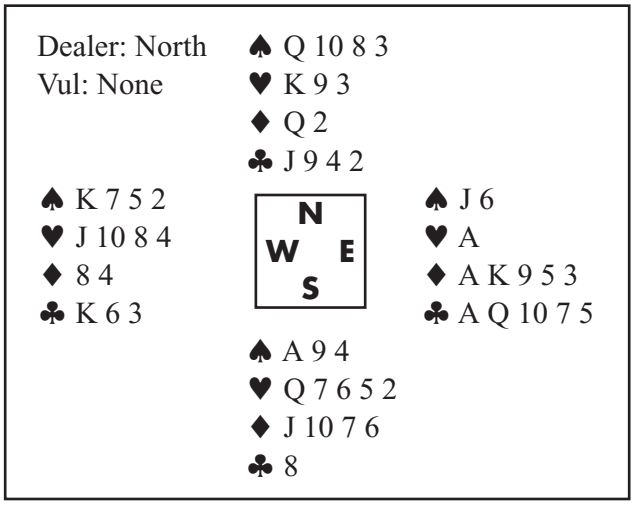
Introduction

"Let's play a deal where declarer needs to carefully plan the play in order to make the contract."

Instructions

"North is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #6, Deal 1 — Dealer, North)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract."

WEST	NORTH	EAST	SOUTH
	Pass	1♦	Pass
1♥	Pass	3♣	Pass
3NT	Pass	Pass	Pass

"East opens the higher-ranking of two five-card suits. South doesn't have enough to enter the auction. With a choice of four-card suits, West responds *up the line* by bidding 1♥. North passes, and the auction comes back to East. East wants to show the second suit, but can't afford to bid only 2♣. West could pass that rebid — and might do so on the actual hand. With 18 high-card points plus 1 point for each of the five-card suits, East has enough to commit the partnership to the game level by making a jump shift to 3♣.

"Despite holding only 7 points, West is forced to bid again over the 3♣ rebid by opener. With some strength in spades and hearts, West's best choice is 3NT. East could rebid the clubs to show a five-card suit, but there's no reason to believe that 5♣ or 5♦ will be a better spot than 3NT. Having described the hand reasonably accurately, East should pass 3NT."

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by West, let's review the play and defense.

"North is on lead and should elect to lead spades, the unbid suit. With no sequence, North starts with the ♠3, fourth highest.'

Suggested Play

"Declarer has one sure winner in hearts, two in diamonds and three in clubs. With the spade lead, West is sure to get a trick with the ♠K. Two more tricks are needed. These should come from the club suit, if the missing clubs divide 3–2 or the ♣J can be trapped.

"Declarer should play the ♠J from the dummy. This may win the trick if North has both the ♠A and ♠Q. South wins with the ♠A and returns a spade. West can hold up winning the ♠K, but the defenders can continue leading spades to drive it out.

"If the missing clubs divide 3–2, declarer will have no difficulty making the contract. When taking winners, it's usually a good idea to play the high card from the short side first. However, the clubs are not necessarily all winners in this situation since the ♣J is missing. Declarer can't do anything if South holds four or more clubs including the ♣J, but declarer can take a precaution against North holding four clubs headed by the ♣J.

"West should start by playing one of dummy's high clubs, then winning the second round with the ♣K. If both opponents follow suit, it doesn't matter whether the ♣J has appeared. The defenders clubs are divided 3–2, and West can simply take the rest of the tricks in the suit. On the actual hand, South discards on the second round of the suit. West now knows that the clubs have divided 4–1 and North holds the ♣J. By winning the second round of clubs in the West hand, declarer can lead a low club toward dummy and take the finesse. North's club holding doesn't prevent declarer from making the contract.

"If North were to play the ♣K and then win the second round of clubs in the dummy, it would be too late to do anything when South discards. There's no entry back to the West hand to take the finesse. Declarer will have to give up a club trick to North's ♣J and can no longer make the contract."

Suggested Defense

"When North leads a low spade, South should win the ♠A — third hand high — and lead back the ♠9, top of the remaining doubleton in partner's suit. The defenders should establish three winners in the spade suit without difficulty. That doesn't leave much for the defenders to do but sit back and hope that declarer doesn't find the winning play in the club suit. If declarer does give up a trick to North's ♣J, South should eventually get a diamond trick to defeat the contract."

Bid and Play — Deal 2: Plan Before You Play

> **Guidelines for Teachers:** On this second deal, declarer has to contend with a blocked suit by creating a side entry to dummy. It's easy for declarer to miss the key play on the first trick. Unfortunately, it's also easy for the defenders to slip up and give declarer the necessary entry.

Introduction

"Let's play a deal where the contract could be in jeopardy if both declarer and defender aren't careful."

Instructions

"West is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #6, Deal 2 — Dealer, East)

Dealer: East Vul: N–S	♠ A ♥ A 10 7 5 ♦ A Q 7 5 2 ♣ K 7 3	
♠ 10 9 6 4 3 ♥ Q 9 ♦ K J 9 8 ♣ 6 4	N W E S	♠ 8 2 ♥ K J 8 3 ♦ 10 4 ♣ A J 9 5 2
	♠ K Q J 7 5 ♥ 6 4 2 ♦ 6 3 ♣ Q 10 8	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
		Pass	Pass
Pass	1 ♦	Pass	1 ♠
Pass	2 ♥	Pass	2 ♠
Pass	2NT	Pass	3NT
Pass	Pass	Pass	

"After three passes, North starts the auction by bidding the longest suit, 1♦. East doesn't have enough strength to introduce the club suit at the two level. South shows the spade suit, and the bidding comes back to North. North rebids 2♥. This is a reverse, showing at least a medium-strength hand with longer diamonds than hearts. It's forcing for one round.

"South's most descriptive rebid is to show the good five-card spade suit. Using the lebensohl over reverses (Ingberman) style of responses to a reverse, a rebid of 2NT would show a weak hand and deny a five-card spade suit. With no real fit for spades, North now tries 2NT. Knowing North has at least a medium-strength hand of 17 or 18 points, South takes the partnership to game."

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by South, let's review the play and defense.

"West's opening lead would be the ♣5, fourth highest from the longest and strongest suit."

Suggested Play

"The play to the first trick is often crucial, and this deal is a typical example. If the ♣8 is played from dummy, West can't produce a higher card. Declarer's first instinct might be to win the trick as cheaply as possible by playing a low club from the North hand, but appearances can be deceiving. Before deciding what to do, declarer should plan the entire play.

"Declarer can count four sure tricks in spades, one in hearts and one in diamonds. Declarer is going to get one club trick for sure after the opening lead and can establish a second winner in that suit. There will be an extra trick from the spade suit if the defender's spades divide 4–3, and there's always the possibility of a successful diamond finesse if West has the ♦K.

"The complication in all of this is that there's no sure entry to the dummy. The spade suit is *blocked*. South's ♣Q is the only possible entry, and North must be careful to make use of it. From the opening lead and West's inability to play a club higher than the ♣8, it would appear that East has the ♣A. Consequently, declarer should win the first trick with the ♣K, keeping two low clubs in the North hand. After winning the ♣K, declarer plays the ♠A to unblock the suit and then leads a low club toward dummy. East can't prevent declarer from getting to dummy with the ♣Q to take the spade winners. When the spades fail to divide favorably, declarer has to take the diamond finesse for nine tricks — four spades, one heart, two diamonds and two clubs.

"What happens if declarer lets dummy's ♣8 win the first trick? After the ♠A is played, the defenders can prevent declarer from getting to dummy. If declarer leads the ♣K, East can duck. That gives declarer a second club trick, but no entry to dummy. If North tries leading a low club instead, East can win the ♣A and lead a third round, forcing declarer to win with the ♣K in the North hand. Without the spade winners, declarer can't make the contract if the defenders hold on to the right cards."

Suggested Defense

"The defenders' best chance of defeating the contract is to prevent declarer from reaching dummy. If declarer does win the first trick with dummy's ♣8 or ♣10, East can work out that North holds the ♣K. If North tries the tricky play of leading a low club toward dummy's ♣Q after unblocking the ♠A, East must hop up with the ♣A to prevent declarer from reaching dummy. East needs to be alert to find this play.

"It's a little easier if North leads the ♣K after playing the ♠A. East should see the importance of ducking this trick so that the ♣Q doesn't become an entry. Ducking the club won't cost a trick, since declarer is always entitled to two tricks in the suit."

Bid and Play — Deal 3: Fourth Suit Forcing – Part 1

Guidelines for Teachers: North and South use fourth-suit forcing to find the best final contract. Sometimes game in the minor suit is the best spot.

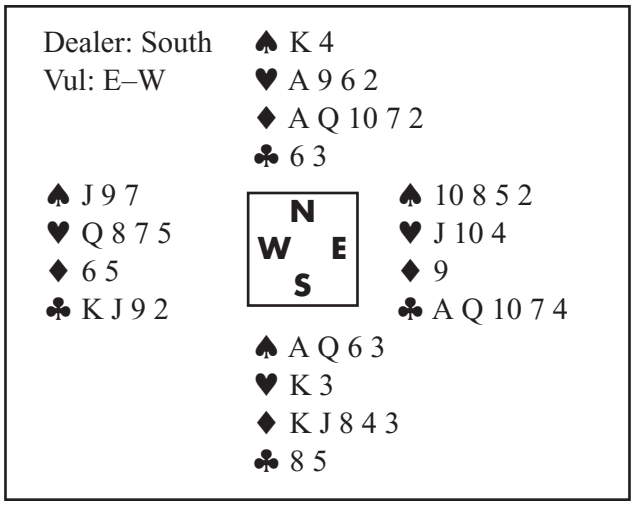
Introduction

"Let's play a deal where game in a minor offers the best contract."

Instructions

"South is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #6, Deal 3 — Dealer, South)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract."

WEST	NORTH	EAST	SOUTH
			1♦
Pass	1♥	Pass	1♠
Pass	2♣	Pass	2♦
Pass	3♦	Pass	4♦
Pass	5♦	Pass	Pass
Pass			

"After South's opening bid of 1♦, North's priority is to look for a major-suit fit. North bids the heart suit, and South continues bidding *up the line* by

showing the spade suit. North now has to find a rebid. North has the values to take the partnership to game, but the best contract is unclear. A preference to 2♦ would show a minimum-strength response of 6 to 9 points, and a jump to 3♦ would be invitational, showing 10 or 11 (12) points. To make a forcing bid, North bids the fourth suit, 2♣.

"North's 2♣ bid is artificial, so South can't bid notrump without some strength in clubs. Instead, South rebids the diamonds. North can show diamond support by raising to the three level. This is still a forcing bid — with an invitational-strength hand and a diamond fit, North would have bid 3♦ on the previous round. Still unable to bid notrump, South can continue in diamonds, and North, with nothing in clubs, will settle for game.

"Alternatively, South, having previously denied four-card or three-card support by failing to raise hearts on either of the last two rounds of bidding, might bid 3♥ over 3♦ to show some help for hearts. North could make one more try for 3NT by showing some strength in spades, but South would return to diamonds, and North would settle for game with diamonds as trump. Neither partner has strength in clubs."

Suggested Opening Lead

"Now that we have agreed on a contract of 5♦ by South, let's review the play and defense.

"West is on lead and, having listened to the auction, should choose a club, the suit in which neither North nor South has shown any strength. North's 2♣* bid was artificial (fourth-suit forcing), saying nothing about clubs. West should lead the ♣2, fourth best."

Suggested Play

"There is little to the play in 5♦ after the defenders take the first two club tricks. Declarer can win the next trick, draw trumps and ruff the spade loser in the dummy."

Suggested Defense

"The defense can't do anything to defeat 5♦. If West doesn't find an initial club lead, declarer can discard one of dummy's clubs on the third round of spades and wind up taking 12 tricks.

"If North–South wander into 3NT, the defenders can defeat that contract by taking the first five club tricks. After the opponents have bid diamonds, hearts and spades, it shouldn't be too difficult to find a club lead no matter which defender has to make the opening lead."

Bid and Play — Deal 4: Fourth Suit Forcing – Part 2

Guidelines for Teachers: Again the partnership will use fourth-suit forcing to find three-card major suit trump support. This deal involves a loser on a loser play to maintain control of the trump suit. This play may be missed even by experienced players. Go over the deal carefully, since the defenders have to play well to defeat the contract, if declarer gives them a chance.

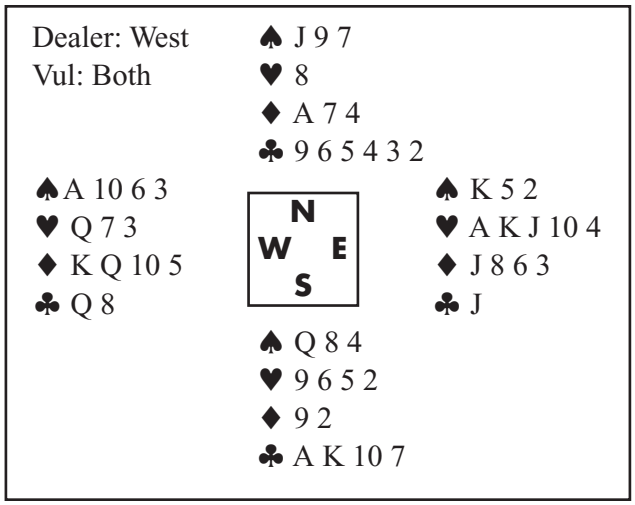
Introduction

"Let's play another deal where fourth-suit forcing comes in handy to show a hand that is interested in game but needs more information to select a final contract."

Instructions

"West is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E–Z Deal Cards: #6, Deal 4 — Dealer, West)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
1♦	Pass	1♥	Pass
1♠	Pass	2♣	Pass
2♥	Pass	4♥	Pass
Pass	Pass		

"With no five-card major suit, West opens the longer minor. East responds 1♥. West chooses to show the spade suit rather than raise hearts with only three-card support. This is the correct procedure, since East could have four hearts and four spades and be responding *up the line.*

"East now has to find a suitable rebid. East knows the partnership has enough combined strength for game, but doesn't know the best choice of game. A jump to 3♥ would be non-forcing and show a six-card suit. A jump to 4♥ would be a wild guess, since West could be short in hearts. A jump to 3♦ also would be only invitational. Holding a singleton club, East doesn't want to jump to game in notrump. East needs more information from West before deciding on the best contract. So, East bids 2♣, fourth-suit forcing. The 2♣ bid says nothing about clubs. Instead, it asks West for a further descriptive bid. When West shows belated support for hearts, East knows where the contract belongs and bids the game."

Suggested Opening Lead

"Now that we have agreed on a contract of 4♥ by East, let's review the play and defense.

"East's 2♣ bid is artificial and doesn't promise any length or strength in clubs. South can treat clubs as the *unbid* suit and lead the ♣A, top of touching honors."

Suggested Play

"The contract looks fairly straightforward. There's one loser in spades, one in diamonds and one in clubs. Whenever the contract looks easy, declarer should consider what might go wrong. There is a danger that the defenders can get a diamond ruff before trumps are drawn if the missing diamonds divide 4–1. There's not much declarer can do if that's the case. A more subtle danger is if the defenders' trumps divide 4–1.

"Suppose South continues with the ♣K after winning the first trick, and declarer ruffs. Declarer starts to draw trumps and gets the unfortunate news that South has four trumps. If all of the trumps are drawn, East will have none left when the time comes to establish the diamonds. When the defenders win the ♦A, they can take all of their club winners. On the other hand, if declarer doesn't draw all of the trumps, South may be able to get a diamond ruff when declarer tries to knock out the ♦A. The defenders don't have to win the ♦A on the first round, so South may get a ruff even though the diamonds divide 3–2.

"To avoid this dilemma, declarer shouldn't ruff the second round of clubs. Instead, declarer can discard a spade loser. A spade trick must be lost anyway, so discarding doesn't cost anything. It does make a big difference, however. If South leads another club, declarer can ruff in dummy and retain five trumps in the East hand. Declarer can then draw all of South's trumps and still have one left when the defenders get a trick with the ♦A.

"Discarding a spade on the second round of clubs risks going down, if the diamonds are divided 4–1 while the trumps are divided 3–2. It's still the best play, however. The defenders may not find the diamond ruff if East discards a spade — South may lead another club or switch to a spade. If there is an immediate diamond ruff, the defenders could have defeated the contract anyway. Finally, if South held a singleton diamond, South may have led it instead of continuing with the ♣K."

Suggested Defense

"If declarer does ruff the second round of clubs, the defenders will have to be careful to take advantage of their opportunity. If declarer draws all of the trumps, the defenders should have no difficulty taking their club winners when North wins the ♦A. If declarer stops drawing trumps after playing two rounds and discovering the 4–1 break, the defenders must be more careful.

"When declarer leads diamonds, North must duck the first round and win the second round. North then leads a third round of diamonds for South to ruff. How does North know to do this? On the first round of diamonds, South should play the ♦9, starting a high-low sequence to show an even number. North may be able to figure out what's going on from the way declarer is playing the hand. In that case, North can give South a diamond ruff to defeat the contract.

"It's not easy to find the winning defense if declarer makes a slight misstep, but at least the defenders have a chance."

LESSON 7

Weak Two-Bids



General Concepts

General Introduction

Group Activities

Sample Deals



GENERAL CONCEPTS

Weak Two-Bids

This lesson introduces weak two-bids. It covers opening bids of 2♦, 2♥ and 2♠ and the responses to them. Strong opening bids are left until the next lesson. Although it assumes that the class is familiar with preemptive opening bids, preempts at the three level and higher are reviewed.

The Bidding

It is assumed that some of the students are familiar with weak two-bids and some come from a background of strong two-bids. Both groups should be familiar with the concept of a preemptive opening bid. Since the 2♣ opening will be discussed in the next lesson, the students will have to take it on faith that 2♦, 2♥ and 2♠ can be made available for a form of preemptive opening bid.

For inexperienced players, the idea of the weak two-bid and how to respond to it should be enough. For the more experienced players, you can discuss the importance of further preemptive action by responder — before the opponents have found their best spot.

Here are the topics covered and comments on which sections you might want to include or skip.

Opening *Weak Two-Bid*

This introduces the idea of the weak two-bid. The focus should be on suit quality and the considerations that determine whether to open a weak two-bid.

Effectiveness of the *Weak Two-Bid*

This gives an example of the weak two-bid in action and shows how it can be effective in making the auction difficult for the opponents.

Responding to *Weak Two-Bids*

The response structure recommended here is "Raise Only Non-Force" (RONF) with 2NT asking for a feature. The more experienced players can be made aware that there are other possibilities, such as the Ogust response (see the Appendix of the student text). Basic students — especially those from a social bridge background — may be unfamiliar with the concepts behind sacrifice bidding, and you may need to walk through this carefully.

The 2NT Response

This section covers the forcing 2NT response and opener's subsequent rebid. This will be easier for the more experienced students who can picture the possibilities once opener describes the hand. Students are familiar with the concept of playing eight-card major suit fits in 4♥ or 4♠, so they may have difficulty with the idea of playing in 3NT with a major-suit fit and stoppers in the other suits.

Handling Interference

This section can be skipped with a basic group. With a more experienced group, point out that only one set of suggested agreements is outlined. There are others. The important thing is to have agreements.

Play & Defense

The practice deals contain examples of the weak two-bid in action. With any competitive auction, there are many possible results. Let the students bid and play the deals as they see fit, then discuss the suggested auction. The variation in the actual results should indicate the type of action generated by weak two-bids.

The deals are all fairly straightforward, but do contain a couple of concepts for discussion with a more experienced group:

- Frozen suit.
- Inferences from the auction.

The second deal includes an example of handling a suit to prevent the defenders from taking all of the tricks in the suit. There is an opportunity to discuss the suit from both the declarer's and the defenders' point of view.

The third deal provides an opportunity for declarer to take an inference from the auction and go against the *eight ever, nine never* guideline. This is an important point for more experienced students. The level of the class will determine how much discussion you want to have on the effect that the auction can have on the play of the hand.

GENERAL INTRODUCTION

It's assumed that the students are familiar with strong opening two-bids and weak preemptive opening bids at the three level. Some will know the basics of using the weak two-bid. If that isn't the case, you may want to adjust the introduction accordingly. Otherwise, it should be something like this:

> "Most hands are opened at the one level, so that the partnership has as much room as possible to search for the best contract. Opening bids at the two level have traditionally been used as strong two-bids, showing a hand too strong to open at the one level.
>
> "Opening bids in a suit at the three level or higher are commonly used to show hands with a long suit, too weak to open at the one level. These are preemptive opening bids and, as you may have experienced, they can make life difficult for the opponents. This tactic has proven so successful that many players today prefer to use methods that allow them to preempt more frequently. We'll look at one such method in this lesson."

GROUP ACTIVITIES

Opening Weak Two-Bid

Introduction

"The weak two-bid, as you might imagine, is an opening bid at the two level that shows a weak hand, rather than a strong hand. The concept of using opening two-level bids for weak hands has been around since the days of auction bridge — the forerunner of the game of contract bridge that we play today.

"Harold Vanderbilt, often credited with the invention of contract bridge while cruising aboard a ship in 1925, included *weak two-bids* as part of his Vanderbilt Club System, one of the first complete bidding systems. The modern version of this convention was popularized by Howard Schenken, considered by many people to be the best bridge player of all time.

"Let's see how it works."

Instructions

"The cards are sorted into suits. Give each player one suit and construct the following hand for South.

"In spades: the ace, the queen, the jack, the ten and two low cards.
"In hearts: two low cards.
"In diamonds: the jack, the ten and a low card.
"In clubs: two low cards."

NORTH	SOUTH
	2♠

SOUTH
♠ A Q J 10 x x
♥ x x
♦ J 10 x
♣ x x

Check that each table has the correct starting hand set up dummy style in front of South.

"**Suppose you are the dealer. Playing standard methods, what would you do?** (Pass.) You have 8 high-card points plus 2 length points for the six-card suit. 10 points aren't enough to open the bidding 1♠ in first position.

"**What about an opening preemptive bid of 3♠?** (No seven-card suit.) An opening bid at the three level shows a weak hand, but it usually promises a seven-card suit. With only a six-card suit, it would be dangerous to open 3♠. The fewer spades you have, the fewer tricks you will take, and the more likely it becomes that the opponents will double you for penalties.

"However, this is a nice hand. You'd like to tell partner something about the spade suit and, at the same time, make the auction more difficult for the opponents. This is the type of hand that competitive players like to open with a weak two-bid, 2♠. Of course, you and your partner must have agreed to

play weak two-bids. Otherwise, your partner will expect you to have a very strong hand and will keep bidding until game or slam is reached.

"This hand is a textbook 2♠ opening bid. The first feature of this hand is a good six-card suit. Since the 2♠ opening bid shows a weak hand, the opponents will be aware of that. This gives them the option of doubling for penalties. The weaker the suit, the more likely that the opponents will have enough strength in the suit to defend and extract a substantial penalty. Also, the weaker the suit, the more difficulty you will have taking tricks. A good suit reduces the risk of being defeated by more tricks than you can afford.

"The interpretation of a 'good' suit varies among partnerships, but one factor to bear in mind is the vulnerability. When you are vulnerable, it's more expensive when you go down, especially doubled. If you are vulnerable, a general guideline is that you should have three of the top five honors. Here, you have four of the top five — the ace, queen, jack and ten. This suit would be good enough for a vulnerable weak two-bid. When you are not vulnerable, your suit can be weaker."

With a very basic class you might have to discuss the effect of vulnerability. Many students are not familiar with the scoring for penalties and how it is affected by both doubles and vulnerability. When non-vulnerable, the penalty scale for doubled undertricks goes 100, 300, 500, 800, 1100, etc. When vulnerable, the scale goes 200, 500, 800, 1100, etc. The value of game for the opponents is approximately 500 points. As a result, you can rarely afford to go down more than three tricks when non-vulnerable or two tricks when vulnerable. When the opponents are non-vulnerable and your side is vulnerable, you want to be especially careful.

"**Why a six-card suit and not a seven-card suit?** (A seven-card suit is opened 3♠.) With a good seven-card suit and a hand too weak to open at the one level, you usually open a preemptive bid at the three level, rather than the two level. If you have a five-card suit, it's a little dangerous to be opening at the two level — although you'll see an exception in a moment. For now, use the guideline that a weak two-bid shows a good six-card suit.

"The other feature of this hand is that it contains too few points to open the bidding 1♠. Depending on the books you read, you'll see ranges such as 6 to 10, 5 to 10 or 5 to 11 for a weak two-bid. The guideline we'll use is 5 to 10 high-card points (or a hand with fewer than 13 total points). On this hand, there are 8 high-card points, so the hand falls right into the middle of the range for a weak two-bid.

"One more point. To use 2♠ as a weak two-bid, there has to be some way to handle hands which would have been opened with a strong two-bid. You can't open 1♠, since that's not forcing, and you can't open 3♠, since that is still a weak preemptive bid with a seven-card suit. When playing weak two-bids, one bid is reserved for all strong hands. The 2♣ opening bid is used to handle all strong hands of about 22 or more points.

"**We're going to look at how that works in the next lesson, but what impact do you think that has on weak two-bids?** (No weak 2♣ bid.) You can only open a weak two-bid in diamonds, hearts or spades. With a weak

two-bid in clubs, you have to pass or stretch and open 3♣. It's not too much of a sacrifice for the benefit of playing weak two-bids. So, if you agree to play weak two-bids, an opening bid of 2♦, 2♥ or 2♠ shows a good six-card suit and 5 to 10 high-card points. Let's look at more examples.

"Change the South hand.
"In spades: take away the ace, the queen and the jack.
"In diamonds: add the king, the queen and a low card.

NORTH	SOUTH
	2♦

SOUTH
♠ 10 x x
♥ x x
♦ K Q J 10 x x
♣ x x

"**What is the opening bid?** (2♦.) You have a good six-card suit and only 6 high-card points. This is a good hand for an opening bid of 2♦.

"Change the South hand.
"In spades: take away a low card.
"In diamonds: take away the king and add a low card.
"In clubs: add the king.

NORTH	SOUTH
	2♦

SOUTH
♠ 10 x
♥ x x
♦ Q J 10 x x x
♣ K x x

"**What do you think about this hand?** (2♦/Pass.) This hand barely qualifies for a weak 2♦ bid. Your suit isn't great, but you do have three of the top five honors. You also have 6 high-card points. It's a judgment call. You don't have to open 2♦ if your hand falls within the range for a 2♦ opening. Some players would open 2♦ with this hand, some would choose to pass.

"**What might influence your decision?** (Vulnerability/position at the table.)

- *Vulnerability.* If you are vulnerable, you want to be more cautious. If you were doubled for penalties on this hand, you might take only three or four tricks if partner has no help. That could be a penalty of 1100 to 1400 points. Even if the opponents can make a slam, they have more to gain by doubling you if they are not vulnerable.
- *Position at the table.* Suppose you are in third position, and you are not vulnerable and the opponents are vulnerable. This isn't a bad hand to take a chance on opening 2♦. Since partner passed originally, it's very likely that your opponents can make at least a game, and perhaps a slam. Anything

you can do to disrupt their auction may get you a good result. When they are vulnerable and you are not, the opponents will be reluctant to double you. They would have to defeat you four tricks — for a penalty of 800 points — to compensate for the value of their game.

"So, the weak two-bid is another tool in your tool kit. You choose the appropriate moment to bring it out and use it.

"Change the South hand.
"In diamonds: take away the queen and two low cards.
"In clubs: add the ace, the ten and a low card.

NORTH	SOUTH
	Pass

SOUTH
♠ 10 x
♥ x x
♦ J 10 x
♣ A K 10 x x x

"**What would you do as dealer?** (Pass.) The hand has the appropriate requirements for a weak two-bid — a good six-card suit and 8 high-card points. But you can't open a weak two-bid in clubs. You have to pass and hope that you can show your club suit later. Your other choice is to open 3♣. With only a six-card suit, that's a dangerous action in first or second position. If you are not vulnerable in third position, you might risk an opening 3♣ bid and see what happens.

"Change the South hand.
"In hearts: add the jack and three low cards.
"In clubs: take away the ten and three low clubs.

NORTH	SOUTH
	Pass

SOUTH
♠ 10 x
♥ J x x x x x
♦ J 10 x
♣ A K

"**What do you bid as dealer?** (Pass.) You have a six-card suit and 9 high-card points, but your suit isn't very good. Avoid opening a weak two-bid with a poor suit and most of your strength outside of the suit. When you have a poor suit, there's too much risk that the opponents will be willing to defend for penalties. Also, the more strength you have outside your suit, the less likely that the opponents can make a game. Even a small penalty might be too much.

"Change the South hand.
"In hearts: take away two low cards and add the king and the ten.

NORTH	SOUTH
	1♥

SOUTH
♠ 10 x
♥ K J 10 x x x
♦ J 10 x
♣ A K

"**What do you open?** (1♥.) You have a good six-card suit, but the hand is too strong for a weak two-bid. Don't let the six-card suit steer you away from making your normal opening bid of 1♥.

"Change the South hand.
"In spades: add the king and a low card.
"In clubs: take away the ace and the king.

NORTH	SOUTH
	Pass

SOUTH
♠ K 10 x x
♥ K J 10 x x x
♦ J 10 x
♣ —

"**What do you bid if you have an opportunity to open the bidding?** (Pass/2♥.) The hand would appear to qualify for an opening bid of 2♥. You have a good suit and 8 high-card points.

"**What might dissuade you from opening 2♥?** (Spade suit; void.) As a general guideline, you should avoid opening a weak two-bid when you have a side four-card major suit or a void. Your weak two-bid may make the auction more difficult for the opponents, but it can also make the auction more difficult for your partner.

"When you open 2♥, partner is going to assume that you have a weak hand that is only worth something if hearts are trumps. When you have a side four-card major suit, there are other possibilities. Partner might have a singleton heart and four or five spades. Partner won't want to bid spades because that might get the partnership into more trouble. You could go down in a partscore in hearts when you could make something — perhaps a game — with spades as trumps."

Teachers — you might want to tell your advanced students that a more modern treatment of weak two-bids allows as a secondary suit, a weak four-card major.

"Also, a void is very powerful and makes it difficult for partner to estimate the playing strength of the combined hands. If partner has something like the ♣Q and two low clubs, partner will be expecting to lose two or three tricks in that suit opposite a normal weak two-bid. Partner won't expect that there are no club losers on this hand.

"So, the general guideline is to avoid opening a weak two-bid when you have a side four-card major suit or a void. It's only a guideline — you're

free to exercise your *judgment* on any hand — but don't be surprised if you get a poor result when you ignore this advice.

"There are other situations that require judgment.

"Change the South hand.
"In spades: add the queen.
"In hearts: take away the king, the jack, the ten and a low card.
"In diamonds: add a low card.
"In clubs: add two low cards.

WEST	NORTH	EAST	SOUTH
	Pass	Pass	2♠(?)

SOUTH
♠ K Q 10 x x
♥ x x
♦ J 10 x x
♣ x x

"**You are the dealer. What's your call?** (Pass.) You have a good suit, but you have only five cards in your suit. Opening a weak 2♠ bid would be quite risky in first or second position.

"**What if you were in third position and there were two passes to you?** (Maybe 2♠.) In third position, especially if you are not vulnerable, you have more latitude in opening the bidding. Just as you occasionally open light in third position, you can sometimes try opening a weak two-bid on a five-card suit. I'll not recommend that you do it too often, but it's likely to create a little action. Your alternative with this hand is to pass and leave the auction to the opponents. It all depends on how aggressive you want to be — or how much trouble you like to get into.

"**What if there were three passes to you?** (Pass.) You would rarely open a weak two-bid in fourth position. With a weak hand, passing and moving on to the next deal is best. Of course, there are always exceptions.

"Change the South hand.
"In spades: add the ace.
"In hearts: take away a low card.

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	2♠

SOUTH
♠ A K Q 10 x x
♥ x
♦ J 10 x x
♣ x x

"**You are in fourth position. What call do you make if the auction goes Pass–Pass–Pass to you?** (2♠.) You could pass the hand out, but this is the type of hand that you might open with a weak two-bid of 2♠ in fourth position. With only 10 high-card points, it's unlikely that your side can make a game, but with such a good suit, you can expect to make a partscore. The trouble with opening 1♠ is that it allows the opponents to come into the

auction more easily. They may find a fit and push you too high. By opening 2♠, you make it difficult for the opponents to come back into the auction. At the same time, you describe the hand nicely to partner. Partner will expect a fair hand, since you could have passed the hand out.

"Notice that this hand also satisfies the Rule of 15 for borderline hands in fourth position. 10 high-card points plus six spades gives you a total of 16 — suggesting that it's worthwhile to open the bidding.

"Change the South hand.
"In spades: take away the queen and add a low card.

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	Pass

SOUTH
♠ A K 10 x x x
♥ x
♦ J 10 x x
♣ x x

"**What call do you make in fourth position?** (Pass.) 8 high-card points plus six spades is 14. It falls a little short of the guideline. Not that you couldn't open 2♠ with this hand in fourth position. It's just likely that you will finish with a minus score when you could have passed the hand out. How about this hand in first, second or third position? (2♠.) It's an ideal hand for a weak two-bid."

Summary

"If the partnership agrees to use weak two-bids:

- An opening bid of 2♦, 2♥ or 2♠ shows a good six-card suit—usually three of the top five honors — and 5 to 10 high-card points.
- 2♣ is reserved for strong hands.
- Avoid opening a weak two-bid when you have a side four-card major suit or a void.
- Keep in mind the vulnerability and your position at the table:
- Be more cautious when you are vulnerable.
- In first or second position, stick closely to the guideline and have what partner expects.
- In third position, you can exercise your judgment, occasionally opening on a weak suit or even a good five-card suit.
- You rarely open a weak two-bid in fourth position. If you do, it shows a maximum weak two-bid — a hand where you expect to make your contract."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Opening a Weak Two-bid

Your side is non-vulnerable. What call would you make with each of the following hands in first or second position? What would you call with the same hands in third or fourth position?

1) ♠ 6 5
♥ A Q J 8 7 3
♦ J 9 4
♣ 8 3

_____

2) ♠ 5
♥ 7 6
♦ A J 10 8 7 4
♣ Q 9 6 3

_____

3) ♠ Q 8 7 6 5 2
♥ K J 8 3
♦ Q 9
♣ 2

_____

4) ♠ A K J 8 7 3
♥ 4
♦ K 9 4
♣ 8 6 2

_____

5) ♠ 10 7 6
♥ K Q J 9 3 2
♦ 8 5
♣ Q 7

_____

6) ♠ J 7
♥ 9 7 6
♦ 10 3
♣ K Q J 8 7 3

_____

Exercise One *Answer* — Opening a Weak Two-Bid

1) 1st/2nd/3rd: 2♥. Ideal weak two-bid.
4th: Pass. Doesn't qualify under the Rule of 15.

2) 1st/2nd/3rd: 2♦. Ideal weak two-bid.
Some players might open 3♦ in 3rd position.
4th: Pass. Doesn't qualify under the Rule of 15.

3) 1st/2nd: Pass. Suit isn't good enough and there's a four-card major.
3rd: Pass or 1♠ or 2♠. The danger of getting your side into trouble is reduced once partner is a passed hand. You might open a light 1♠ or an off-center weak 2♠.
4th: Pass. Doesn't qualify under the Rule of 15 and the spades are poor.

4) 1st/2nd/3rd: 1♠. 11 high-card points plus 2 for the six-card suit. Some might open 2♠ in third position.
4th: 2♠ or 1♠. 1♠ is acceptable, but a sound weak two-bid in fourth position more accurately describes this hand. After partner has passed, it's unlikely your side has game, and you can make it difficult for the opponents to compete.

5) 1st/2nd/3rd: 2♥. Ideal weak two-bid.
4th: Pass. Doesn't qualify under the Rule of 15.

6) 1st/2nd/3rd: Pass. Ideal for a weak two-bid, but you can't open a weak two-bid in clubs. You might consider 3♣, despite the six-card suit.
4th: Pass.

Effectiveness of the Weak Two-Bid

Introduction

"Now that you've seen what a weak two-bid looks like, let's see why it is an effective convention."

Instructions

"Leave the cards in the South hand but turn them face down for now. Construct a hand for the West player. Lay it out dummy style in front of West.

"In spades: the jack and two low cards.
"In hearts: the queen, the jack and three low cards.
"In diamonds: the king and a low card.
"In clubs: the ace, the jack and a low card.

WEST
♠ J x x
♥ Q J x x x
♦ K x
♣ A J x

WEST	NORTH	EAST	SOUTH
			2♠
?			

"**Suppose you are West. South is the dealer and passes. What will you do?** (1♥.) You have 12 high-card points plus 1 for the five-card suit, enough to open the bidding 1♥. Easy enough. You've started to describe your hand to partner, and you'll see where the bidding takes you from there.

"**Now let's suppose that your opponent South, instead of quietly passing, opens with 2♠. Do you know what this shows?** (Yes.) South has a weak hand and a six-card spade suit."

For basic students, you might need to point out that the opponents must let you know what type of two-bids they are playing. You can check their convention card, or you can ask.

"**Does South's bid affect you?** (Yes.)

"**What are your options?** (Pass/Double/3♥.) When South opens the bidding, you have three choices. If you want to come into the bidding, you can overcall or you can make a takeout double. You also can pass.

"**What's the problem with making an overcall with this hand?** (At the three level.) To show your heart suit, you would have to bid 3♥. That's a very uncomfortable level. While it's reasonable to open the bidding 1♥, contracting for seven tricks, it's very risky to overcall at the three level, contracting for nine tricks with the same 13 points. A three-level overcall should be based on a good six-card or longer suit and better than a minimum hand.

"Notice also that you are poorly placed to step into the middle of the auction. You know nothing about your partner's hand. North, however, has a good description of South's hand. North is in a good position to double you for penalties if you step out of line.

"**What about making a takeout double?** (Poor support for diamonds and clubs.) A takeout double shows support for all of the unbid suits. You have good support for hearts and some support for clubs, but what if partner chooses 3♦? You may be in a 4–2 fit at the three level."

If some students suggest bidding 3♥ if partner responds 3♦ to a takeout double, you should point out that this shows a much stronger hand — a hand too strong to overcall 3♥.

"Essentially, you are stuck. South's 2♠ opening bid gives you no safe choice except pass. Anything else is very risky. You can see how even a mini pre-emptive opening bid, such as 2♠, can have a major effect on the auction.

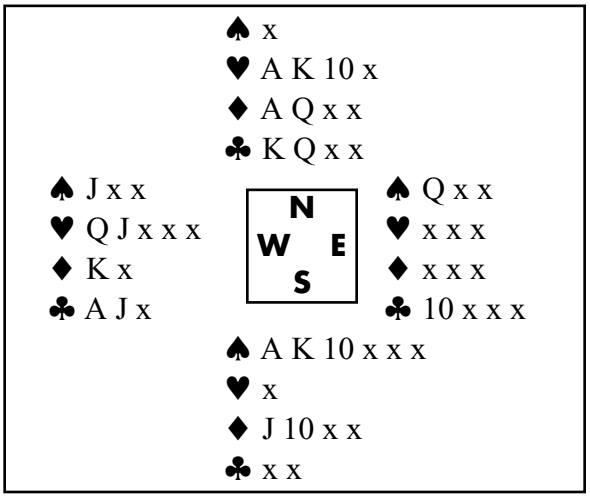
"To see how dangerous a bid by West might be, leave the West hand as it is, turn the South hand face up and construct a hand in front of North.

"In spades: a low card.
"In hearts: the ace, the king, the ten and a low card.
"In diamonds: the ace, the queen and two low cards.
"In clubs: the king, the queen and two low cards.

NORTH
♠ x
♥ A K 10 x
♦ A Q x x
♣ K Q x x

WEST	NORTH	EAST	SOUTH
			2♠
3♥	Double		

"Put the remaining cards face up in front of East."



You will probably have to check that every table has the four hands laid out correctly. You may want to recap the cards in each hand.

"**If this is the full hand, what might happen if South opens 2♠ and West overcalls 3♥?** (North might double.) North might double a 3♥ overcall. The defenders will defeat the contract at least four tricks. The penalty would be greater than any score North–South would get if left to their own devices.

"**Would West do any better by making a takeout double?** (No.) East would probably bid 3♣, and that is even worse than 3♥. Whatever East–West do at this point, North is likely to double and extract a sizeable penalty.

"So, West's safest option is to pass. The auction isn't over yet, and East might hold a better hand and come into the auction.

"Turn the West and South hands face down. Pick up the North cards and change the East hand.

"In spades: take away a low card.
"In hearts: take away two low cards and add the king and the ten.
"In diamonds: take away a low card and add the ace.
"In clubs: add the king.

WEST	NORTH	EAST	SOUTH
			2♠
Pass	Pass	Pass	

EAST
♠ Q x
♥ K 10 x
♦ A x x
♣ K 10 x x x

"Put the rest of the cards face down in front of North.

"**If you had an opportunity to open the bidding with the East hand, what would you do?** (1♣.) With 12 high-card points plus 1 length point for the five-card suit, you have enough to open the bidding 1♣.

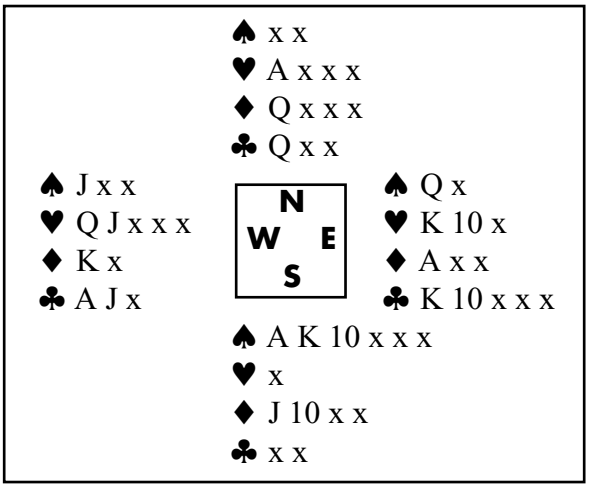
"**Of course, your opponents aren't going to give you the opportunity to open 1♣. On this hand, South opens the bidding 2♠ and your partner, West, passes. So does North. What do you bid now?** (Pass/Double/3♣.) You have the same options as your partner. You can pass, make a takeout double or overcall.

"**What's the problem with a takeout double?** (Three-card support for hearts and diamonds.) You have only so-so support for both hearts and diamonds. If partner picks hearts, for example, you may be in a 4–3 fit at the three level — and after South's 2♠ opening bid, it's more than likely that the hearts are breaking badly.

"**What about overcalling 3♣?** (Dangerous.) With only a five-card suit — and not a very good one at that — it would be very dangerous to introduce it at the three level. In addition, your ♠Q is of dubious value once South opens 2♠. As you've just seen, even though South has a weak hand, North could still have a strong hand.

"**So, what are you likely to do with this hand?** (Pass.) Passing seems like the best option. Let's see how this works out.

"Turn all four hands face up, dummy style. The remaining cards will be the North hand.



"**South is the dealer. What does South bid?** (2♠.) South starts with a weak 2♠ bid. As we've just discussed, West probably passes. North will pass — we'll talk more about responding to a weak two-bid in a moment — and East will probably pass.

"**What's going to happen to South in the 2♠ contract?** (Eight tricks.) South will probably finish with eight tricks and make the contract. With spades breaking 3–2, South will probably lose one spade trick, two diamond tricks and two club tricks. South makes 2♠.

"**On the other hand, what would have happened if South had passed originally?** (East–West get to game.) West would open the bidding 1♥, and East would respond 2♣. East has enough strength to take the partnership to the game level in hearts, but an immediate raise would show four-card or longer support. Even if South now comes in with an overcall of 2♠, it's too late. East knows the partnership has an eight-card heart fit and enough combined strength for game. East will get the partnership to 4♥.

"**How would East–West fare in a contract of 4♥?** (Nine/ten tricks.) West might make that contract. West has three spade losers, but the third loser can be ruffed in dummy or eventually discarded on the club suit. If the defenders lead spades, the ♠J will become a trick. There's a sure heart loser and there's a potential club loser. West will probably have to guess which defender holds the ♣Q in order to make the contract. Not a bad 4♥ contract. Without the 2♠ opening bid, North might even lead a club on opening lead, taking away the guess. If South does overcall 2♠, declarer is most likely to play North for the ♣Q — since South has long spades and didn't open the bidding."

The last point above might be lost on inexperienced players.

"**So, is South's 2♠ bid a success?** (Yes.) South will make 2♠ when the opponents have a reasonable chance of making game in hearts. Even if East–West were to go down in 4♥, the penalty would be less than the score North–South receives for making 2♠."

Summary

"You can see how the weak two-bid might be effective. It takes up just enough bidding room to make the auction difficult for the opponents. They have to start making decisions at the two or three level."

Responding to a Weak Two-Bid

Introduction

"By its nature, the weak two-bid is primarily a defensive type of opening bid. It's designed to make the auction awkward for the opponents, but it also gives responder a good description of opener's hand. Let's see how responder handles the auction."

Instructions

"Pick up the cards in the East and West hands and sort them back into suits. Leave the North–South hands face-up on the table.

NORTH		SOUTH
♠ x x	NORTH	SOUTH
♥ A x x x		2♠
♦ Q x x x	Pass	
♣ Q x x		

SOUTH
♠ A K 10 x x x
♥ x
♦ J 10 x x
♣ x x

"**What is South's opening bid?** (2♠.)

"**Assuming West passes, what does North do?** (Pass.) South is showing a hand with less than the values for an opening bid. That means that responder is not interested in a game contract unless responder has more than an opening bid. Also, opener is suggesting that spades should be trumps. North usually should accept this, unless there is clearly a better spot. What this means is that responder will usually pass a weak two-bid with an average hand and no particularly good fit. Responder will simply be hoping that there's enough combined strength to make the contract or that it won't be defeated too badly.

"Even with an opening bid or more, responder needs to be careful.

"Change the North hand.
"In hearts: take away two low cards and add the king and the queen.

NORTH		SOUTH
♠ x x	NORTH	SOUTH
♥ A K Q x		2♠
♦ Q x x x	Pass	
♣ Q x x		

SOUTH
♠ A K 10 x x x
♥ x
♦ J 10 x x
♣ x x

"**Now North has an opening bid, 13 points. What should North bid when South opens 2♠?** (Pass.) If you look at the combined hands, you can see that even a contract of 2♠ is in danger. There are four top losers — the ♦A K and ♣A K — and a likely trump loser. If the trumps break badly or the defenders manage to get a diamond ruff, the contract could be defeated. North should pass and hope for the best.

"Change the North hand.
"In spades: take away a low card.
"In hearts: take away the ace and add the jack.
"In diamonds: take away a low card and add the king.
"In clubs: add the king.

"Change the South hand.
"In hearts: add a low card.
"In diamonds: take away the jack.

NORTH
♠ x
♥ K Q J x
♦ K Q x x
♣ K Q x x

NORTH	SOUTH
	2♠
Pass	

SOUTH
♠ A K 10 x x x
♥ x x
♦ 10 x x
♣ x x

"**Now North has 16 high-card points. What should North bid when South opens 2♠?** (Pass.) North should pass. Looking at the combined hands, 2♠ is the partnership's best spot. There are three aces to lose, and even if the trump suit behaves favorably, there is at least one loser in that suit. If the trumps break unfavorably, even 2♠ may be difficult to make."

Some participants may suggest bidding notrump with the North hand. Since South has spades *stopped*, they see no disadvantage to playing in notrump. They fail to see that there is no source of tricks. If there is a common sentiment for bidding, you might say something like this:

"Even a notrump contract is likely to fare badly for North–South when there is no good fit. If South's spades can be established, it is unlikely that there will be an outside entry to reach them. If they can't be established, North will have to produce enough tricks, and unless the defenders are careless, it's unlikely that North can come to more than six or seven tricks. In fact, you'll see in a moment that a 2NT response is used for something other than an attempt to play in notrump. On misfitting hands, it's best to leave well enough alone."

If the participants are still not convinced, have them randomly deal out the remaining cards to East–West and play the hand. Good defense is likely to defeat 3NT in almost every layout. The defenders may have to be careful not to waste their aces on "thin air" but use them to capture North's high cards.

"**Why would it be a good idea for North to pass without much consideration?** (Opponents may come in.) While North is not overly enamored with the 2♠ contract, there's always the possibility that the opponents may wander into the auction. North can double for penalty.

"These combined hands illustrate why it is important that the weak two-bid opener should stick fairly closely to the guidelines. If responder knows that opener has a good suit but not much outside, it's a lot easier for responder to pass with a hand like this. If responder thinks that opener might have a

side four-card heart suit, and perhaps an ace or two outside the spade suit, it's much more tempting to bid. By keeping the weak two-bid fairly disciplined — at least in first and second positions — it's easier for responder to judge what to do.

"Since points alone are not a good guideline for when to bid after partner opens a weak two-bid, how does responder judge what to do? The best approach is for responder to picture the type of hand opener typically has for the weak two-bid and then decide how well the hands fit together. Try to think about the number of tricks your side can take, or the number of losers there are likely to be.

"To see this, turn the South cards facedown and focus on the North hand.

NORTH
♠ x
♥ K Q J x
♦ K Q x x
♣ K Q x x

NORTH	SOUTH
	2♠
?	

"**If South opens the bidding 2♠, what sort of hand do you visualize for opener?** (Good spade suit.) You would expect opener to have a good six-card spade suit, something like ♠A Q J x x x, ♠K Q J x x x, or ♠A J 10 x x x. You don't expect partner to have much outside the spade suit.

"**If that's the case, how many tricks would you expect South to lose in a spade contract opposite this hand?** (Four or five.) You can visualize that partner will have to lose three aces and one or two trump tricks. 4♠ is unlikely to be a good contract.

"Change the North hand.
"In spades: add the queen and a low card.
"In hearts: take away the queen and add the ace.
"In diamonds: take away the king and the queen.

NORTH
♠ Q x x
♥ A K J x
♦ x x
♣ K Q x x

NORTH	SOUTH
	2♠
4♠	

"**Now North is down to 15 high-card points, but what should North bid when South opens 2♠?** (4♠.) You can start to envision that 4♠ might make opposite this hand. If partner can bring home the spade suit for no losers, there may be only two losers in diamonds and one in clubs. Even if partner's spades are ♠ A J 10 x x x, the contract is at worst on a finesse for the ♠K.

"Turn up the South cards and see how you would fare.

NORTH
♠ Q x x
♥ A K J x
♦ x x
♣ K Q x x

NORTH	SOUTH
	2♠
4♠	

SOUTH
♠ A K 10 x x x
♥ x x
♦ 10 x x
♣ x x

"As you may have pictured, 4♠ is a good contract. If trumps don't behave too badly, declarer has only three diamond losers and a club loser. There are a number of ways to get rid of the third diamond loser — ruff it in dummy, discard it on an extra club winner in dummy, if West has the ♣A, or take the heart finesse. Even if South's ♠K were the ♠J, the contract would have a chance. You'd need the spade finesse. Of course, if South didn't have the ♠A, the contract might have no chance, but then South wouldn't have a very good weak two-bid. Besides, South might have something like the ♦K instead, and 4♠ might still make.

"A good fit and distribution are critical to evaluating whether to bid game opposite a weak two-bid.

"Make the North hand weaker still, but improve the distribution. First turn the South cards face down, so that you have to visualize opener's hand.

"In diamonds: take away a low card.
"In clubs: take away the king and the queen and add three low cards.

NORTH
♠ Q x x
♥ A K J x
♦ x
♣ x x x x x

NORTH	SOUTH
	2♠
4♠	

"**What do you bid when South opens 2♠?** (4♠.) There are only 10 high-card points, but it wouldn't be unreasonable to take a shot at 4♠. With five clubs, you can visualize that partner might be short in that suit. Also, if partner has length in diamonds, partner can probably ruff a couple of diamonds in the dummy. Turn up the combined hands and let's see how 4♠ would fare.

NORTH
♠ Q x x
♥ A K J x
♦ x
♣ x x x x x

NORTH	SOUTH
	2♠
4♠	

SOUTH
♠ A K 10 x x x
♥ x x
♦ 10 x x
♣ x x

"4♠ isn't a secure contract, but it has a chance. South might get away with one diamond loser and two club losers. Of course, there's lots that could go wrong, but you can see the general idea. It's not so much the high-card points that responder holds, as where they are located and how well the hands fit together. Aces and kings in the side suits will usually be more effective than queens and jacks. Shortness in a side suit will usually be valuable,

especially if responder has a good fit for opener's suit.

"While responder will want to raise to game when the partnership has a good chance of making the contract, there may be other times that responder may raise to the game level. Turn the South hand face down again and change the North hand.

"In spades: add a low card.
"In hearts: take away the ace and the jack and add a low card.

NORTH
♠ Q x x x
♥ K x x
♦ x
♣ x x x x x

NORTH	SOUTH
	2♠
4♠	

"**Your partner, South, again opens 2♠. With only 5 high-card points, can you expect a contract of 4♠ to make?** (No.) Unless you get really lucky, you can't expect partner to take 10 tricks opposite this hand.

"**Why should you raise to 4♠ anyway?** (Preemptive.) There are two reasons for jumping to game over partner's weak two-bid. One is because you expect to make the contract. The second is because you expect that the opponents can make a contract, and that whatever penalty your side suffers is likely to be less than the value of the opponents' contract.

"Turn up the South cards.

NORTH
♠ Q x x x
♥ K x x
♦ x
♣ x x x x x

NORTH	SOUTH
	2♠
4♠	

SOUTH
♠ A K 10 x x x
♥ x x
♦ 10 x x
♣ x x

"**Can you make 4♠?** (No.) South has to lose at least one heart trick, one diamond trick and two club tricks. South may have to lose two heart tricks if the ♥A is unfavorably placed.

"**Although you can't make 4♠, what can the opponents make?** (4♥ or more.) The opponents can probably take at least 11 tricks in a heart contract. They have at most one spade loser — since they have only three spades between them. They have at most one heart loser, and they can probably avoid that if East has the ♥A. They have all the high cards in diamonds and clubs. They could make a slam or even a grand slam if one of them is void in spades."

If the students are having any difficulty with this, have them randomly deal the East–West cards and decide what East–West can make. East–West can make a slam more often than not. With a more experienced group, you might bring up the following point.

"**Suppose your side is vulnerable and the opponents are not. Should North still jump to 4♠?** (Yes.) At worst, South is likely to be defeated two

tricks doubled for a penalty of 500 points. If that's the case, East holds the ♥A, and East–West can make a slam. If West holds the ♥A, East–West can only make a game, but now declarer will go down only one trick, for a penalty of 200 points if doubled. That's still better than letting East–West play in a comfortable game contract. Don't be deterred by the vulnerability when you have an excellent fit and good distribution."

Some students may wonder why you don't pass 2♠ with the North hand and hope to buy the contract. If East–West bid, you can always bid 4♠ later.

"With so little defense, North should bid 4♠ right away, before the opponents have an opportunity to exchange information. North should jump to 4♠, even if West doubles or overcalls over 2♠. You want to take away as much bidding room as possible from the opponents, before they have a chance to settle on their best contract. You are hoping that they will misjudge the situation. They might double for penalty and get less than the value of their game contract. They might stop in 5♥ when they can make a slam, or they might bid 6♥ and go down. By jumping to 4♠, you make them guess what to do."

If any students suggest jumping to 5♠ with the North hand, especially if they aren't vulnerable, you could congratulate them. They truly understand the importance of immediate preemptive action.

"Turn the North cards face down for a moment and look at only the South hand. Suppose you open 2♠ with the South hand, West bids 3♥ and your partner jumps to 4♠. East now bids 5♥. If you are not vulnerable, what do you do at this point? (Pass.) It's very important to understand that you should pass at this point! Partner knows all about your hand. You know nothing about partner's hand. That makes partner the captain. Partner might indeed have a weak hand. In that case, it will be up to partner to decide whether to bid more over 5♥. Partner might not want to push the opponents into a slam. Or, partner could have a strong hand and be expecting to make 4♠. Partner might be itching to double the opponents in 5♥. Once you've made your preemptive opening bid, you shouldn't bid again unless partner makes a forcing bid.

"What bids by responder are forcing? Many partnerships have the agreement that a raise is the only non-forcing bid — RONF is an acronym used for this. You have to be careful interpreting this. What it really means is that a new suit and 2NT are forcing bids in response to a weak two-bid. A raise to the three level or higher isn't forcing, and opener is expected to pass. But a jump to 3NT or game in another suit also is not forcing. It is to play. So RONF may be a bit misleading.

"Let's look at some other bids responder can make, other than passing or raising opener's suit to the game level.

"Change the North hand.
"In spades: add the ace and the king.
"In diamonds: add the king.
"In clubs: take away three low cards.

"Change the South hand.
"In spades: take away the ace, the king and a low card.
"In diamonds: add the ace, the queen and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A K Q x x x		2♦	♠ 10 x x
♥ K x x	2♠	3♠	♥ x x
♦ K x	4♠		♦ A Q 10 x x x
♣ x x			♣ x x

"**What would be South's opening bid?** (2♦.) A good six-card suit and 6 high-card points are enough to open the bidding 2♦.

"**Assuming West passes, what does North respond?** (2♠.) A new suit by responder below the level of game is forcing, so North can bid 2♠.

"**What would South bid next?** (3♠.) South has already shown a six-card diamond suit. North's 2♠ bid is forcing and shows five or more spades. South can show support for spades by raising to the three level. Now it's up to North.

"**What will North do?** (4♠/Pass.) It's a close decision, but North, having found a fit in spades and having a fit with partner's diamond suit, will probably continue to game.

"**Is 4♠ a good contract?** (Yes.) 4♠ may not make if East has the ♥A and West gets the lead, but it's a good contract. Unless spades break 4–0, at worst it's 50%. If East leads anything except a club, it's almost certain to make.

"Change the South hand.
"In spades: take away two low cards.
"In clubs: add two low cards.

NORTH	NORTH	SOUTH	SOUTH
♠ A K Q x x x		2♦	♠ 10
♥ K x x	2♠	3♦	♥ x x
♦ K x	Pass		♦ A Q 10 x x x
♣ x x			♣ x x x x

"**How would the auction go this time, with South as the dealer?** (2♦–2♠–3♦–Pass.) South would still open with a weak 2♦, and North would make a forcing response of 2♠. Without support for North's suit and with a minimum hand for the weak two-bid, South would go back to 3♦. Now North will probably pass and settle for partscore in diamonds. 3♦ is a reasonable contract and should make. Game in spades is not a good spot. It might make, but it would require a lucky lie in the heart suit, a 3–3 division in the spade suit and probably a favorable diamond division.

"Without a fit for North's suit but with a maximum weak two-bid, South could do something other than rebid the original suit. On this hand, for ex-

ample, if South held the ♣K, South might bid 3♣ over the 2♠ response, showing something in clubs and more than a minimum.

"Change the North hand.
"In spades: add a low card.
"In hearts: take away two low cards and add the queen.

NORTH
♠ A K Q x x x x
♥ K Q
♦ K x
♣ x x

NORTH	SOUTH
	2♦
4♠	Pass

SOUTH
♠ 10
♥ x x
♦ A Q 10 x x x
♣ x x x x

"**How might the auction go with these two hands?** (2♦–4♠–Pass.) South starts with 2♦ and now it's up to North. North doesn't really need any support in the spade suit. North can visualize making a game in spades with as little as the ♦A in the South hand — seven spade tricks, a heart trick and two diamond tricks. North should simply jump to 4♠. If North jumps to a game contract, South has nothing further to say. South has already described the hand, and North isn't asking for any further information. South must respect North's captaincy.

"Change the North hand.
"In spades: take away the king and two low cards.
"In hearts: add a low card.
"In diamonds: add a low card.
"In clubs: add the king.

NORTH
♠ A Q x x
♥ K Q x
♦ K x x
♣ K x x

NORTH	SOUTH
	2♦
3NT	Pass

SOUTH
♠ 10
♥ x x
♦ A Q 10 x x x
♣ x x x x

"**What would North bid with this hand if South opened 2♦?** (3NT.) North can visualize taking six diamond tricks opposite a good six-card suit in the South hand. Combined with the other high cards, the partnership should have a reasonable play for 3NT. North should jump to 3NT, and South should pass, respecting partner's decision. 3NT is a good contract. If East leads a spade, it is almost sure to make. If East leads anything else, North still has a good chance for nine tricks. 5♦ might make, but 3NT should be easier.

"Change the North hand.
"In spades: take away the ace.
"In hearts: take away the king and add a low card.
"In clubs: add a low card.

NORTH	NORTH	SOUTH
♠ Q x x		2♦
♥ Q x x	3♦	Pass
♦ K x x		
♣ K x x x		

SOUTH
♠ 10
♥ x x
♦ A Q 10 x x x
♣ x x x x

"**How would North handle this hand after a 2♦ opening by South?** (Pass/3♦.) With 10 high-card points, North could simply pass and hope South makes 2♦. East–West have at least half the high cards or more and are likely to compete. They probably have a fit in at least one major suit, if not both. To make it more difficult for them, North can raise to 3♦. East might have been willing to come in at the two level, but may not be so eager to come in at the three level. Also, if the opponents do come into the auction, they now have less room to maneuver. They may bid too much or too little.

"**If North does raise to 3♦ and East enters the auction, perhaps with an overcall of 3♠, what should South do?** (Pass.) North's raise is not forcing and it's not even invitational. North is the captain, and it is generally up to North to decide how high to compete. By raising to 3♦, North may be laying a trap for East–West, hoping they will come into the auction and be defeated. By bidding, South takes away one of North's options."

Summary

"After a weak two-bid:

- The partnership usually plays a response structure termed RONF — Raise is the Only Non-Force. On the surface, this implies that the only non-forcing bids by responder are a raise of opener's suit. In practice, it's a little more complex. A jump to game by responder is also not forcing. It's a sign-off and opener is expected to pass. Also, a raise isn't just non-forcing. It's not invitational. Opener is expected to pass, since responder is the captain. Responder could have either a strong hand or a weak hand when raising opener's suit. The opponents should be guessing what to do, not opener.
- A new suit by responder below the game level is forcing. With a fit — usually three-card support but perhaps a doubleton honor — responder should raise. Without a fit, responder rebids the original suit with a minimum and bids something else — a new suit or notrump — with a maximum.

"A response of 2NT is forcing also, and we'll deal with that next."

The 2NT Response

Introduction

"There are times when responder needs more information from opener to determine the best contract. Responder may need to know whether opener has a minimum or a maximum for the weak two-bid, or whether opener has some additional feature in the hand. Most partnerships use a 2NT response as an artificial bid, asking for a further description of the weak two-bid.

"In response to the artificial 2NT bid, opener simply rebids the suit with a minimum of 5 to 8 points. With a maximum for the weak two-bid — 9 to 11 points — opener bids another suit to show a feature — usually an ace or a king. With no outside feature, opener can rebid 3NT to show a maximum.

"Let's see how this works."

Instructions

"Change the North hand.
"In spades: add the ace.
"In hearts: add the king.
"In diamonds: take away a low card and add the jack.
"In clubs: take away the king and a low card.

NORTH
♠ A Q x x
♥ K Q x x
♦ K J x
♣ x x

NORTH	SOUTH
	2♦
2NT	3♦
Pass	

SOUTH
♠ 10
♥ x x
♦ A Q 10 x x x
♣ x x x x

"**When South opens 2♦, North could pass and play in partscore, but has enough strength to be interested in a game. To get more information, what does North respond?** (2NT.) The 2NT response is artificial and forcing, asking for a further description of the South hand.

"**What would South bid with this hand?** (3♦.) With only 6 high-card points, South has a minimum-strength hand for the weak two-bid. South shows this by rebidding 3♦.

"**What does North bid now?** (Pass.) North has shown some interest, but with nothing extra in the South hand, North settles for partscore.

"Change the North hand.

"In hearts: take away the king and add the ace.
"In diamonds: take away the jack.
"In clubs: add a low card.

"Change the South hand.
"In clubs: take away a low card and add the king.

NORTH
♠ A Q x x
♥ A Q x x
♦ K x
♣ x x x

NORTH	SOUTH
	2♦
2NT	3♣
3NT	Pass

SOUTH
♠ 10
♥ x x
♦ A Q 10 x x x
♣ K x x x

"**How would the auction proceed?** (2♦–2NT–3♣–3NT–Pass.) South starts with 2♦, and North bids 2NT to inquire about South's weak two-bid. With a maximum, South bids 3♣, showing a feature outside the diamond suit. Now North would probably try for the nine-trick contract of 3NT. North is no longer worried that the defenders can immediately take enough club tricks to defeat the contract."

With an experienced class, you can discuss the term feature. Some partnerships treat an outside ace or king as a feature; other partnerships show any potential stopper in this situation such as Q–J–x, Q–10–x or J–10-x–x.

"Change the North hand.
"In diamonds: take away the king and add a low card.
"In clubs: take away a low card and add the ace.

"Change the South hand.
"In spades: add a low card.
"In diamonds: take away a low card and add the king.
"In clubs: take away the king.

NORTH
♠ A Q x x
♥ A Q x x
♦ x x
♣ A x x

NORTH	SOUTH
	2♦
2NT	3NT
Pass	

SOUTH
♠ 10 x
♥ x x
♦ A K Q 10 x x
♣ x x x

"**What would happen with these two hands, starting with South?** (2♦–2NT–3NT–Pass.) With 9 high-card points and a good suit, South opens 2♦. North has 16 high-card points and is interested in game if South has a maximum, so North asks with 2NT. With a maximum-strength weak two-bid but no outside feature, South bids 3NT, and that is where the contract rests. North–South should have no trouble taking nine tricks if diamonds behave nicely."

Summary

"A 2NT response to a weak two-bid is artificial and forcing. It asks for a further description of opener's hand:

- With a minimum hand of 5 to 8 points, opener rebids the suit at the three level.
- With a maximum hand of 9 to 11 points, opener rebids a new suit to show a feature — such as an ace or a king — or rebids 3NT with no outside feature."

➥ "Let's do Exercises 2, 3 & 4 in the student text to review what we have just discussed."

Exercise Two — Responding to a Weak Two-bid

Your side is non-vulnerable. Partner opens the bidding 2♦, and the next player passes. What do you respond with the following hands?

1) ♠ K J 9 7 4
♥ K Q 8 3
♦ 6 4
♣ K J

_____

2) ♠ A K J 8 4 2
♥ 10 2
♦ Q 3
♣ A Q 7

_____

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

_____

4) ♠ A K 6
♥ 9 6 4
♦ Q 8 3
♣ K J 5 4

_____

5) ♠ J 7 4
♥ Q 2
♦ Q J 2
♣ Q 10 7 5 2

_____

6) ♠ 3
♥ 10 8 7 6 4
♦ K 9 7 3
♣ K 6 3

_____

Exercise Two *Answer* — Responding to a Weak Two-Bid

1) Pass. Game is unlikely, and bidding may get your side into trouble.
2) 2♠. This is forcing. A spade game is reasonable if partner has a fit; if not, there may be game in notrump or diamonds.
3) 3NT. You should be able to take nine tricks.
4) 2NT. This is artificial (conventional) and forcing.
5) 3♦. The hand probably belongs to the opponents, but raising to the three level will make it more difficult for them to enter the auction.
6) 5♦. This is preemptive. You have little defense outside of diamonds.

Exercise Three — More Responses to a Weak Two-bid

Both sides are vulnerable. Partner opens the bidding 2♠, and the next player passes. What do you respond with the following hands?

1) ♠ Q 10 7 2
♥ 9 3
♦ K 10 7 5 2
♣ 6 3

_____

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

_____

3) ♠ Q 8
♥ A Q J 2
♦ 9 5 3
♣ K Q 6 2

_____

4) ♠ J 5
♥ Q 9 3
♦ K 6 5 3
♣ A Q 8 4

_____

5) ♠ Q 6 2
♥ 9 8 2
♦ K Q 8 5
♣ Q 9 2

_____

6) ♠ 7
♥ A K J 8 3
♦ A K 9 6 3
♣ K 6

_____

Exercise Three *Answer*— More Responses to a Weak Two-bid

1) 4♠. Raise to game as quickly as possible to try to keep the opponents from their best contract. It's likely they can make at least a game if not a slam.

2) 4♥. This tells partner you want to play game in hearts and aren't interested in spades. Partner is expected to pass.

3) 2NT. Game is possible if partner has a maximum. If not, you can stop in 3♠.

4) Pass. Game is unlikely for your side, and you have good defense if the opponents come into the auction. Hopefully, you have enough for partner to make the 2♠ contract.

5) 3♠. The opponents should be able to make something, and your raise may make it more difficult for them to find their best spot. A jump to 4♠ could be too much if the opponents choose to double for penalty.

6) 3♥. This is forcing. You may make game in hearts, if partner has a heart fit, or game in diamonds or notrump without a heart fit. Even 4♠ may make if partner has a very good spade suit.

Exercise Four — Opener's Rebid

As West, what do you rebid with each of the following hands after the auction starts:

WEST	NORTH	EAST	SOUTH
2♥	Pass	2NT	Pass
?			

1) ♠ J 3
♥ K Q 10 8 7 5
♦ 8 4
♣ 10 8 3

_____

2) ♠ J
♥ K J 10 9 6 5
♦ 9 7 3
♣ A 10 4

_____

3) ♠ 7 3
♥ A K Q 9 7 5
♦ J 9 4
♣ 8 2

_____

Exercise Four *Answer*— Opener's Rebid

1) 3♥. Partner's 2NT is forcing, and the rebid of your suit shows a minimum-strength weak two-bid.

2) 3♣. This shows a feature in clubs and more than a minimum for the weak two-bid.

3) 3NT. This shows a maximum weak two-bid with no side feature.

Handling Interference

Introduction

"Since the weak two-bid doesn't promise much strength, the opponents will come into the auction frequently. If the weak two-bid is doubled for takeout, all responder's choices remain the same. A new suit is still forcing, and 2NT asks for a further description of opener's hand. Responder also can redouble, if interested in doubling the opponents for penalties.

"If there is an overcall, responder can make the normal response, if there is room available. Responder also has the option of doubling for penalties or cuebidding the opponent's suit to show interest in going beyond game.

"Let's see how all of this works."

Instructions

"Change the North hand.
"In spades: take away the ace and the queen and add the jack.
"In hearts: take away the queen and add a low card.
"In diamonds: take away a low card.
"In clubs: add two low cards.

"Change the South hand.
"In hearts: add the king, the queen, the jack and a low card.
"In diamonds: take away the ace, the queen and a low card.
"In clubs: take away a low card.

.

NORTH
♠ J x x
♥ A x x x
♦ x
♣ A x x x x

WEST	NORTH	EAST	SOUTH
			2♥
2♠	4♥		

SOUTH
♠ 10 x
♥ K Q J x x x
♦ K 10 x
♣ x x

"Turn the South hand face down for the moment.

"**Suppose you hold the North hand and you hear partner, South, open the bidding 2♥. Before you can bid anything, West overcalls 2♠. What do you bid now?** (3♥/4♥/Pass.) Visualize partner's hand. Partner has a good heart suit and not much strength outside of hearts. You probably can take six heart tricks and the ♣A. If partner has some length in diamonds, partner can probably ruff one or two diamonds in dummy. Partner should be able to take eight or nine tricks in a heart contract.

"**What about the opponents in a spade contract?** (Ten or more tricks.) It's

unlikely that partner has much in spades, so your side won't get any tricks in that suit. You have four hearts and partner has six, leaving three for the opponents. If the opponents' hearts divide 2–1, you'll get a heart trick. If they divide 3–0, you won't get any heart tricks. You should get a trick with the ♣A, but you won't get any more tricks unless partner comes up with something. It's quite likely the opponents can make game in spades.

"Your best bid at this point, therefore, is probably a jump to 4♥. You don't expect to go down too badly, even if the opponents double. If they do double, the penalty is likely to be less than the value of the game they can make. They may not even double the 4♥ contract, being afraid that you have a stronger hand. If they bid, they may misjudge the situation and get too high. At worst, they'll reach their normal contract of 4♠, and you will have lost nothing."

With an experienced class, you could discuss other options, such as a tactical underbid of 3♥ — hoping the opponents will stop in 3♠ — or an immediate jump to 5♥ — hoping the opponents will misjudge what to do. For a basic class, stick with the normal action.

"Let's see what happens if you jump to 4♥ and East chooses to double that contract, rather than bid 4♠. Turn the South hand face up.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ J x x				2♥	♠ 10 x
♥ A x x x	2♠	4♥	Double	Pass	♥ K Q J x x x
♦ x	Pass	Pass			♦ K 10 x
♣ A x x x x					♣ x x

"**How will partner fare in 4♥ doubled?** (Down one.) Partner will lose two spades, one diamond and one club. Partner's other diamond losers can be ruffed in dummy if necessary. Down one doubled.

"**Is that a bad result?** (No.) Look at the tricks you are likely to take against a spade contract. You have at most one heart trick. You have a club trick for sure and maybe a trick with partner's ♦K. East–West should have no difficulty making 4♠."

If the class has difficulty visualizing the East–West possibilities, have the students randomly divide the remaining cards between East and West to see what East and West can make.

"Your jump to 4♥ makes the auction much more difficult for East–West to judge exactly what to do. If East bids 4♠, rather than doubling, West might decide to bid more. If the opponents get to the five level, they could go down. Such is the nature of preemptive bids — it makes the auction quite exciting, and the results can be unpredictable.

"**Would it make any difference if West had doubled 2♥ instead of overcalling 2♠?** (No.) North should jump to 4♥, hoping the opponents will guess incorrectly about what to do.

"Change the North hand.
"In hearts: take away a low card.
"In diamonds: add the queen.
"In clubs: take away a low card and add the king.

NORTH
♠ J x x
♥ A x x
♦ Q x
♣ A K x x x

WEST	NORTH	EAST	SOUTH
			2♥
2♠	2NT	Pass	3♦
Pass	4♥		

SOUTH
♠ 10 x
♥ K Q J x x x
♦ K 10 x
♣ x x

"**South is the dealer and opens 2♥. West overcalls 2♠. What does North do?** (2NT/3♥/3♣/4♥.) North has a number of options. North could simply raise to 3♥ and give up on the possibility of game. North could jump to 4♥ and hope the partnership can make game or that any penalty for being defeated is less than the value of the opponents' contract. Or North can take a more middle-of-the road approach and bid 2NT, asking for a further description of partner's hand.

"**If North does bid 2NT, what will South say?** (3♦.) With a maximum, South will show a diamond feature. This will probably encourage North to take the partnership to game. If South had shown a minimum, North would settle for 3♥. The partnership also might get to game if North were to bid 3♣, forcing, over the 2♠ overcall. South doesn't have support for clubs, but with a maximum hand can bid 3♦, showing a feature. North could put the partnership in 4♥.

"In competitive auctions, it's difficult to be very accurate in the bidding. You have to do the best you can. There are many turns that the auction may take.

"**Suppose South opens 2♥, and West doubles for takeout. North can bid 2NT asking for a further description of opener's hand. What if East now bids 3♣? What does South do?** (3♦.) South still has room to show a feature.

"**What if East bids 3♦?** (Double.) South can show something in diamonds by doubling the 3♦ bid. North can decide whether to defend or bid on.

"**What if East bids 3♠?** (Pass/4♥.) South doesn't have to bid but might choose to bid anyway. South has close to a maximum, and partner is showing interest in reaching game with the 2NT response.

"And so it goes. Change the North hand.
"In spades: add the king.
"In hearts: take away the ace and a low card.
"In diamonds: add the ace.

NORTH
♠ K J x x
♥ x
♦ A Q x
♣ A K x x x

WEST	NORTH	EAST	SOUTH
			2♥
2♠	Double		

SOUTH
♠ 10 x
♥ K Q J x x x
♦ K 10 x
♣ x x

"**Suppose South opens with a weak 2♥ bid, and West overcalls 2♠. What does North bid?** (Double/3NT.) This time, it looks as though the opponents have wandered into trouble. North should double them for penalties. Even opposite a minimum weak two-bid, the partnership can probably extract a large penalty from 2♠ doubled."

For more experienced students, you might want to clarify that North's double in this situation is for penalty — not a negative double — since North already knows what partner's hand looks like.

You might skip the next statement if the students are unfamiliar with the redouble. Redoubles are discussed in *More Commonly Used Conventions in the 21st Century.*

"**What if West doubled for takeout?** (Redouble.) North can redouble, showing interest in defending for penalties. Whatever East–West bid next, North plans to double for penalty. If East bids diamonds, South would be happy to get in on the action and double that suit, before North has a chance."

Summary

"If the opponents interfere over the weak two-bid, nothing has changed:

- A new suit by responder below the level of game is still forcing.
- 2NT, if it is available, still asks for a further description of opener's hand.
- Raises of opener's suit can be based on either weakness or strength — neither opener nor the opponents know which type of hand responder holds.
- With no fit with opener's suit, responder can double an overcall for penalties with a good defensive hand.
- Over a takeout double, responder can redouble with a strong hand and interest in defending for penalties."

➥ "Let's do Exercises 5 & 6 in the student text to review what we have just discussed."

Exercise Five — Opener's Second Bid

You hold the following hand as West:

♠ K Q 10 9 6 4
♥ J 8 3
♦ 9 3
♣ 7 4

What is your next bid in each of the following auctions?

1)	**WEST**	NORTH	EAST	SOUTH
	2♠	Pass	3♠	Pass
	?			
2)	**WEST**	NORTH	EAST	SOUTH
	2♠	Pass	3♥	Pass
	?			
3)	**WEST**	NORTH	EAST	SOUTH
	2♠	Double	2NT	3♦
	?			
4)	**WEST**	NORTH	EAST	SOUTH
	2♠	Pass	3NT	Pass
	?			
5)	**WEST**	NORTH	EAST	SOUTH
	2♠	3♣	4♠	5♣
	?			

Exercise Five *Answer*— Opener's Second Bid

1) Pass. Partner's raise isn't invitational. You've already described your hand with the weak two-bid.

2) 4♥. A new suit by responder is forcing. Raise to show support.

3) Pass. You would have rebid 3♠ to show a minimum if South had passed, but the 3♦ bid gives you the option of passing to show nothing extra.

4) Pass. Partner has heard your descriptive opening bid and decided that 3NT is the best contract for your side. Partner hasn't promised a fit for spades.

5) Pass. Partner is the captain. Partner's 4♠ bid may have been made with a weak hand or a strong hand. Pass, and leave any further decision to partner.

Exercise Six — Higher-Level Openings

What is your opening call with each of the following hands?

1) ♠ 6
♥ A K J 9 8 5 3
♦ J 7 4
♣ 9 3
_____

2) ♠ A Q J 9 7 6 4 3
♥ 3
♦ 9 4
♣ J 8
_____

3) ♠ —
♥ 7 2
♦ K Q J 9 8 7 5 4 3
♣ 10 8
_____

Exercise Six *Answer*— Higher-Level Openings

1) 3♥. With a seven-card suit, open a preemptive (weak) bid at the three level.

2) 4♠. An eight-card suit can be opened at the four level.

3) 5♦. With a weak hand but a good nine-card minor suit, you can open at the five level … to make things interesting!

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 7

Guidelines for Teachers: The deals in this lesson contain examples of the weak two-bid in action. With any competitive auction, there are many possible results. Let the students bid and play the deals as they see fit, then discuss the suggested auction. The variation in the actual results should indicate the type of action generated by weak two-bids. The deals are all fairly straightforward, but do contain a couple of concepts for discussion with a more experienced group (frozen suit and inferences from the auction).

Bid and Play — Deal 1: The Classic Weak Two-Bid

Guidelines for Teachers: On this first deal, East has a perfect weak two bid hand. That call makes it difficult for North-South to get in the auction and many won't.

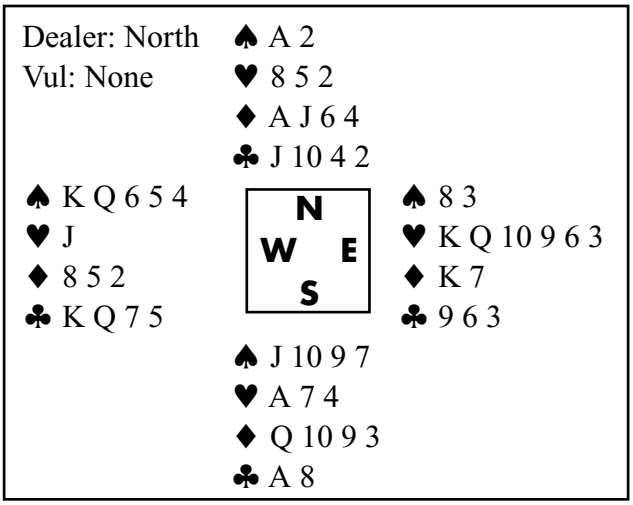
Introduction

"Let's play a deal where we can see a perfect example of a weak two bid."

Instructions

"North is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction.

(E-Z Deal Cards: #7, Deal 1 — Dealer, North)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
	Pass	2♥	Pass
Pass	Pass		

"After North's pass, East has a perfect hand for a weak two-bid. The opening bid of 2♥ shows a good six-card suit and not enough values for an opening bid at the one level. South's hand is unsuitable for either an overcall or a takeout double. West doesn't care much for partner's choice of trump suit but should not attempt to "improve" the contract. West's hand is unsuitable for notrump, and a response in a new suit would be forcing, likely getting the partnership too high. West should pass, hoping partner can make eight tricks in a contract of 2♥, or that the opponents will enter the auction. North has the values for a balancing bid, but neither a takeout double nor an overcall is attractive. North passes, leaving East as declarer in 2♥.

"North–South can make at least eight tricks in diamonds, and even a contract of 3♦ down one would be a good result. East's weak two-bid makes it difficult for North–South to get into the auction. If they do, West will get off to the best lead of the ♥J."

Suggested Opening Lead

"Now that we have agreed on a contract of 2♥ by East, let's review the play and defense.

"South is on lead and should choose the ♠J, top of a sequence."

Suggested Play

"Declarer has a spade loser, a heart loser, two diamond losers and two club losers. East should plan to draw trumps and then try finesses in both diamonds and clubs. East can lead twice toward dummy's ♣K and ♣Q, hoping that South has the ♣A. East also can lead a low diamond from dummy toward the ♦K, hoping North has the ♦A.

"There's not much difficulty on the actual deal, since both the ♣A and the ♦A are favorably placed for declarer. The defenders can probably get a club ruff (see below), but East should finish with at least eight tricks."

Suggested Defense

"On the layout of the cards, there's nothing the defenders can do to prevent East from making a contract of 2♥. The best they can do is get a club ruff and prevent declarer from making an overtrick. This isn't easy. With the spade sequence to lead from, South is unlikely to start by leading the ♣A, hoping to get a ruff. On the lead of the ♠J, North will win the first trick with the ♠A but is unlikely to lead back a club. Unless one of the defenders switches to clubs before East can drive out the ♥A and draw trumps, declarer will take nine tricks.

"If North–South find a way into the auction and play in a diamond partscore, East–West can probably take five tricks after the lead of the ♥J — one spade, two hearts, one diamond and one club. If South plays in a notrump contract and West leads the ♥J, East must be careful to overtake this with the ♥Q and continue leading hearts. If East doesn't overtake and South holds up the ♥A, East–West won't be able to establish their heart winners while East still has a potential entry with the ♦K."

Bid and Play — Deal 2: The Descriptive Weak Two-Bid

Guidelines for Teachers: This deal includes an example of how declarer can freeze a suit to prevent the defenders from taking all of the tricks in the suit (frozen suit). There is an opportunity to discuss the suit from both the declarer's and the defenders' point of view.

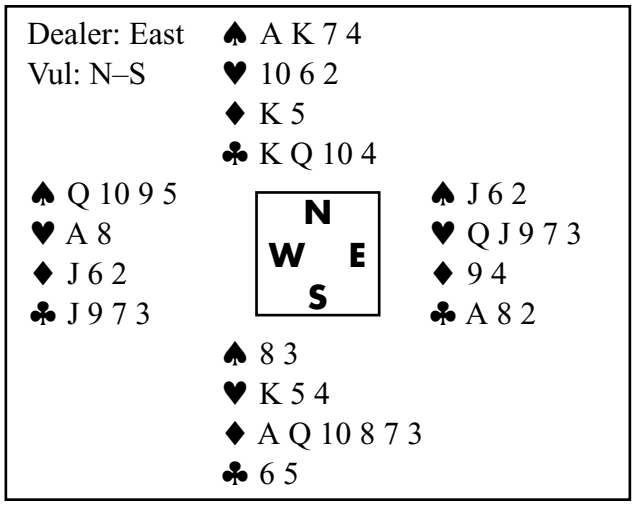
Introduction

"Let's play a deal where the contract could be in jeopardy if declarer doesn't handle the opening lead carefully."

Instructions

"East is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #7, Deal 2 — Dealer, East)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
		Pass	2♦
Pass	2NT	Pass	3♥
Pass	3NT	Pass	Pass
Pass			

"With only a five-card heart suit, East does not have the right type of hand for a weak two-bid in first position. South, however, has an ideal hand for opening 2♦ — a good six-card suit and 9 high-card points. With a balanced hand, 15 high-card points and an honor in partner's suit, North has interest in reaching a game contract after hearing South's opening bid of 2♦. Without any strength in hearts, it would be dangerous for North to insist on a contract of 3NT, especially since South could have as few as 6 points. Instead, North asks for more information by making the artificial response of 2NT.

"With close to a maximum for the weak two-bid, South shows a side feature in hearts. This is all North needs to know to put the partnership in a contract of 3NT. Opposite good diamonds and a feature in hearts, North expects to have a play for nine tricks. South respects North's decision."

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by North, let's review the play and defense.

"East is on lead. Although South has shown some values in hearts, that suit still looks best for the defense. Presumably, North has some strength in clubs and spades for the 3NT bid. South would start with the ♥Q, top of a broken sequence."

Suggested Play

"Declarer has two sure winners in spades and three in diamonds. If the missing diamonds divide 3–2 or the ♦J appears on the first round, declarer will get three more tricks from that suit. Declarer can promote a ninth trick in clubs and may get a trick from the heart suit.

"North has one hurdle to overcome, the opening heart lead. North wants to make sure that the defenders don't take four or five heart tricks and defeat the contract. There's no danger if East holds the ♥A, since the ♥K will then be a trick. There is a danger if West holds the ♥A. To decide whether to play the ♥K on the first trick, North needs to look carefully at the layout of the suit. East's lead of the ♥Q implies that East also holds the ♥J. East could be leading from a holding such as ♥A Q J x or ♥Q J 9 x.

"The ♥10 in North's hand is a critical card. As long as East holds the ♥J, North can secure the contract by playing *low* on the first trick. East's ♥Q may win the first trick, but now the defenders are helpless. If East continues with the ♥J, declarer can cover with dummy's ♥K. The ♥10 will become a trick if West wins the ♥A. If East continues with a low heart, declarer plays low from dummy and will win the trick with the ♥10, unless West plays the ♥A. If West does play the ♥A on the second trick, South's ♥K is a winner.

"By playing a low heart from dummy on the first trick, declarer effectively freezes the suit. If the defenders lead the suit a second time, declarer is sure to get a heart trick. If the defenders lead anything else, declarer can establish a club trick to make the contract. There are many such positions where the suit is frozen for one side or the other or both. Whichever side leads the suit will lose a trick.

"Look at what happens if declarer plays the ♥K on the first trick, hoping East has the ♥A. West wins and returns a heart, trapping North's ♥10. The defenders take the first five heart tricks and the ♣A to defeat the contract two tricks.

"If declarer negotiates the heart suit correctly, the only remaining challenge is the diamond suit. When the defenders' diamonds divide 3–2, six tricks roll home in the suit, and declarer makes the contract."

Suggested Defense

"If East starts with the ♥Q, the defenders can defeat the contract, if dummy's ♥K is played on the first trick. If declarer plays a low heart from dummy on the first trick, there's nothing the defenders can do. If the ♥Q wins the first trick, East's best continuation is the ♥J, hoping that West holds the ♥10 or that North started with a doubleton ♥10.

"Interestingly enough, if declarer does duck the first heart, West's best play is to overtake with the ♥A and return a heart. That gives declarer a trick with the ♥K, but establishes the heart suit for the defense. Declarer can't afford to let East win a trick with the ♣A and is restricted to nine tricks. If West doesn't overtake the first heart and East continues with a small heart, declarer most likely will make ten tricks — getting a heart trick and having time to establish a club trick.

"It's interesting to speculate what might happen if East leads a low heart rather than the ♥Q. Declarer should play low from dummy and not risk everything by playing the ♥K on the first trick. Then declarer will make the contract. If declarer plays the ♥K on the first trick, the defenders can defeat the contract two tricks."

Bid and Play — Deal 3: Raising a Weak Two-Bid

> **Guidelines for Teachers:** In this deal, raising partner's weak two-bid helps steal the contract. In the play, declarer has an opportunity to take an inference from the auction, and go against the *eight ever, nine never* guideline. This is an important point for more experienced students. The level of the class will determine how much discussion you want to have on the effect that the auction can have on the play of the hand.

Introduction

"Let's play a deal where the weak two-bid helps steal the contract."

Instructions

"South is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #7, Deal 3 — Dealer, South)

Dealer: South Vul: E–W	♠ K 6 2 ♥ J 9 7 4 ♦ Q 9 ♣ Q 8 4 3	
♠ 9 ♥ A Q 10 5 ♦ A 10 7 3 ♣ K J 9 5	N W E S	♠ Q 8 5 ♥ K 8 3 2 ♦ 6 5 2 ♣ A 10 6
	♠ A J 10 7 4 3 ♥ 6 ♦ K J 8 4 ♣ 7 2	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract."

WEST	NORTH	EAST	SOUTH
			2♠
Double	3♠	Pass	Pass
Pass			

"This is the perfect time for South to open a weak two-bid. North–South are not vulnerable, and with a good suit, South is unlikely to get into much trouble even if doubled for penalties.

"West has the right hand for a takeout double — a hand worth an opening bid or more with support for all of the unbid suits. Now it's up to North. Although partner has been doubled at the two level, the double wasn't for penalties. If North passes, East–West will probably bid to their best contract. With three-card support for partner's suit, North should raise to the three level. North–South should have a nine-card fit, making it difficult for the opponents to double for penalty, and the raise will make it awkward for East–West to find their best spot.

"Had North passed, East would be able to comfortably respond 3♥ to the takeout double, and East–West would end up in their best contract. After the 3♠ bid, East has a tough decision. East has some high cards, but not really enough to bid 4♥ and not enough to double 3♠. East's best choice is probably to pass and hope to defeat the contract. If East passes, that should end the auction. West doesn't have enough to compete any further."

Suggested Opening Lead

"Now that we have agreed on a contract of 3♠ by South, let's review the play and defense.

"West has a difficult choice of opening leads. Anything could be right. It's usually best to avoid leading a singleton trump when there's no expectation that declarer will be ruffing losers in dummy. Instead, West should pick an unbid suit. The ♥A is quite reasonable. South has shown a weak hand and is unlikely to hold the ♥K. West will have a better idea of what to do next after seeing the dummy."

Suggested Play

"South has a potential spade loser, a heart loser, two diamond losers and two club losers. A diamond loser can be ruffed in dummy or the ♦10 might drop, so declarer's main concern should be the trump suit.

"Declarer has a choice between playing the ♠A and ♠K, hoping the ♠Q will fall, or taking a finesse. The standard guideline in this situation is eight ever, nine never, indicating that with nine or more cards, you *never* finesse. This is a guideline, however, not a rule. Declarer also should be guided by the auction. West's takeout double showing support for all of the unbid suits indicates that West is probably short in spades. Declarer should take this into account before deciding what to do in spades.

"Suppose the defenders lead the ♥A and another heart, which is ruffed by South. Before playing any trumps, declarer should lead diamonds next to drive out the ♦A. This will allow declarer to ruff a diamond loser even if the missing trumps divide badly. Suppose the defenders take their club

winners after winning the ♦A, and declarer regains the lead. Now it's time for the trump suit. Declarer plays a low spade to dummy's ♠K and leads a low spade back toward the South hand. East follows on the second round with a low spade, and South is at the crossroads. Follow the guideline or take the finesse based on the inference from the auction?

"As can be seen from the actual layout, South can make the contract by finessing. Is that the *right* play? In this situation, there is no right or wrong. That's what makes the game interesting. Going down one trick in a contract of 3♠ is no disaster. Making 3♠ will be an excellent result. South still may be pondering."

Suggested Defense

"The defenders should avoid giving declarer any help. If the defenders lead spades, they will solve declarer's problem in that suit. Meanwhile, they should be careful to collect the tricks to which they are entitled — one heart, one diamond and two clubs. Then they'll have to sit back and see if declarer gives them a second diamond trick or a spade trick.

"If East–West bid to a heart contract, they are unlikely to take 10 tricks, even if they guess how to play the club suit. North–South should get at least one spade trick, one heart trick and two diamond tricks, maybe more. If East–West get pushed to 4♥, they are likely to get a poor result if they go down two tricks (or get doubled and go down one trick). Vulnerable undertricks can be expensive."

Bid and Play — Deal 4: Preempting the Opponents

Guidelines for Teachers: This deal allows the opening bidder to make a weak two-bid that partner can jump to game and put pressure on the opponents to get into the auction. Some North players will sit for South's double and some will be tempted to bid 4♠.

Introduction

"Let's play a deal where the weak two-bid helps to jam the auction and makes life difficult for the partnership holding most of the strength."

Instructions

"West is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #7, Deal 4 — Dealer, West)

Dealer: West Vul: Both	♠ K 5 3 2 ♥ 8 ♦ K 5 4 3 ♣ K 10 4 3	
♠ 10 ♥ A Q 10 9 6 5 ♦ Q 9 7 ♣ 8 5 2	N W E S	♠ J 9 8 6 4 ♥ J 7 4 3 ♦ 10 2 ♣ 9 6
	♠ A Q 7 ♥ K 2 ♦ A J 8 6 ♣ A Q J 7	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
2♥	Pass	4♥	Double
Pass	Pass (?)	Pass	

"West has an ideal hand for an opening weak two-bid in first position. North doesn't have enough strength to enter the auction at this point, so East has

an opportunity to make the auction more difficult for North–South. With a weak hand but good support for partner's suit, East should raise to the game level. East doesn't expect partner to make a contract of 4♥, but with little or no defensive strength, East suspects the opponents can make a game or slam.

"East's bid creates a challenge for South. Holding 21 high-card points, South didn't anticipate that the auction would be at the four level before getting an opportunity to bid. With too much to pass, South has to double and hope for the best. After West's pass, it's now North that has a tough decision. Partner's double shows a good hand, but South is unlikely to hold a lot of strength in hearts. North–South can probably get a better score by bidding and making a game contract, than by defeating the opponents' contract one or two tricks. With only four cards in each of the unbid suits, North's safest action probably is to pass and hope to get enough of a penalty to compensate for any North–South contract. Still, many North's would be tempted to bid 4♠ — and now South might push higher.

"If East–West were not in the bidding, North–South would probably find a reasonable contract through some auction such as:

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	2NT
Pass	3♣	Pass	3♦
Pass	3NT	Pass	Pass
Pass			

"South would open 2NT showing a balanced hand of 20 or 21 points. North would use the Stayman convention to check for a major-suit fit and then settle for game in notrump. If West leads a heart, South will make at least 10 tricks. North–South can make a contract of 5♣ or 5♦ — losing only one heart and one diamond.

"East–West's bidding makes it very difficult for North–South to reach a makeable contract. If North bids and the partnership winds up in their 4–3 spade fit, they will fare poorly when the trumps break 5–1. Even if North–South do manage to find a minor-suit fit, they may get too high, reaching a slam contract."

Suggested Opening Lead

"Now that we have agreed on a contract of 4♥ doubled by West, let's review the play and defense.

"If North-South decide to defend, North's best lead is probably a trump. When North-South have most of the strength, it's a good idea to lead trumps to try to prevent declarer from ruffing losers. On the actual hand, it won't make much difference. North could lead a low card in any suit, and the defense should make the same number of tricks."

Suggested Play

"West has a spade loser, a heart loser, three diamond losers and three club losers. In a doubled contract, West can't afford to be defeated too many tricks, or the penalty will be larger than any score the opponents could make in their best contract. West should plan to ruff a diamond loser and a club loser in dummy. West should plan to take a finesse in the trump suit, hoping to trap South's ♥K.

"If the defenders don't lead a trump initially, West should give up two tricks in one of the minor suits, planning to ruff the third round in the dummy. West can take the trump finesse next and eventually ruff another loser in dummy. Playing carefully, West should finish with one spade loser, no heart losers, two diamond losers and two club losers. Down two.

"Since both partnerships are vulnerable, East–West will lose 500 points for being defeated two tricks doubled in a contract of 4♥. This is less than the value of a vulnerable game for North–South in 3NT, 5♣ or 5♦. East–West might do even better than this if North–South get to a spade contract or get too high in another denomination."

Suggested Defense

"Although a trump lead is usually best against this type of auction, it won't do the defense much good on this hand. The defenders are only entitled to five tricks. If declarer doesn't take the heart finesse, the defenders may get a sixth trick, giving them a penalty of 800 points, but that's unlikely."

LESSON 8

Strong 2♣ Opening





General Concepts

General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

Strong 2♣ Opening

This lesson covers the strong artificial 2♣ opening, responses, and subsequent auction. It assumes that the participants are familiar with weak two-bids from the previous lesson. Since a 2♣ opening often leads to slam-going auctions, some of the material addresses this issue. It maybe a little awkward because slam bidding is not covered in detail until the next course, although some of your students will be familiar with some of the methods. Nonetheless, most of the participants should be familiar with Blackwood. The auctions in which a cuebid is suggested can be skipped, if you don't feel the class can grasp the concept.

The Bidding

The 2♣ opening bid that is recommended is one where the partnership is forced to game on most hands if opener bids a suit after a 2♦ response. The exception is when opener immediately bids the suit again after responder's next bid. **For a basic group, you might simply treat the 2♣ opening as forcing to game unless opener rebids 2NT, but you will have to adjust a couple of the examples.**

The 2♦ response is treated as a waiting bid, rather than a negative response. With more experienced players, you can point out that there are other treatments.

Here are the topics covered:

Opening 2♣ with Strong Unbalanced Hands

This is the introduction to the use of the 2♣ opening. Most players will be familiar with this bid. You can put the emphasis on the type of hand that is opened 2♣. Many players open 2♣ with "good" hands that don't really qualify for a 2♣ opening. While a guideline of 22 or more points is used, the real emphasis should be on trick-taking potential with some defensive values.

Opening 2♣ with Strong Balanced Hands

Lesson 1 introduced the concept of opening 2NT with 20 to 21 points. That can be reemphasized here, now that 2♣ is available for stronger balanced hands. For basic players, you could briefly include a review of the entire structure of opening bids with balanced hands.

Responding to 2♣

The response structure used here is only one of many. It assumes that 8 or more points are required for a positive response. A *good* five-card suit or longer is required for a positive response in a suit. Most responses fall into the 2♦ *waiting* category.

Opener's Rebid

The concept of opening 2♣ with a strong hand is not too difficult but the follow-up is more complex, especially when responder makes a response other than 2♦. Go through this section carefully to make sure that the class is comfortable with this part of the auction.

The Rest of the Auction

This section goes through several examples of the complete auction following a 2♣ opening. If the players are unfamiliar with slam bidding techniques, you can skip those examples. However, the players can probably follow most of the ideas.

The auctions following a 2NT rebid are a good review of the earlier lessons on Stayman and Jacoby transfers.

Handling Interference

The methods recommended are only a few of the many possibilities. Point this out to more experienced players. The important concept is that any agreement is better than no agreement in these situations.

Play & Defense

The deals are all examples of the 2♣ opening bid in action. There's only one slam deal, and it doesn't really require the use of Blackwood.

The deals in this lesson have many challenging play concepts:

- Simple squeeze.
- Trump management.
- Suit establishment.
- Safety play.

The first deal contains an example of a simple squeeze. This is likely to be a completely new concept for the participants. The deal is set up so that players may fall into making the contract if they are observant. The key concept is not to give up when the situation looks hopeless. Take all of your winners and something good might happen. For basic players, an introduction to the concept is enough. For more experienced players, you might want to spend some time looking at the basic position and why it works.

The second deal looks deceptively easy, but requires careful management of the trump suit when there are losers to be ruffed. Most of the declarers are likely to be defeated. Go over the deal carefully, pointing out the importance of planning the sequence of plays.

The third deal involves suit development through promotion, but it may present a challenge to many declarers at this level. Declarer has to spot the opportunity and then handle a side suit correctly to get the necessary entries.

The fourth deal involves a standard safety play in the trump suit. This is a topic that will be quite challenging for inexperienced players. For more experienced players, you can discuss the advantages and disadvantages of safety plays at duplicate bridge.

GENERAL INTRODUCTION

The previous lesson introduced the concept of weak two-bids and discussed reserving the 2♣ opening for strong hands. This lesson concentrates on the 2♣ opening bid and responses. Since 2♣ openings usually lead to game or slam contracts, they are an exciting part of the game, and you want to emphasize this with the class.

You might start the lesson like this:

> "In this lesson, we'll focus on those big hands you occasionally pick up — the ones where slam is in the air. So, let's get ready for some excitement. You'll probably see more big hands in today's lesson than you've seen in most of the games you've played in so far."

GROUP ACTIVITIES

Opening 2♣ with a Strong Unbalanced Hand

Introduction

"In the last lesson, the concept of the weak two-bid was introduced. Opening bids of 2♦, 2♥ and 2♠ can be used to show a good six-card suit that doesn't have enough values for an opening bid at the one level. That's great — and I hope you'll decide to add the weak two-bid to your list of conventions — but what do you do when you hold an old-fashioned strong two-bid in hearts? You can't open with 1♥, since an opening bid of one-of-a-suit is not forcing. And now you can't open with 2♥ or 3♥ or more, since those are all preemptive bids.

"As you might have guessed, this is why the 2♣ opening was reserved when we discussed weak two-bids. You can open a weak two-bid in diamonds, hearts or spades, but not in clubs. We'll use 2♣ as a conventional opening bid with all strong hands of about 22 or more points. Let's see how that works."

Instructions

"The cards are sorted into suits. Give each player one suit and construct the following hand for South.

"In spades: the ace, the king and a low card.
"In hearts: the ace, the king, the queen, the jack and three low cards.
"In diamonds: a low card.
"In clubs: the ace and the queen.

NORTH	SOUTH
	2♣

SOUTH
♠ A K x
♥ A K Q J x x x
♦ x
♣ A Q

"This is the type of hand I like to pick up. 23 high-card points plus 3 length points — a total of 26. You have game in your own hand. Even if partner has nothing, you should take two spade tricks, seven heart tricks and the ♣A.

"**You can't afford to open 1♥. Why not?** (Not forcing.) Partner could pass 1♥ with a weak hand, and you would miss a game.

"**What's wrong with opening 4♥ to make sure you get to game?** (Might miss a slam.) First, an opening bid of 4♥ is a preemptive bid, not a strong bid. Partner would expect you to have a good eight-card suit with little strength outside the suit. Second, if you did use 4♥ to show a strong hand, there wouldn't be much room left to explore slam possibilities. On this

hand, you don't need much from partner to make a slam. As little as the ♣K might be enough.

"**So, what do you open?** (2♣.) You use 2♣ as a strong, artificial, opening bid. It says nothing about clubs. It says you have a hand too strong to open at the one level.

"**What's the one thing partner can't do when you open 2♣?** (Pass.) 2♣ is artificial (conventional) and forcing, so partner can't pass. We'll look at how you respond to 2♣ in a moment, but, for now, assume partner bids something.

"**How will you describe this hand?** (Bid hearts.) You'll show the heart suit on the rebid. That way, you'll be telling partner that you have a strong two-bid in hearts. The heart rebid also will be forcing. It's as if you had opened with a strong 2♥ bid.

"Of course, not all hands will be quite this strong. Sometimes you can't wait until you have game in your own hand before opening a strong two-bid.

"Change the South hand.
"In spades: add a low card.
"In hearts: take away the jack and a low card.
"In clubs: add a low card.

NORTH	SOUTH
	2♣

SOUTH
♠ A K x x
♥ A K Q x x
♦ x
♣ A Q x

"**What would you do with this hand as dealer?** (2♣.) This hand isn't as strong as the previous hand. There's no guarantee that you can make game if partner has nothing. You might even struggle to take more than seven or eight tricks, if you can't find a suitable trump fit. Still, you do have 22 high-card points plus 1 length point for the five-card suit. You don't need much from partner to make game. A well-located king or queen might be enough. If you open 1♥, partner will pass with fewer than 6 points, and you could miss a game. Instead, take your chances and open 2♣.

"The basic guideline for opening 2♣ is a hand worth 22 or more points. That's only a guideline, however. The real criterion is whether you think you'll miss a game, if you open at the one level and partner can't scrape up a response.

"Change the South hand.
"In spades: add the jack.
"In hearts: take away the ace and a low card.
"In clubs: add a low card.

NORTH	SOUTH
	1♠

SOUTH
♠ A K J x x
♥ K Q x
♦ x
♣ A Q x x

"**What would you open with this hand? (1♠.)** This is a strong hand, but not strong enough for an opening 2♣ bid. There are 19 high-card points plus 1 for the five-card suit. Open 1♠. If partner doesn't have enough to respond, you probably won't miss a game. Even taking five or six tricks might be a challenge if partner has nothing. Of course, if partner does have enough to respond, make sure the partnership gets to game.

"Even with a hand containing 22 points or more, it's not always a good idea to open 2♣.

"Change the South hand.
"In spades: take away the jack.
"In hearts: add the ace.

NORTH	SOUTH
	1♣

SOUTH
♠ A K x x
♥ A K Q x
♦ x
♣ A Q x x

"This hand has 22 high-card points, but many players would open 1♣ rather than 2♣. Hands with 4–4–4–1 distribution don't always play very well if you can't find a suitable fit. In addition, if you do open 2♣, you're going to have a difficult time describing this hand on your rebid. It's an unbalanced hand, but you don't have a good five-card or longer suit. Will you tell partner you have a strong opening bid in hearts or in spades … or in clubs? Better to open 1♣. If partner can't respond, maybe the opponents will bid and give you a chance to show your strength. If partner does respond, you'll be better placed to determine the best contract.

"On the other hand, with good distribution, you don't need 22 or more points all of the time to open 2♣.

"Change the South hand.
"In spades: add the queen and the ten.
"In clubs: take away the ace and the queen.

NORTH	SOUTH
	2♣

SOUTH
♠ A K Q 10 x x
♥ A K Q x
♦ x
♣ x x

"**What about this hand?** (2♣/1♠.) Only 18 high-card points plus 2 points for the six-card spade suit, but most players would open this hand 2♣. You don't need much in partner's hand to make a game.

"Construct a hand for North with no high cards.
"In spades: three low cards.
"In hearts: three low cards.
"In diamonds: four low cards.
"In clubs: three low cards.

NORTH
♠ x x x
♥ x x x
♦ x x x x
♣ x x x

NORTH	SOUTH
	2♣

SOUTH
♠ A K Q 10 x x
♥ A K Q x
♦ x
♣ x x

"**Would North say anything but 'pass' if South opened 1♠?** (No.) Certainly not. North wouldn't dream of saying anything.

"**Yet how many tricks is South likely to take?** (10.) If the spades aren't 4–0, South should get six spade tricks and three heart tricks for sure. South will get a 10th trick if the hearts divide 3–3 or if South can ruff a heart in the dummy. In fact, if the defenders' spades divide 2–2, South will take 10 tricks, since there will be a trump left in dummy to ruff the heart loser.

"So, you can see why you would want to open the South hand with a strong forcing bid of 2♣, even though it doesn't satisfy the requirements on point count alone.

"Contrast this with the earlier 22–point hand for South.
"In spades: take away the queen and the ten.
"In clubs: add the ace and the queen.

NORTH
♠ x x x
♥ x x x
♦ x x x x
♣ x x x

NORTH	SOUTH
	1♣

SOUTH
♠ A K x x
♥ A K Q x
♦ x
♣ A Q x x

"**You have more high-card points, but how high would you like to be?** (One level.) If you get much beyond the one level, you may be in trouble. If you bid 1♣ and partner passes, you're in as good a contract as any."

Summary

"With an unbalanced hand, the opening bid of 2♣ shows a hand of about 22 or more points or a strong playing hand that can take nine or more tricks."

Opening 2♣ with a Strong Balanced Hand

Introduction

"The 2♣ opening can be used with strong balanced hands as well as unbalanced hands. In our first lesson, it was mentioned briefly that most players use a range of 20 or 21 points for an opening bid of 2NT when they play weak two-bids. That's because balanced hands of 22 or more points can be opened 2♣."

Instructions

"Turn the cards in the North hand face down for the moment, and rearrange the South hand.

"In hearts: take away the king.
"In diamonds: add the ace.

NORTH	SOUTH
	2♣
2♦	2NT

SOUTH
♠ A K x x
♥ A Q x
♦ A x
♣ A Q x x

"**How much is this hand worth?** (23 points.) There are 23 high-card points.

"**What will you open the bidding?** (2♣.) The hand is too strong for an opening bid of 2NT if you use a range of 20 or 21 points.

"**What do you plan to rebid after partner's response?** (2NT.) Opening 2♣ and rebidding 2NT shows a balanced hand of 22 to 24 points. Of course, you won't always get to rebid 2NT, depending on what partner responds, but that's the basic plan.

"Change the South hand.
"In spades: take away a low card.
"In diamonds: add the king.

NORTH	SOUTH
	3NT
Pass	

SOUTH
♠ A K x
♥ A Q x
♦ A K x
♣ A Q x x

"**What would be your opening bid with this hand?** (3NT.) There are 26 high-card points, so start with 3NT."

You can skip the following examples with an experienced group, but they might serve as a useful review for a more basic class.

"Now you have a way of handling any balanced hand. Let's take a moment to review the complete structure.

"Change the South hand.
"In spades: take away the ace and add a low card.
"In hearts: take away the ace and add a low card.
"In diamonds: take away the ace and add a low card.

NORTH	SOUTH
	1♣

SOUTH
♠ K x x
♥ Q x x
♦ K x x
♣ A Q x x

"**What would you open with this hand?** (1♣.) With a balanced hand too weak to open the bidding 1NT, open one-of-a-suit, planning to rebid notrump at the cheapest available level.

"Change the South hand.
"In spades: take away a low card and add the queen.

NORTH	SOUTH
	1NT

SOUTH
♠ K Q x
♥ Q x x
♦ K x x
♣ A Q x x

"**What's your opening bid with this hand?** (1NT.) With a balanced hand of 15 to 17 points, open 1NT. This hand has 16 high-card points.

"Change the South hand.
"In hearts: take away a low card and add the king.

NORTH	SOUTH
	1♣

SOUTH
♠ K Q x
♥ K Q x
♦ K x x
♣ A Q x x

"**Now what do you open?** (1♣.) This hand has 19 high-card points. With a balanced hand of 18 or 19 points — too strong to open 1NT but not strong enough to open 2NT — open one-of-a-suit, planning to jump in notrump at the next opportunity. For example, 1♣–1♦–2NT.

"Change the South hand.
"In diamonds: take away a low card.
"In clubs: add the jack.

NORTH	SOUTH
	2NT

SOUTH
♠ K Q x
♥ K Q x
♦ K x
♣ A Q J x x

"**What about this hand?** (2NT.) There are 20 high-card points plus 1 point for the five-card suit. With 5–3–3–2 distribution, the hand is still balanced. Open 2NT with a balanced hand and 20 or 21 HCP.

"Change the South hand.
"In hearts; take away a low card and add the ace.
"In diamonds: take away the king and add the jack.

NORTH	SOUTH
	2♣

SOUTH
♠ K Q x
♥ A K Q
♦ J x
♣ A Q J x x

"**What's the opening bid?** (2♣.) With a balanced hand and 22 to 24 points, open 2♣, intending to rebid 2NT. There are 22 high-card points in this hand plus 1 length point for the five-card suit. The hand is balanced, since there is no void, no singleton and no more than one doubleton.

"**Are you worried about the diamonds?** (Yes.) So am I, but that shouldn't prevent you from treating it as a balanced hand. There was a time when you needed stoppers in all four suits for a notrump bid, but that notion has lost support over the years. If you open 2♣, planning to rebid 3♣ over partner's response, you will be showing an unbalanced hand. You're free to use your judgment on any given hand, but the modern guideline is to treat this as a balanced hand.

"Change the South hand.
"In diamonds: take away a low card and add the king.

NORTH	SOUTH
	2♣

SOUTH
♠ K Q x
♥ A K Q
♦ K J
♣ A Q J x x

"**How do you plan to describe this hand?** (2♣ followed by 3NT.) With a balanced hand of 25 high-card points and a five-card suit, open 2♣, planning to jump to 3NT on your rebid. That shows a balanced hand of 25 to 27 HCP.

"So, you have the general idea for opening a balanced hand of any strength. Just to test that out, change the South hand again.

"In diamonds: add the ace.
"In clubs: take away a low card.

NORTH	SOUTH
	2♣

SOUTH
♠ K Q x
♥ A K Q
♦ A K J
♣ A Q J x

"**If you are ever lucky enough to pick up a hand like this, what would you do?** (2♣ followed by 4NT.) With 29 high-card points, you would start with 2♣, intending to jump to 4NT on your rebid. That shows a hand too strong to rebid 3NT — a hand with about 28 to 30 HCP. If you keep picking up hands like this, you should start playing the game for high stakes, not just for fun!"

You might leave this final example for experienced players only. If you skip the review examples, you will need to construct this hand from scratch.

"Since you now have a way of showing any balanced hand with 22 or more points by opening 2♣, what does an opening bid of 3NT show? It used to show a balanced hand of 25 to 27 points, but that hand is covered by opening 2♣ and jumping to 3NT. 3NT can be put to some fancy conventional uses. The most common approach is to use an opening bid of 3NT to show a hand which doesn't have 25 to 27 high-card points, but is a hand on which you think you can make 3NT, because you have a long solid suit. For example …

"Change the South hand.
"In spades: take away the king (or reconstruct the whole hand.)
"In hearts: take away the ace and the queen and add a low card.
"In diamonds: take away the king.
"In clubs: add the king and two low cards.

NORTH	SOUTH
	3NT

SOUTH
♠ Q x
♥ K x
♦ A J
♣ A K Q J x x x

"Some players would open this hand 3NT. You expect to take at least the ♦A and seven club tricks. If you can find one more trick, you'll make 3NT. If the defenders lead a heart, for example, and you get a trick with the ♥K, you'll have nine tricks even if partner has no help for you. It's a bit of a gamble, however. The defenders might be able to take a lot of spade tricks — and perhaps a lot of heart tricks after that if the ♥A is unfavorably placed. They may make nine tricks before you do! That's why this bid is called a gambling 3NT opening. You might need a little help in partner's hand — such as the ♠J — but it's a worthwhile chance to get the game bonus.

"Some players take this a little further and open 3NT with fewer high cards outside the long suit. There are lots of different styles, so you may want to discuss this with partner before trying it out."

Summary

"With a balanced hand and 22 or more high-card points, open 2♣.

- With 22 to 24 HCP, you plan to rebid 2NT;
- With 25 to 27 HCP, you plan to rebid 3NT."

➥ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Strong Opening Bids

What is your opening call with each of the following hands?

1) ♠ K Q 9 4
♥ A K Q 10 8 4
♦ A K
♣ J

_____

2) ♠ A K J 4
♥ K 3
♦ A J 10 8
♣ A K 9

_____

3) ♠ K J 9 5 3
♥ A K J 6
♦ A 4
♣ Q J

_____

Exercise One *Answer* — Strong Opening Bids

1) 2♣. You plan to show the heart suit on your rebid.

2) 2♣. You plan to rebid 2NT.

3) 1♠. This hand is a little short of a strong opening two-bid.

Responding to 2♣

Introduction

"Now that you know what a 2♣ opening bid looks like, let's turn our attention to responder. You need to know what to do when partner opens 2♣."

Instructions

"Pick up all of the cards in the South hand and turn the North hand face up on the table."

NORTH
♠ x x x
♥ x x x
♦ x x x x
♣ x x x

NORTH	SOUTH
	2♣
2♦	

You may need to get the class to lay out the North hand, if it's not available from the earlier discussion.

"This is probably more typical of the type of hand you pick up at the bridge table. Perhaps you even like to get this type of hand, since you won't have any tough decisions to make during the auction — or the play, for that matter.

"There are times when you have to make decisions with hands like this. I'm your partner, South, and I open the bidding 2♣. West passes, and it's your turn to bid.

"**What are you going to do?** (Pass/2♦/2NT?)

"**What's the one thing you can't do?** (Pass.) The 2♣ bid doesn't say anything about clubs. It's artificial, and it's a forcing bid. So, you can't pass. When playing strong two-bids, the negative response was to bid 2NT. Over an artificial 2♣, however, you bid 2♦ with a weak hand. It doesn't say anything about diamonds. It's an artificial bid, like the 2♣ opening. It just sends the message that you don't have enough for a positive response.

"**Why do you think a response of 2♦ is used with a weak hand, rather than 2NT?** (Leaves opener more room to describe the hand.) Opener hasn't yet described the hand. All the 2♣ opening bid says is that opener has a strong hand. Responding 2♦ leaves the maximum amount of room for opener to further describe the hand. For example, opener can now bid 2♥ or 2♠ to show a strong two-bid in a major suit, or 2NT to show a strong balanced hand.

"In fact, 2♦ is such a useful response that you don't use it only with weak hands. You respond 2♦ with most hands. The 2♦ response is called a *waiting* bid, rather than a negative response. You are waiting to see what opener has to say.

"There are a couple of situations in which you don't make the automatic

response of 2♦. The first is when you have a good five-card or longer suit of your own and 8 or more points.

"Let's look at an example. Change the North hand.
"In hearts: add the king and the queen.
"In diamonds: take away three low cards.
"In clubs: add the king.

NORTH
♠ x x x
♥ K Q x x x
♦ x
♣ K x x x

NORTH	SOUTH
	2♣
2♥	

"**There are 8 high-card points. What do you know for sure?** (Headed for game.) Since 2♣ shows a hand worth 22 or more points, the partnership is headed for at least game. In fact, you must be close to a slam, since there are at least 30 combined points. In this situation, you want to make a positive response and tell opener about your suit. Since there is so much combined strength, you don't have to worry about getting the partnership too high before opener has had an opportunity to describe the hand.

"The partnership should agree on the meaning of a *good* suit for a positive response. A typical agreement is that a good suit is a five-card suit containing two of the top three honors or any six-card or longer suit. Here, the heart suit qualifies. It's only five cards long but it contains the ♥K and ♥Q, two of the top three honors.

"Change the North hand.
"In spades: take away a low card and add the king.
"In hearts: take away the king and add a low card.

NORTH
♠ K x x
♥ Q x x x x
♦ x
♣ K x x x

NORTH	SOUTH
	2♣
2♦	

"Here you have enough strength for a positive response, but your heart suit isn't very good. It's only five-cards long and has only one honor. Rather than respond 2♥, you can make a waiting response of 2♦. After hearing about opener's hand, you'll be in a better position to know where your side is headed.

"Remember, opener will have one of two types of hands: either a strong balanced hand, or a strong unbalanced hand. If opener has a strong balanced hand, opener will rebid in notrump, and you can then start looking for a heart fit. We'll talk more about that later. If opener has an unbalanced hand, then opener probably has a strong suit to show. Opener is unlikely to be interested

in a weak suit in your hand. That's why you usually make a waiting bid when you have an unbalanced hand without a good five-card suit.

"Change the North hand.
"In spades: take away a low card.
"In hearts: add a low card.

NORTH
♠ K x
♥ Q x x x x x
♦ x
♣ K x x x

NORTH	SOUTH
	2♣
2♥	

"**Now you have a six-card suit. What would you respond over 2♣?** (2♥.) With 8 or more points and a six-card or longer suit, you can give a positive response in the long suit. Even if partner has an unbalanced hand — with a lot of diamonds, for example — hearts might be the best trump suit. Partner might have ♥A K or ♥A J, for example. If partner has a balanced hand, it is almost certain that hearts will make the best trump suit.

"Change the North hand.
"In hearts: take away the queen and three low cards.
"In diamonds: add the ace, the queen and three low cards.
"In clubs: take away the king.

NORTH
♠ K x
♥ x x
♦ A Q x x x x
♣ x x x

NORTH	SOUTH
	2♣
3♦	

"**What would you respond with this hand if partner opened 2♣?** (3♦.) Since 2♦ would be a waiting bid, saying nothing about the hand, you have to jump to 3♦ to show a positive response with a good diamond suit. This is a little awkward, so you should have a good hand and a good suit to take up this much bidding room. If the diamonds weren't this good, you could start with a waiting response of 2♦.

"There's one other type of positive response that responder can make.
"Change the North hand.
"In hearts: add the queen.
"In diamonds: take away the ace and a low card.
"In clubs: add the queen.

NORTH
♠ K x
♥ Q x x
♦ Q x x x
♣ Q x x x

NORTH	SOUTH
	2♣
2NT	

"**With a balanced hand and 9 high-card points, what do you think you can respond?** (2NT.) A response of 2NT shows 8 or more high-card points and a balanced hand. There's no need to jump to game with a strong balanced hand, since the positive response already commits the partnership to the game level.

"The 2NT response takes up bidding room before opener has made a descriptive rebid. Some partnerships prefer to restrict the 2NT response to a narrow range, usually a balanced hand of 8 to 10 points with no aces and scattered high cards. This hand would fit those criteria.

"Change the North hand.
"In spades: take away the king.
"In hearts: add three low cards.
"In diamonds: take away the queen and a low card.

NORTH
♠ x
♥ Q x x x x x
♦ x x
♣ Q x x x

NORTH	SOUTH
	2♣
2♦	

"**Partner opens 2♣. What would you respond with this hand?** (2♦.) With only 4 high-card points, this hand doesn't qualify for a positive response. Make the waiting response of 2♦. You'll have plenty of time to show the heart suit later in the auction."

Summary

"When partner opens the bidding 2♣:

- Responder usually makes a waiting response of 2♦. The 2♦ response may be based on a weak hand, but it is used also when responder has a good hand that is unsuitable for an immediate positive response.
- With 8 or more points, responder can make an immediate response of 2NT with a balanced hand or bid a good five-card or longer suit. If the suit is diamonds, responder will have to jump to 3♦."

➥ "Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Responding to 2♣

What do you respond with each of the following hands when partner opens the bidding 2♣ and the next player passes?

1) ♠ 9 8 7 4
♥ J 8 6 5 2
♦ 8 3
♣ 7 4

_____

2) ♠ J 5
♥ A Q J 8 3
♦ 8 7 6 3
♣ 9 4

_____

3) ♠ K 2
♥ 9 5 4
♦ A J 10 8 6 3
♣ 7 2

_____

4) ♠ Q 9 3
♥ K 10 8 4
♦ Q J 4
♣ J 5 4

_____

5) ♠ 6
♥ J 7 6 5 3
♦ K 8 5
♣ A 8 7 4

_____

6) ♠ Q 9 7 5 4 2
♥ 8 3
♦ J 6 2
♣ 5 3

_____

Exercise Two *Answer*— Responding to 2♣

1) 2♦. Make the waiting response of 2♦.
2) 2♥. Make a positive response of 2♥.
3) 3♦. A response of 2♦ would be a waiting bid.
4) 2NT. A positive response with 8 or more points and no good five-card suit.
5) 2♦. This hand is good enough for a positive response, but your five-card suit is too weak.
6) 2♦. You don't have enough for a positive response.

Opener's Rebid

Introduction

"Now that you've looked at responder's initial action, let's move back across the table and look at opener's second bid. Remember, except for announcing a strong hand of 22 or more points, opener still hasn't described anything about the distribution. It's a good thing that responder usually bids 2♦. Not much bidding room has been used up to this point."

Instructions

"Turn the cards in the North hand face down. We'll return to this hand in a moment.

"In front of South, construct the following hand.
"In spades: the ace, the king, the queen, and three low cards.
"In hearts: the ace.
"In diamonds: two low cards.
"In clubs: the ace, the king, the jack and a low card.

NORTH	SOUTH
	2♣
2♦	2♠

SOUTH
♠ A K Q x x x
♥ A
♦ x x
♣ A K J x

"I told you there would be a lot of nice hands today.

"**You're the dealer. How are you going to start?** (2♣.) Start with the artificial (conventional) opening 2♣ bid.

"**What's partner going to respond most of the time?** (2♦.) Partner usually will make the artificial waiting response of 2♦. Let's assume that's what happens.

"**What do you do now?** (2♠.) It's time to describe the hand by rebidding 2♠.

"Notice how economical the bidding is to this point. You haven't lost any bidding room by using the 2♣ opening. If you were playing strong two-bids, you would have opened 2♠. Now you can play weak two-bids and still show a strong 2♠ opening by using the conventional 2♣ opening.

"When the 2♣ opener rebids a suit, that is still a forcing bid. Responder can't pass. It's as though you opened with a strong 2♠ bid. So there's no need to jump to game at this point. Wait to see what responder has to say.

There still could be enough combined strength for slam.

"With an unbalanced hand, you'll generally show your long suit, even if responder bids something other than 2♦.

"**Suppose responder bids 2♥, for example. What would you rebid?** (2♠.) You would still show your long suit. The only difference is that the partnership is committed to at least the game level, and the likelihood of reaching a slam contract has increased.

"**What if partner responded 2NT to the strong 2♣ opening?** (3♠.) Opener can show the long suit by bidding 3♠. Once the trump suit is established, the partnership can go in search of a slam contract.

"Change the South hand.
"In spades: take away a low card.
"In clubs: add a low card.

NORTH	SOUTH
	2♣
2♦	2♠

SOUTH
♠ A K Q x x
♥ A
♦ x x
♣ A K J x x

"**What do you bid?** (2♣.) You still have more than enough to open 2♣.

"**Suppose partner responds 2♦. What do you rebid?** (2♠.) With a choice of five-card suits, bid the higher-ranking. It's the same as opening the bidding — start with the higher-ranking of two five-card or six-card suits. You can show the club suit at your next opportunity. Remember that partner can't pass the 2♠ bid. The auction is forcing.

"You would make the same bid if partner makes a positive response of 2♥. If partner responds 2NT or 3♦, you would have to start showing your suits by bidding 3♠.

"Change the South hand.
"In spades: take away a low card.
"In clubs: add a low card.

NORTH	SOUTH
	2♣
2♦	3♣

SOUTH
♠ A K Q x
♥ A
♦ x x
♣ A K J x x x

"**Again you start with 2♣. What do you do when partner responds 2♦?** (3♣.) You have to show your club suit at the three level. Start with the longest suit. Remember, the strong 2♣ opening bid didn't say anything about clubs. It was totally artificial (conventional).

"This is a disadvantage of the artificial 2♣ opening. With a strong hand containing a long minor suit, you're at the three level before describing the hand. Playing strong two-bids, you would open this hand 2♣, but that would show the long club suit right away. However, that's the price you pay for using weak two-bids.

"If partner made a positive response of 2♥, you would start describing this hand by rebidding 3♣, but it's a little awkward if partner were to respond 2NT to the strong 2♣ opening. After a 2NT response, most partnerships play that 3♣ is the Stayman convention, asking for a four-card major. That's okay. You can bid 3♣. If partner responds 3♦, showing no major, or 3♥, showing a four-card heart suit, you can bid 4♣, telling partner you really have clubs. You might get a bonus, however. If partner bids 3♠, showing a four-card spade suit, you don't have to mention the clubs at all. You can go looking for slam in the eight-card spade fit.

"Change the South hand.
"In hearts: add a low card.
"In diamonds: add the king.
"In clubs: take away two low cards.

NORTH	SOUTH
	2♣
2♦	2NT

SOUTH
♠ A K Q x
♥ A x
♦ K x x
♣ A K J x

"**What do you do with this hand after opening 2♣ and getting a 2♦ response from partner?** (2NT.)

"**How many points do you have?** (24.) The rebid of 2NT shows a balanced hand of 22 to 24 HCP. This is not a forcing bid. You've limited your hand to at most 24 points. This is different from the previous examples where you rebid a suit to show an unbalanced hand. Then you were still unlimited in strength, so responder had to keep the bidding going. The 2NT rebid limits your hand. With a very weak hand, responder can pass.

"**What if responder made a positive response of 2♥ over your 2♣ bid?** (2NT.) Without three-card support for hearts, you can make the descriptive rebid of 2NT. There's a difference now, however. Partner can't pass the 2NT rebid. The partnership is forced to at least the game level once responder makes a positive response. You're merely describing the hand. It's now up to partner to decide whether to move toward a slam.

"**Suppose responder bids 2NT over your 2♣ bid. Now what?** (3♣.) As discussed on the previous hand, a bid of 3♣ by you at this point is the Stayman convention. That's a good choice with this hand. You'll discover whether the partnership has an eight-card spade fit. Then you'll want to at least try for slam, or perhaps bid it. Partner has 8 or more points, and you have 24 — there's at least 32 combined points.

"Change the South hand.
"In spades: take away the king.
"In diamonds: add the ace.

NORTH	SOUTH
	2♣
2♦	3NT

SOUTH
♠ A Q x
♥ A x
♦ A K x x
♣ A K J x

"**What's your rebid with this hand after opening 2♣ and hearing partner respond 2♦?** (3NT.) A jump to 3NT shows a balanced hand and 25 to 27 points. Here you have 25 points. Don't raise diamonds. Partner's 2♦ response is artificial and says nothing about diamonds.

"**What would you do if partner responded 2♠?** (3♠.) That's a positive response showing a good five-card or longer suit. Raise to 3♠, agreeing to spades as the trump suit. Now the partnership can go in search of a grand slam. There must be at least a small slam based on the combined strength."

Summary

"If responder bids 2♦ following partner's strong 2♣ opening bid, opener proceeds to describe the hand:

- Opener rebids the long suit with an unbalanced hand;
- Opener rebids 2NT with a balanced hand and 22 to 24 points;
- With 25 to 27 points, opener would start with 3NT.
- Opener rebids 3NT with a balanced hand and 28 to 30 points.

"If responder makes a positive response:

- Opener makes the planned descriptive rebid or raises with a fit for responder's suit.
- The only wrinkle is when responder bids 2NT. A 3♣ rebid by opener is now the Stayman convention."

➥ "Let's do Exercise 3 in the student text to review what we have just discussed."

Exercise Three — Rebids after 2♣

As West, what would you rebid with each of the following hands after the auction starts:

WEST	NORTH	EAST	SOUTH
2♣	Pass	2♦	Pass
?			

1) ♠ A Q 10 7 5
♥ A K Q J 3
♦ 7
♣ A Q

_____

2) ♠ —
♥ A K Q 3
♦ A K J 10 4 2
♣ K Q 4

_____

3) ♠ A Q
♥ K Q 8
♦ A Q 7
♣ K Q 10 6 2

_____

4) ♠ A
♥ A K Q J 10 7 5
♦ K Q 5
♣ A 3

_____

5) ♠ K J
♥ A K Q
♦ A K J 3
♣ K Q J 5

_____

6) ♠ A Q 9 6
♥ A
♦ A K 8 4
♣ A Q 10 3

_____

Exercise Three *Answer* — Rebids after 2♣

1) 2♠. Bid the higher-ranking suit first. Show the hearts on the next round.
2) 3♦. Bid the longer suit first. When you later bid hearts, partner will know you have longer diamonds.
3) 2NT. This shows a balanced hand with 22 to 24 points.
4) 2♥. There's no need to jump. The 2♥ rebid is forcing.
5) 3NT. This shows a balanced hand with 25 to 27 points.
6) 2NT. Awkward. The hand isn't balanced, but there's no five-card suit to bid. Treat the hand as balanced … and hope for the best!

The Rest of the Auction

Introduction

"The auction can branch off in many directions once opener has made a descriptive rebid. If responder has made a positive response, the partnership is probably on the way to slam. If responder has made a waiting bid of 2♦, the partnership may be searching for the best game. If opener bids a suit after the 2♦ response, the partnership is forced to the game level, unless opener immediately bids the suit again after responder's next bid. If opener shows a balanced hand, the partnership uses the same methods that it would use over an opening notrump bid — the Jacoby transfer, for example.

"Let's look at some examples of the complete auction."

Instructions

"Turn up the cards in the North hand and change the South hand.

"In spades: add the jack.
"In clubs: take away the king.

NORTH
♠ x
♥ Q x x x x x
♦ x x
♣ Q x x x

NORTH	SOUTH
	2♣
2♦	2NT
3♦	3♥
4♥	Pass

SOUTH
♠ A Q J x
♥ A x
♦ A K x x
♣ A J x

"South is the dealer. Discuss with the others at your table how you think the auction would proceed on this hand. (2♣–2♦–2NT–3♦–3♥–4♥–Pass.)

"**How strong is the South hand?** (23 points.) South has a balanced hand with 23 high-card points. That's too strong to open 2NT, so South starts with 2♣.

"**What does North respond?** (2♦.) With 4 high-card points, North doesn't have enough to make a positive response in hearts. Instead, North makes the waiting bid of 2♦. North is probably expecting South to show a strong two-bid in spades.

"**What does South rebid?** (2NT.) South rebids 2NT to show a balanced hand of 22 to 24 points.

"**What does North do now?** (3♦/4♥.) After the 2NT rebid, the partnership uses the same methods it would use over an opening bid of 2NT.

"**Where does North want to play the hand?** (4♥.) North has 4 high-card points plus 2 length points. That's enough to put the partnership in a game

contract. North also knows the partnership has at least an eight-card heart fit.

"**If the partnership uses Jacoby transfers, North bids 3♦. What does South do?** (3♥.) South accepts the transfer by bidding 3♥.

"**Now what does North do?** (4♥.) North now puts the partnership in game in hearts. 4♥ is a good contract.

"If the partnership doesn't play Jacoby transfers, North would simply jump to 4♥. North would be the declarer, and the strong hand would be on the table. That shouldn't matter too much on this hand."

If some of the more experienced players are familiar with Texas transfers, you can mention that North could jump to 4♦ to transfer to 4♥. (Using a Jacoby transfer and then raising to game is treated as a slam try by most partnerships when the Texas transfer is available.)

"Change the North hand.
"In spades: add the king.
"In hearts: take away the queen.

NORTH
♠ K x
♥ x x x x x
♦ x x
♣ Q x x x

NORTH	SOUTH
	2♣
2♦	2NT
3♦	3♥
3NT	Pass

SOUTH
♠ A Q J x
♥ A x
♦ A K x x
♣ A J x

"Discuss with the others at your table how the auction would proceed this time. (2♣–2♦–2NT–3♦–3♥–3NT–Pass.)

"**What would South open?** (2♣).

"**What would North respond?** (2♦). North doesn't have enough for a positive response and would make a waiting bid of 2♦.

"**What would South rebid?** (2NT). South rebids 2NT to show a balanced hand.

"**What does North do now?** (3♦.) Playing Jacoby transfers, North shows the five-card heart suit by bidding 3♦.

"**South accepts the transfer by bidding 3♥. What does North do next?** (3NT.) With only a five-card heart suit, North bids 3NT, asking opener to choose between 3NT and 4♥.

"**What does South do?** (Pass.) With a doubleton heart, South would pass 3NT, and the partnership arrives at the best contract. If South held three or four hearts, South would go to 4♥.

"If the partnership isn't using Jacoby transfers, the auction would still start 2♣-2♦-2NT, but now North would bid a natural 3♥, showing a five-card suit. With only two hearts, South would bid 3NT and reach the same spot.

"Change the North hand.
"In spades: add two low cards.
"In hearts: take away a low card.
"In clubs: take away the queen.

NORTH
♠ K x x x
♥ x x x x
♦ x x
♣ x x x

NORTH	SOUTH
	2♣
2♦	2NT
3♣	3♠
4♠	Pass

SOUTH
♠ A Q J x
♥ A x
♦ A K x x
♣ A J x

"Discuss with the others at your table how the auction would proceed this time. (2♣–2♦–2NT–3♣–3♠–4♠–Pass.)

"The auction would begin the same way. South would open 2♣, North would make the waiting response of 2♦ and South would rebid 2NT.

"**Does North have to bid after the 2NT rebid?** (No.) The 2NT rebid is not forcing, since it limits opener's hand to a maximum of 24 points. North can pass with a very weak hand.

"**Does North have enough to take the partnership to game?** (Yes/No.) It's borderline. Since South has 22 to 24 points, the partnership has a combined total of 25 to 27 points. That's in the game range, so North will probably take a chance.

"**What should North bid over 2NT?** (3♣.) North can use the Stayman convention to look for an eight-card major suit fit on the way to game.

"**When North bids 3♣, what does South do?** (3♠.) South shows the four-card spade suit.

"**What does North do?** (4♠.) North raises to game in the eight-card fit. 4♠ is an excellent contract on these two hands — far better than 3NT.

"Change the North hand.
"In hearts: take away three low cards and add the queen.
"In diamonds: add the jack.
"In clubs: add the queen.

NORTH
♠ K x x x
♥ Q x
♦ J x x
♣ Q x x x

NORTH	SOUTH
	2♣
2NT	3♣
3♠	4♠
Pass	

SOUTH
♠ A Q J x
♥ A x
♦ A K x x
♣ A J x

"Discuss how the auction might go this time. Be careful, this one's a little trickier. (2♣–2NT–3♣–3♠–4♠–Pass.)

"**South starts with 2♣. What does North respond?** (2NT.) With 8 high-card points and a balanced hand, North can respond 2NT, rather than the waiting bid of 2♦.

"**What does South do?** (3♣.) South can now use the Stayman convention to check for a major suit fit by bidding 3♣. North bids 3♠ to show the four-card spade suit, and South raises to game. With only 8 points, North has nothing extra to show, and the partnership stops in the best contract.

"Again, the strong hand is the dummy. Some partnerships prefer to play 2♦ as a waiting bid even with the North hand. South would rebid 2NT, and North would Stayman leaving South as declarer.

"Modify the hands and see what happens when opener has an unbalanced hand.

"Change the North hand.
"In spades: take away the king.
"In hearts: take away the queen and add two low cards.
"In clubs: take away the queen and add a low card.

"Change the South hand.
"In spades: add two low cards.
"In hearts: take away a low card.
"In clubs: take away a low card.

NORTH
♠ x x x
♥ x x x
♦ J x x
♣ x x x x

NORTH	SOUTH
	2♣
2♦	2♠
2NT	3♦
3♠	4♠
Pass	

SOUTH
♠ A Q J x x x
♥ A
♦ A K x x
♣ A J

"South is the dealer. Discuss how the auction would proceed. (2♣–2♦–2♠–2NT–3♦–3♠–4♠–Pass.)

"**What would South open?** (2♣.) South has 23 high-card points plus 2 length points for the six-card suit. South would start with 2♣.

"**What would North respond?** (2♦.) North can't pass, so North makes the artificial waiting response of 2♦.

"**What does South bid now?** (2♠.) South shows the spade suit.

"**Can North pass?** (No.) The situation is the same as if South had opened with a strong 2♠ bid. North can't pass, because partner's hand is unlimited.

"**What does North bid?** (2NT/3♠/4♠.) There are a number of ways that North can show a very weak hand at this point. Most partnerships use a bid of 2NT by responder to show this type of hand. It says, 'Partner, don't count on me for any help.' That's what we'll use here. Although you have some trump

support, a raise to 3♠ would show a little something and would encourage partner to look for a slam. That's not what you want on this hand."

With a more experienced class, you can refer the students to using the cheaper minor as a second negative found in the Appendix of the student text. You also could mention the immediate jump to 4♠. That shows trump support but no aces, kings, singletons or voids. Responder usually should have four-card support to make this bid. Unless the partnership plays the 2♠ rebid as forcing to game, responder should make a negative bid at this point, hoping opener rebids 3♠ and the partnership can stop in partscore.

"**After North bids 2NT, what does South do?** (3♦.) South should show the second suit by bidding 3♦. It's possible that North has a singleton or void in spades and a string of diamonds. Diamonds could be the best trump suit. Also, a new suit is forcing to game. Most partnerships play that a rebid of 3♠ at this point would not be forcing. South has too much to stop short of a game contract.

"**What does North do after the 3♦ bid by partner?** (3♠.) North tells partner about the spade support by bidding 3♠. Bidding 3♠ at this point doesn't promise any strength. North is simply showing a preference for spades over diamonds."

Again, with a very experienced class you might discuss the merits of bidding 4♠ with the North hand at this point. Since the partnership is now in a game-forcing auction, some partnerships use the principle of fast arrival. A jump to 4♠ is weaker than bidding 3♠. However, this is an advanced concept. Most players will be content to bid 3♠ at this point.

"**What does South do over 3♠?** (4♠.) South puts the partnership in game in spades.

"**Does South have any interest in looking for slam?** (No.) North's actions have not been encouraging. With a little something, North could have raised spades immediately. South should be satisfied with game.

"Change the South hand.
"In spades: add a low card.
"In diamonds: take away the ace.

NORTH
♠ x x x
♥ x x x
♦ J x x
♣ x x x x

NORTH	SOUTH
	2♣
2♦	2♠
2NT	3♠
Pass	

SOUTH
♠ A Q J x x x x
♥ A
♦ K x x
♣ A J

"**Would South still open with 2♣?** (Probably.) South has 19 high-card points and can add 3 points for the seven-card suit. 22 points are enough to open with 2♣. South doesn't need much in partner's hand to make game.

"**What would North respond?** (2♦.) North will make a waiting bid of 2♦.

"**What does South rebid?** (2♠.) South will bid 2♠ to show the spade suit.

"**What does North do now?** (2NT.) North will bid 2NT as a negative bid, keeping the auction going.

"**What does South do now?** (3♠.) With no other suit to show and with nothing extra, South rebids the spade suit.

"**What can North do now?** (Pass.) When opener immediately rebids a long suit after responder has shown no values, most partnerships allow responder to pass. On this hand, that would be a good decision, since even a 3♠ contract is in jeopardy.

"Change the North hand.
"In spades: take away a low card and add the king.
"In clubs: take away a low card and add the king.

"Change the South hand.
"In diamonds: take away a low card and add the queen.

NORTH
♠ K x x
♥ x x x
♦ J x x
♣ K x x x

NORTH	SOUTH
	2♣
2♦	2♠
3♠	(4NT)
(5♣)	(6♠)
(Pass)	

SOUTH
♠ A Q J x x x x
♥ A
♦ K Q x
♣ A J

"Discuss with the others at your table how the auction would proceed when these are the combined hands. (2♣–2♦–2♠–3♠–4NT–5♣–6♠.)

"**What is South's opening bid?** (2♣.) South starts with a strong 2♣ opening bid.

"**What does North respond?** (2♦.) With only 7 points, North doesn't have quite enough for a positive response and makes a waiting bid of 2♦.

"**What does South bid?** (2♠.) South shows the spade suit.

"**What does North bid?** (3♠.) This time, North has a little something and spade support. North raises to 3♠. There's no need to jump to game, since the partnership is already committed to game once North supports partner's major suit."

You can tailor the following remarks to the level of the class.

"How the auction proceeds from this point depends on the partnership's slam bidding methods. South might simply jump to 6♠. It's unlikely there's enough for a grand slam, since North didn't make a positive response initially. On this deal, slam is likely to have a play opposite a little something in the North hand. Another approach would be to use the Blackwood convention. South can bid 4NT to ask for aces. When North responds 5♣ to

show none, South can settle for a small slam.

"A more scientific approach might be to start a cuebidding sequence. Once North agrees on spades as the trump suit, South can cuebid 4♣. North doesn't have anything in diamonds or hearts to show, but might show second round control in clubs by cuebidding 5♣. That's enough for South to take a chance on slam and jump to 6♠. South knows North doesn't have the ♦A and that slam should be on a finesse at worst.

"Change the North hand.
"In spades: take away the king and a low card.
"In hearts: add a low card.
"In diamonds: add a low card.

"Change the South hand.
"In spades: take away two low cards.
"In diamonds: add two low cards.

NORTH
♠ x
♥ x x x x
♦ J x x x
♣ K x x x

NORTH	SOUTH
	2♣
2♦	2♠
2NT	3♦
4♦	(6♦)
(Pass)	

SOUTH
♠ A Q J x x
♥ A
♦ K Q x x x
♣ A J

"Discuss how the auction might proceed on these two hands. (2♣–2♦–2♠–2NT–3♦–4♦–5♦.)

"**South would start with 2♣, and what would North respond?** (2♦.) With 4 high-card points, North would make a waiting bid of 2♦.

"**What's South's rebid?** (2♠.) With a choice of five-card suits, South starts with the higher-ranking, 2♠.

"**What does North bid now?** (2NT.) With no support for spades and no suit to bid, North would bid 2NT.

"**What does South bid?** (3♦.) South now shows the second suit by bidding 3♦.

"**What does North bid next?** (4♦.) North prefers diamonds to spades and can raise to 4♦. North can't pass. The bid of a new suit by South is forcing to game."

Again, the following remarks should be tailored to the level of the class.

"What happens next depends a little on how aggressive South is. Since North hasn't shown any strength, South can simply bid 5♦ and settle for game. An aggressive South might jump to 6♦. 6♦ isn't a hopeless contract, but it will require a little work and a little luck to avoid losing a spade trick. Declarer probably will have to guess which defender holds the ♠K.

"**Incidentally, who is declarer in this contract?** (North.) North bid diamonds first, so North will be declarer.

"South might be unwilling to settle for 5♦ without at least one try for slam. South could bid Blackwood. On finding that the partnership is missing an ace, South could settle for game. In a more experienced partnership, South might cuebid 4♥ over 4♦. North will probably sign off in 5♦, and the partnership will rest there. 5♦ is a better contract than 3NT, which would be precarious after a heart lead.

"Change the North hand.
"In hearts: add the queen and a low card.
"In clubs: take away the king and a low card.

"Change the South hand.
"In spades: add the king.
"In hearts: add two low cards.
"In diamonds: take away the king and two low cards.

NORTH
♠ x
♥ Q x x x x x
♦ J x x x
♣ x x

NORTH	SOUTH
	2♣
2♦	2♠
3♥	4♥
Pass	

SOUTH
♠ A K Q J x x
♥ A x x
♦ Q x
♣ A J

"Discuss how the auction would proceed on these two hands. (2♣–2♦–2♠–3♥–4♥–Pass.)

"**How does South start the auction?** (2♣.)

"**What does North respond?** (2♦.) North doesn't have enough for a positive response and bids 2♦.

"**What is South's rebid?** (2♠.) South rebids 2♠, showing the long suit.

"**What does North bid now?** (3♥.) North can afford to mention the six-card heart suit. Opener won't be expecting too much, since North didn't make an immediate positive response of 2♥.

"**What does South do?** (4♥.) South shows heart support by raising to game. South isn't interested in a slam since North didn't make a positive response. 4♥ is a good contract.

"Change the North hand.
"In hearts: take away two low cards and add the king.
"In clubs: add the king.

"Change the South hand.
"In hearts: add the jack.
"In diamonds: take away the queen.

NORTH
♠ x
♥ K Q x x x
♦ J x x x
♣ K x x

NORTH	SOUTH
	2♣
2♥	(4NT)
(5♣)	(6♥)
Pass	

SOUTH
♠ A K Q J x x
♥ A J x x
♦ x
♣ A J

"**What does South open?** (2♣.)

"**What does North respond?** (2♥.) With 9 high-card points and a good five-card suit, North can make a positive response of 2♥.

"**What will happen next?** (South will take the partnership to slam.) Knowing that North has a good heart suit and a positive response, South might not even bother mentioning the spades. Hearts should be a good trump suit. With such a good fit, South shouldn't stop short of slam. South could jump to 6♥ immediately or use a more conventional approach. If South bids 4NT, the Blackwood convention, North will show no aces, and South will settle for a small slam in hearts."

Summary

"After the strong 2♣ opening and initial response, opener will make a descriptive rebid. Now the partnership is in a good position to judge whether to head for game or slam. The partnership will use the same slam bidding methods that it uses in other situations. We'll discuss more about slam bidding in the next course."

Handling Interference

You can skip this section if you are running short of time.

Introduction

"When there is a strong 2♣ opening bid, you don't expect too much interference from the opposition because opener is promising strength. Still, in competitive bridge, there will sometimes be competition. Knowing opener has a strong hand, the opponents may want to make the auction difficult. Also, if the 2♣ opening bid is based on an unbalanced hand with a long suit, there's a good possibility that the opponents may have a long suit of their own. As in any situation where there is interference, it's a good idea for the partnership to know how it affects any conventional bids:

- If the 2♣ opening is doubled:
  - No room is used up in the auction, and responder's bids can retain their usual meaning, including the use of 2♦ as a waiting bid.
- If there's an overcall:
  - Responder can pass with a weak hand.
  - With enough for a positive response, responder can bid a five-card or longer suit or bid notrump with some strength in the opponent's suit.
  - Responder can double the overcall for penalties; or
  - Responder can cuebid the opponent's suit with a positive response and nothing better to do."

Instructions

"Start with the hands as they are.

NORTH
♠ x
♥ K Q x x x
♦ J x x x
♣ K x x

WEST	NORTH	EAST	SOUTH
			2♣
Double	2♥		

SOUTH
♠ A K Q J x x
♥ A J x x
♦ x
♣ A J

"**Suppose South opens 2♣ and, instead of passing, West doubles. What does North do?** (2♥.) No room has been taken up by the double and North can show the good heart suit by bidding 2♥.

"**What if West overcalled 3♦ instead of doubling?** (3♥.) With enough for a positive response and a good five-card suit, North can bid 3♥. It's a good idea to show the suit now. It might get awkward if North passes and East raises diamonds. Once North bids hearts, the partnership should have no trouble reaching the slam despite the interference.

"Change the North hand.
"In spades: add a low card.
"In hearts: take away the king and the queen.
"In clubs: add a low card.

NORTH
♠ x x
♥ x x x
♦ J x x x
♣ K x x x

WEST	NORTH	EAST	SOUTH
			2♣
Double	2♦		

SOUTH
♠ A K Q J x x
♥ A J x x
♦ x
♣ A J

"**Again South opens 2♣. What happens if West doubles?** (2♦.) There's still room for North to make a waiting response of 2♦.

"**What if West overcalls 2♦ instead of doubling?** (Pass.) When there is an overcall, responder can pass with a weak hand. South will have an opportunity to show the spade suit, but won't be expecting too much from responder. With a little something, North may get the partnership to game. 4♠ isn't a great contract, but has some chances.

"**What if West passes the 2♣ bid? What does North respond?** (2♦.) North makes the usual waiting response of 2♦.

"**Now East comes into the bidding with 3♦. What does South do?** (3♠.) The interference hasn't prevented South from showing the spade suit — even though it's at one level higher than usual.

"North will have to decide what to do over 3♠. With the ♦10 to go with the ♦J, North might try 3NT, which would be a good contract. Even without the ♦10, North might make 3NT if East holds all of the high diamonds. Once there's competition, you'll have to rely on your judgment a little more to get to the best contract.

"Change the North hand.
"In hearts: take away a low card.
"In diamonds: add the queen.

NORTH
♠ x x
♥ x x
♦ Q J x x x
♣ K x x x

WEST	NORTH	EAST	SOUTH
			2♣
2♦	Double		

SOUTH
♠ A K Q J x x
♥ A J x x
♦ x
♣ A J

"**What would North do with this hand if South opened 2♣ and West overcalled 2♦?** (Double.) With a good hand for defending, North can double the overcall for penalties. South doesn't have to pass the double but has that option. If South does bid spades, the partnership may finish in a contract of 3NT. Whether South chooses to defend may depend on the vulnerability."

With a basic class, you might skip the next example.

"Change the North hand.
"In spades: add two low cards.
"In hearts: add the king and the queen and take away a low card.
"In diamonds: take away the queen, the jack and a low card.

NORTH
♠ x x x x
♥ K Q x
♦ x x
♣ K x x x

WEST	NORTH	EAST	SOUTH
			2♣
2♦	3♦		

SOUTH
♠ A K Q J x x
♥ A J x x
♦ x
♣ A J

"**What can North bid if South opens 2♣ and West overcalls 2♦?** (3♦.) With a positive response but no good five-card or longer suit, North can cuebid the opponent's suit by bidding 3♦. This lets opener know that North has some values but can't double for penalties, and that North doesn't want to bid 2NT to show a stopper in the opponent's suit. This will help South judge that slam is a possibility. There won't be much of a problem if North–South have the rest of the auction to themselves, but perhaps East will make a preemptive jump to 5♦, or even 6♦. When that happens, South will be glad to know that North has some values."

Summary

"If the strong 2♣ opening bid is doubled:

- Ignore the double and bid as if there were no interference.

" If there is an overcall:

- Pass with a weak hand or double for penalties.
- With enough for a positive response, bid a good five-card or longer suit or bid notrump with a stopper in the opponent's suit.
- There is also the option of cuebidding to show a positive response without enough strength in the opponent's suit to double or bid notrump."

➥ "Let's do Exercises 4 & 5 in the student text to review what we have just discussed."

Exercise Four — The Subsequent Auction

You hold the following hand as West:

♠ A K Q J 9 6
♥ K Q 4
♦ 3
♣ A Q 3

What is your next bid in each of the following auctions?

1)

WEST	NORTH	EAST	SOUTH
2♣	Pass	2♦	Pass
2♠	Pass	2NT	Pass
? _____			

2)

WEST	NORTH	EAST	SOUTH
2♣	Pass	2♦	Pass
2♠	Pass	3♥	Pass
? _____			

3)

WEST	NORTH	EAST	SOUTH
2♣	2♦	Pass	3♦
? _____			

4)

WEST	NORTH	EAST	SOUTH
2♣	Pass	2♦	Pass
2♠	Pass	3♠	Pass
? _____			

Exercise Four *Answer*— The Subsequent Auction

1) 3♠. Partner's 2NT rebid shows a weak hand. With a positive response, partner would bid 2NT right away. The 3♠ rebid isn't forcing; but if partner passes, you are unlikely to make game.

2) 4♥. Show the fit with partner. Partner may have a very weak hand since partner didn't respond 2♥ initially, but partner still has an opportunity to move toward slam with a little something.

3) 3♠. Time to show your suit. If you had a balanced hand, you could pass and leave any decision to partner.

4) 4♣ or 4NT. Having found a fit, you can make a move toward slam — either cuebidding the ♣A or using the Blackwood convention. Partner should have some high cards. With a weak hand and a fit, partner could have jumped directly to 4♠.

Exercise Five — Handling Interference

As East, what would you rebid with each of the following hands?

WEST	NORTH	**EAST**	SOUTH
2♣	2♥	?	

1) ♠ 8 6 3
♥ J 7 3
♦ J 9 8 6 4
♣ 10 3

_____

2) ♠ K Q 10 8 5
♥ 9 7
♦ K 10 6 3
♣ 8 4

_____

3) ♠ 8 2
♥ K J 8
♦ Q 10 7 2
♣ Q J 7 4

_____

4) ♠ 8 3
♥ Q 10 9 7 5
♦ K 7 6
♣ 9 4 2

_____

5) ♠ K 10 6 5
♥ 5
♦ A 7 6 3
♣ K 6 4 2

_____

6) ♠ 10 8 7 4
♥ 9 5
♦ Q 9 8 4 3
♣ K 6

_____

Exercise Five *Answer*— Handling Interference

1) Pass. You don't have to bid with a weak hand when there is an overcall. Partner will get another chance to bid.

2) 2♠. The opponent's overcall doesn't prevent you from showing your good suit with enough for a positive response.

3) 2NT. This shows a positive response with 8 or more points and some strength in the opponent's suit.

4) Double. With partner holding a strong hand, your best spot may be defending. Let partner know.

5) 3♥. A cuebid of the opponent's suit shows a positive response, but no good suit of your own and no stopper in the opponent's suit.

6) Pass. You have a little something, but it's best to wait and see what partner has to say. Your pass is forcing — partner will have to do something.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS – LESSON 8

Guidelines for Teachers: The deals in this lesson are all examples of the 2♣ opening bid in action. There is only one slam deal, and it doesn't really require the use of Blackwood. The deals have many challenging play concepts: simple squeeze, trump management, suit establishment and the safety play.

Bid and Play — Deal 1: An Introduction to the Squeeze Play

Guidelines for Teachers: On this first deal, South has a really strong hand and starts with an artificial 2♣. After bidding to 6♠, declarer has to find the simple squeeze to manufacture the 12th trick and bring home the contract. This is likely to be a completely new concept for the participants. The deal is set up so that players may fall into making the contract if they are observant. The key concept is not to give up when the situation looks hopeless. Take all of your winners and something good might happen. For basic players, an introduction to the concept is enough. For more experienced players, you might want to spend some time looking at the basic position and why it works.

Introduction

"Let's play an interesting deal where declarer has to find the squeeze play in order to make a tough contract."

Instructions

"North is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction.

(E-Z Deal Cards: #8, Deal 1 — Dealer, North)

Dealer: North
Vul: None

	♠ Q 10 6 ♥ 9 6 3 2 ♦ K J ♣ K 8 7 2	
♠ 8 ♥ J 10 8 7 ♦ 9 7 6 5 ♣ J 6 5 3	N W E S	♠ 5 4 3 ♥ A 5 4 ♦ 10 8 4 3 2 ♣ Q 10
	♠ A K J 9 7 2 ♥ K Q ♦ A Q ♣ A 9 4	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
	Pass	Pass	2♣
Pass	2NT	Pass	3♠
Pass	4♠	Pass	4NT (6♠)
Pass	5♣	Pass	6♠
Pass	Pass	Pass	

"After two passes, South opens the bidding. With 23 high-card points plus 2 points for the six-card suit, South has more than enough to open a strong two-bid. South starts with an artificial forcing 2♣. North has 9 high-card points, enough for a positive response. With no good five-card suit, North bids 2NT. South now shows the spade suit, and North raises to game with three-card support . Since partner has shown 9 or more points with the 2NT response, South knows the partnership has a chance for slam. South might simply jump to 6♠ or take the more scientific route of asking for aces using the Blackwood convention. When North shows no aces with the 5♣ response, South settles for a small slam."

Suggested Opening Lead

"Now that we have agreed on a contract of 6♠ by South, let's review the play and defense.

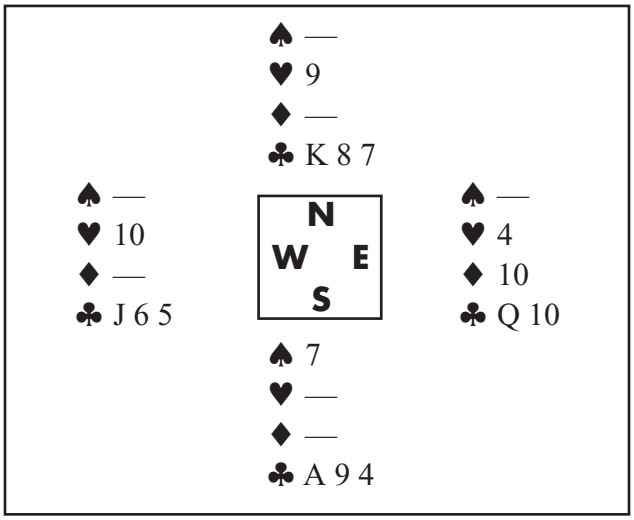
"West is on lead and would start with the ♥J, top of a sequence."

Suggested Play

"The duplication of values in the diamond suit is unfortunate for declarer. If one of North's low hearts or clubs were a low diamond, South would have 12 easy tricks. As it is, there is some work to do. There's a sure loser in hearts and another in clubs. The contract might look hopeless since there's no place for the club loser to be discarded, but declarer shouldn't give up hope. There's always the possibility that the defenders will discard incorrectly or that something unforeseen will happen. Declarer should take a careful look at the ♥9 in dummy. It's surprising how valuable it may prove to be.

"When West leads the ♥J, suppose East wins the first trick with the ♥A and returns a heart. After winning the second trick, declarer has nothing better to do than to draw the defenders' trumps. With this done, declarer should continue leading spades, hoping the defenders may carelessly discard too many clubs. Declarer can take the two diamond winners, but should play all the spade winners before touching the club suit. Good things may happen, especially if declarer keeps that ♥9 in the dummy.

"Why is the ♥9 so important? If West originally led from a holding such as ♥J 10 x x — as looks likely — West will have to hold on to the ♥10 to prevent dummy's ♥9 from becoming a trick. That means that West can't hold on to clubs. If East started with only two clubs, or throws some away, declarer can take three club tricks. On the actual layout of the cards, this is the position when South leads the last spade winner after taking the diamond tricks.



"When South leads the last spade winner, West must find a discard. If West discards the ♥10, dummy's ♥9 is a winner. Declarer can cross to dummy's ♣K and discard the club loser on the ♥9. If West discards a club, declarer takes the last three club tricks, since East started with only two clubs.

"It's a bit like magic — manufacturing an extra trick out of thin air. The technical term is a squeeze. When South plays the last spade, West's hand is squeezed out of one of its winners. There's nothing West can do, provided South was carefully watching the heart suit and that precious ♥9 in the dummy.

"Will declarer find this line of play? Perhaps not, but in such situations — where you are one trick short of your contract — it is generally a good idea to run all of your winners and make the defenders discard. Anything may happen. On this hand, something does."

Suggested Defense

"Can the defenders defeat the contract? Although the ♥J is the standout lead from West's hand, an original club lead could defeat the contract if East returns a club after winning the ♥A. It's difficult to see why this works even when you play out all of the cards, but it does. Squeeze plays and defense can become quite complicated, but it's a fascinating area of the game. On this hand, East–West will probably have to hope that declarer doesn't put dummy's ♥9 to good use."

Bid and Play — Deal 2: Make the Most of Your Trumps

> **Guidelines for Teachers:** This deal looks deceptively easy, but requires careful management of the trump suit when there are losers to be ruffed. Most of the declarers are likely to be defeated. Go over the deal carefully, pointing out the importance of planning the sequence of plays.

Introduction

"Let's play a deal where the contract could be in jeopardy if declarer doesn't handle the trump suit carefully."

Instructions

"East is the dealer. Take your hands out and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #8, Deal 2 — Dealer, East)

Dealer: East Vul: N–S	♠ 7 2 ♥ 8 7 5 4 ♦ Q J 5 2 ♣ A K 2	
♠ 5 ♥ J 9 6 2 ♦ 10 8 7 4 ♣ 8 6 5 3	N W E S	♠ A K Q 9 4 ♥ A K Q 10 3 ♦ K 6 ♣ Q
	♠ J 10 8 6 3 ♥ — ♦ A 9 3 ♣ J 10 9 7 4	

Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
		2♣	Pass
2♦	Pass	2♠	Pass
2NT	Pass	3♥	Pass
4♥	Pass	Pass	Pass

"With 23 high-card points plus 1 point for each of the two five-card suits,

East has a hand strong enough to open at the two level. East starts to show this hand by opening with an artificial, strong, 2♣ opening bid.

"After South passes, West must respond to partner's forcing bid and uses the artificial waiting bid of 2♦. East rebids 2♠, the higher-ranking of the two five-card suits. This is still a forcing bid, so West must say something. With no support for spades and no good suit to bid, West bids 2NT. East now shows the second suit by bidding 3♥. This is another forcing bid, so West shows support for hearts by raising to the game level. West probably didn't expect to make three bids with this hand! Having forced the partnership to the game level and hearing no encouragement from West, East has nothing further to add and settles for a contract of 4♥."

Suggested Opening Lead

"Now that we have agreed on a contract of 4♥ by East, let's review the play and defense.

"South is on lead. Since East has bid spades, South should avoid leading that suit and would start with the ♣J, top of a sequence."

Suggested Play

"Declarer has two potential losers in spades, two in diamonds and one in clubs. If the defenders' spades divide 4–3, East can establish an extra winner in that suit through length. There is also the possibility of ruffing one or two spades in the dummy. In diamonds, East could try leading toward the ♦K, hoping that North holds the ♦A.

"The safest play for the contract is to plan to ruff both spade losers in the dummy. That way, East doesn't need to rely on a favorable division of the spade suit or a favorable location for the ♦A. To follow this plan, declarer must be careful of three things. Since the defenders have led clubs and may continue leading them, declarer must be careful not to run out of trumps while ruffing the spade losers. Declarer must be careful to make the best use of entries. Finally, declarer wants to avoid having North overruff when ruffing losers in the dummy.

"Suppose North wins the first club trick and leads another club which East ruffs. East should immediately play a high spade and then ruff a low spade with dummy's ♥9. Declarer crosses back to the East hand with a trump — discovering the 4–0 break in that suit — leads another low spade and ruffs with dummy's ♥J. Declarer leads dummy's last trump to cross back and draw the remaining trumps in North's hand. After drawing all of the trumps, declarer takes the last two spade winners.

"The ♦A is unfavorably located. The spades divide 5–2, and the trumps divide 4–0. The contract can be defeated if East isn't careful. If East tries to play three spade winners early, North will ruff one of them. If East ruffs the third round of spades with a low trump, North will overruff. Because

of the bad trump break, East can't afford to play even one round of trumps before ruffing a spade loser. For example, if the defenders lead two rounds of clubs, declarer must ruff and has only four hearts left. If declarer has to ruff again to get back to the East hand, North will have more trumps than declarer and will eventually get a trump trick. When the hearts break badly, declarer can't afford to try the diamond finesse by leading toward the ♦K. When it loses, the defenders can force declarer to ruff and North will again have more trumps than declarer."

Suggested Defense

"After winning the first trick with the ♣Q, North's best defense is to lead another club, forcing East to use a trump to win the trick. Holding four trumps, North would like to run declarer out of trumps. It won't do any harm if North switches to a diamond after winning the first club trick. South can win two diamond tricks and then the defenders can lead either a club or a diamond to force declarer to ruff.

"As outlined above, declarer can make the contract with careful play. Declarer may play a round of trumps too soon and that will give the defenders an opportunity to defeat the contract. For example, suppose the defenders start with two rounds of clubs. Declarer ruffs and plays one round of trumps. On seeing the bad break, declarer plays a high spade and ruffs a spade in dummy. Declarer crosses back with a trump and ruffs another spade in dummy. Now declarer has no quick entry back to the East hand to draw trumps. Whether declarer leads a diamond or a club from dummy, the defenders can force declarer to ruff again, and North will get a trump trick.

"If declarer doesn't ruff two spades in the dummy, South can defeat the contract by holding on to all of the spades. Since East bid spades in the auction, South should be aware that it's important not to discard one during the play."

Bid and Play — Deal 3: Make the Most of Your Entries

Guidelines for Teachers: This deal involves suit development through promotion, but it may present a challenge to many declarers at this level. Declarer has to spot the opportunity and then handle a side suit correctly to get the necessary entries.

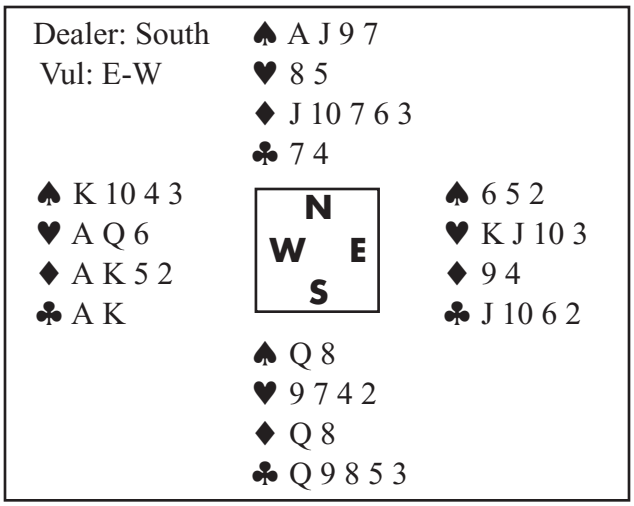
Introduction

"Let's play a deal where a strong opening bid leads to the correct contract."

Instructions

"South is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #8, Hand 3 — Dealer, South)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract."

WEST	NORTH	EAST	SOUTH
			Pass
2♣	Pass	2♦	Pass
2NT	Pass	3♣	Pass
3♠	Pass	3NT	Pass
Pass	Pass		

"South passes. With 23 high-card points, West is too strong to open 2NT. A

2NT opening bid would show only 20 or 21 high-card points. Instead, West starts with a strong, artificial 2♣ bid. After North passes, East makes the artificial waiting response of 2♦. This allows West to describe the nature of the hand by rebidding 2NT, showing a balanced hand of 22 to 24 points. With 5 points, East has enough to take the partnership to game. Holding a four-card heart suit, East can use the Stayman convention to discover if the partnership has an eight-card major-suit fit. When West responds 3♠, showing a four-card spade suit, East signs off in 3NT. East was able to make three bids with only 5 points!"

Suggested Opening Lead

"Now that we have agreed on a contract of 3NT by West, let's review the play and defense.

"North is on lead against 3NT and should start with the ♦6, fourth from the longest and strongest suit. North should avoid a spade lead, since West showed a four-card spade suit."

Suggested Play

"Declarer starts with eight sure tricks: four hearts, two diamonds and two clubs. One possibility for a ninth trick is the spade suit. West could try leading a spade from dummy toward the ♠K, hoping South holds the ♠A. If that doesn't work, there's still the possibility that the missing spades might divide 3–3. But there's a much safer alternative in the club suit. Declarer can use dummy's ♣J and ♣10 to promote a trick in that suit by driving out the ♣Q.

"To develop and take an extra trick in the club suit, declarer must be careful with entries to dummy. After winning a diamond trick, West starts by playing the ♣A and ♣K to unblock that suit. West then plays the ♥A and the ♥Q, overtaking with the ♥K in dummy — or West can play the ♥6 to dummy's ♥J or ♥10. Next, declarer leads a club from dummy to drive out the defenders' ♣Q. On regaining the lead, declarer can cross to dummy with a heart, take the established club winner and the remaining heart winner and finish with nine tricks.

"Having spotted the possibility of developing an extra club trick, declarer must be careful to use the heart suit to provide two entries to the dummy."

Suggested Defense

"The defenders should try to develop enough winners from North's diamond suit to defeat the contract. There's no way to defeat the contract if declarer plays carefully. But if declarer fails to take proper advantage of the club suit, the defense will have a chance, provided they don't give West a ninth trick in another suit. North must be careful not to lead a spade, giving West a trick with the ♠K. South can lead a spade to trap declarer's ♠K, but the defenders can't continue leading the suit before establishing their diamond winners, or West will get a trick with the ♠10."

Bid and Play — Deal 4: Careful Play in the Trump Suit

Guidelines for Teachers: This deal requires careful play in the trump suit to be successful. This hand teaches declarer to look for possible pitfalls and work to avoid them. This is a topic that will be quite challenging for inexperienced players. For more experienced players, you can discuss the advantages and disadvantages of safety plays at duplicate bridge.

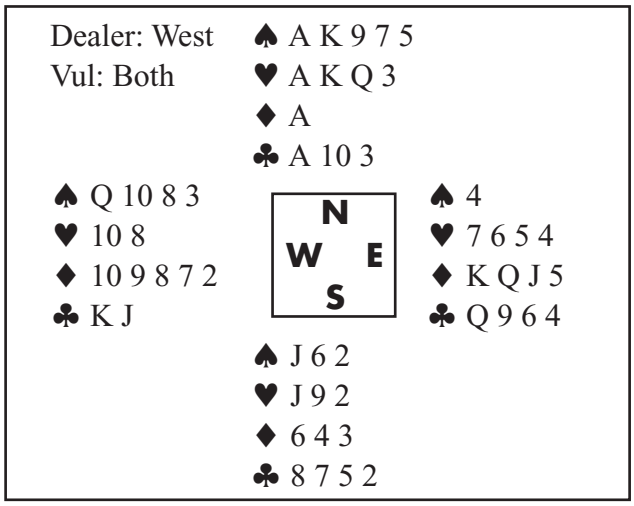
Introduction

"Let's play a deal where the defenders can't do much to defeat the hand if declarer handles the spade suit correctly."

Instructions

"West is the dealer. Take your hands and start the bidding. Play out the final contract when you have completed the auction."

(E-Z Deal Cards: #8, Deal 4 — Dealer, West)



Suggested Bidding

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the bidding first and agree on a final contract.

WEST	NORTH	EAST	SOUTH
Pass	2♣	Pass	2♦
Pass	2♠	Pass	2NT
Pass	3♥	Pass	3♠
Pass	4♠	Pass	Pass
Pass			

"With 24 high-card points plus 1 for the five-card suit, in our system, North starts with the strong, artificial (conventional) 2♣. After East passes, South has to say something. South responds 2♦, an artificial (conventional) waiting bid, showing a weak hand or a hand unsuitable for a positive response in notrump or a suit.

"North now gets to bid the spade suit, and the bidding comes back to South. North's 2♠ bid is forcing — just as if North had opened a strong 2♠ bid. With nothing much to say, South bids 2NT to keep the bidding going. North now can show the second suit by bidding 3♥. This is another forcing bid, so South gives preference back to 3♠. Needing very little from partner to make game, North continues to 4♠.

"(North might suggest 3NT on the fourth round of bidding — having shown five spades and four hearts — but South should correct back to 4♠, knowing there is an eight-card fit.)"

Suggested Opening Lead

"Now that we have agreed on a contract of 4♠ by North, let's review the play and defense.

"East is on lead and has an easy choice, the ♦K, top of a sequence."

Suggested Play

"There are two sure losers in the club suit, so North's main concern is to avoid losing more than one trick in the trump suit. If the missing trumps divide 3–2 or the ♠Q is singleton, there will be no problem. So, declarer should concentrate on the possibility that the missing trumps might divide 4–1.

"After winning the ♦A at trick one, North can afford to play the ♠A to see if the ♠Q is singleton or if the defenders' spades are divided 5–0. When both defenders follow suit with low cards, the missing trumps can be divided no worse than 4–1. Declarer must be careful. If declarer plays the ♠K at this point, the contract will be defeated if the missing spades divide 4–1. The defenders will get tricks with the ♠Q and the ♠10. To guard against this, North should lead a low spade toward dummy's ♠J. This virtually guarantees the contract.

"If both defenders follow suit, their trumps have divided 3–2 and declarer's ♠K will pick up the last trump later. If East has the ♠Q, declarer will get a trick with dummy's ♠J, even if East started with four trumps. If West started with all four trumps, as on the actual layout, declarer can make the contract. When East shows out, declarer plays dummy's ♠J, losing to West's ♠Q. On regaining the lead, declarer plays the ♥3 over to dummy's ♥J and leads dummy's remaining spade. When West follows with a low spade, declarer finesses the ♠9 and draws West's last trump.

"Notice how declarer makes good use of both of dummy's jacks. South's 2 points were just enough to let declarer make the contract despite the unfortunate trump division."

Suggested Defense

"The defenders can't do much if declarer handles the spade suit correctly in a contract of 4♠. If declarer does give up two trump tricks, the defenders should defeat the contract if East holds on to clubs.

"If North–South play in 3NT, the defenders can lead diamonds to defeat the contract. If South is declarer and West leads the ♦10, East must be careful to unblock the ♦K under North's ♦A. Otherwise, East won't have a low diamond left to lead back to West's winners."