

**CHAPTER SUMMARY** • Getting the Idea

- A** Bridge is a four-person game played by two partnerships. Each player begins with thirteen cards; the ace is the highest card in each suit.
- B** To begin the deal, each player in turn, starting with the dealer, may bid for the final contract. Bids begin at '1', which represents a commitment to take seven tricks with the named suit as trumps. Each successive bid must be higher than the previous bid. Any bid that commits to more tricks is automatically a higher bid. The suits are also ranked (from low to high) within each numerical level: clubs, diamonds, hearts, spades. A bid of notrump ranks higher than spades. A player may pass at his turn, rather than making a bid. The auction ends after there has been a bid and then three successive players pass. If no one opens the bidding, the hand is "passed out" and is not played.
- C** The player who first named the final denomination (a suit or notrump) is declarer, and the player on his left makes the opening lead. Declarer's partner then places his hand face up as the dummy. Declarer controls the play of dummy's cards at its turn.
- D** Play goes clockwise, each player in turn contributing one card to make up a trick (a complete deal is thirteen tricks).
- E** Each player must follow suit if possible. If he cannot follow suit, he may play anything he wishes, usually discarding an unimportant small card. The highest card of the suit led wins the trick. The player who wins the trick leads to the next trick.
- F** If a suit has been designated as trumps, then the highest trump played wins the trick. A trump may be played when a player cannot follow suit to a trick; a trump may also be led.
- G** In a trump contract, it is usually a good idea for declarer to draw the opponents' trumps early in the deal to prevent the defense from making tricks with their small trumps.
- H** If declarer makes his contract, his side gains points; the number of points scored depends on the denomination and the level of the contract. If he fails, the opponents score points instead.



## CHAPTER SUMMARY • Opening the Bid

- A** Evaluate your hand by counting points as follows:  
*For high cards:*  
 Ace = 4 King = 3 Queen = 2 Jack = 1  
*For distribution, use Method 1 or Method 2, but not both:*  
 Method 1: Void = 3 Singleton = 2 Doubleton = 1.  
 Method 2: count 1 point for the fifth and each subsequent card in a suit.
- B** You need 13 total points to open the bidding.
- C** If you count distribution points for long suits, use the Rule of 20 to decide whether to open marginal hands. Add the lengths of your two longest suits to your HCP, and open the bidding if this total is 20 or more.
- D** With 15-17 high card points and a balanced hand (no void or singleton and no more than one doubleton), you should open 1NT. Otherwise, open one of a suit.
- E** Open your longest suit if you have a suit of five or more cards. With two five- or six-card suits, open the higher ranking. If you do not have a five-card suit, open your longer minor. Playing five-card majors, you cannot open a four-card major. With two four-card minors, open 1♦; with two three-card minors, open 1♣.
- F** Leading from a perfect honor sequence of three or more cards is always a good idea. A broken sequence, which has two honors at the top, a one-card gap and then the next highest card (e.g. K-Q-10) is also a good lead. If you lead from any kind of honor sequence, lead the top card.
- G** Lead the ace from A-K — another very attractive lead.
- H** Lead BOSTON (Bottom of Something and Top of Nothing) when you are leading from a suit that does not include a sequence or two top honors.
- I** If you have a good suit missing some of the top honors, you may be able to force out the top honors to establish tricks in that suit.
- J** If you have winners or can establish winners in one suit, you may be able to throw losers in another suit on those winners.



- A** You get a big bonus for bidding and making a contract worth 100 points or more, a game contract.
- B** If responder doesn't have a fit for opener's suit, he counts his points exactly like opener and he does not value shortness in opener's suit.
- C** If responder has a fit for opener's suit, instead of counting distribution points in the usual way, he counts dummy points as follows:
  - 5 for a void, 3 for a singleton and 1 for a doubleton.
- D** About 26 points are needed to make game in a major or notrump contract; 29 points are needed for a minor.
- E** Happiness is an eight-card trump fit. Adequate trump support for opener's suit is three cards in a major and four in a minor.
- F** Responder can bid any four-card suit, even four small, to help his side decide where to place the contract.
- G** Responder must determine the type of hand he has — from 'very weak' all the way to 'slam possible' — by looking at his point range:
  - 0-5 points, responder always passes.
  - 6-9 points, responder plans to make one bid:
    - With trump support, he raises partner's major.
    - With no support for partner's major, he bids a new suit at the one-level (but not the two-level).
    - If neither of the first two actions is possible, he can bid 1NT *OR* with an unbalanced hand and four-card or better trump support, he can raise partner's minor.
- H** When playing a hand in a trump contract, count losers — you may 'borrow' high cards from dummy to cover losers in your own hand.
- I** Always make a plan as declarer and you will be a star. If you have too many losers, see if there is a way to get rid of some of them. Consider trumping a loser in dummy or discarding a loser on a winner in another suit.



- A** A popular way to play bridge is to use Chicago scoring: vulnerability rotates around the table, and bonuses are awarded for making partscore, game or slam.
- B** With 10-12 points, when partner opens the bidding, choose among the following actions:
- With excellent trump support, jump raise partner's major (a limit raise).
  - Bid your longest new suit, at the two-level if necessary; with two five-card suits bid the higher-ranking. Otherwise bid your cheapest four-card suit.
  - With four-card trump support in an unbalanced hand, jump raise partner's minor.
- C** With 13-15 points, when partner opens the bidding, choose among the following actions:
- With trump support, make a descriptive bid in a new suit, then raise partner's major to game.
  - Bid your longest new suit, at the two-level if necessary; with two five-card suits bid the higher-ranking. Otherwise bid your cheapest four-card suit. Keep bidding until you get to game.
  - Bid 2NT — this shows a balanced hand, 13-15 HCP, no four-card or longer major, no support for partner's major, and stoppers in the unbid suits. This bid is game forcing.
- D** With 16-18 points, when partner opens the bidding, your first response is exactly the same as if you have 13-15, with one exception: with a balanced hand, you may be able to respond 3NT. Your hand needs to meet the same specific requirements as those for a 2NT response but the 3NT response shows 16-18 HCP. Keep in mind that if partner has anything extra, you may be in the slam range (33+ points).
- E** With 19+ points, start with a jump shift — a bid in a new suit one level higher than necessary. This is game forcing. You will keep bidding until a slam is reached, or until it becomes clear slam is not possible.
- F** When cashing your tricks in a suit as declarer, it is usually right to use up your winners from the short side first, to avoid blocking the suit.
- G** Against a suit contract, it is often a good idea to lead a short suit (a singleton or doubleton) in the hope of getting a ruff.



## CHAPTER SUMMARY • Opener's Rebid

- A** When responder raises your suit, especially if it is a major, your hand has bloomed in value. If you are debating whether to bid on, go for it!
- B** When responder raises your major suit, add your points to partner's and place the contract. You are the captain.
- If you cannot have at least 26 points, pass.
  - If you have 26 or more points for certain, bid game in your major.
  - If you *might* have 26 points, invite partner to bid game with a maximum. He will pass with a minimum.
- C** When responder bids 1NT, he has 6-9 points. You are the captain.
- a)** With a minimum hand (13-15), pick from this list:
- With a six-card suit or longer, rebid your suit.
  - Bid a new suit (if it is lower ranking).
    - If you bid a new suit, partner will give you preference.
  - Pass.
- b)** With 16-18, invite to game by picking from this list:
- With a balanced hand, bid 2NT.
  - With a good six-card or longer suit, bid three of that suit.
  - Bid a new suit.
- c)** With 19 or more, you have enough for game:
- With a good six-card or longer major suit, bid game in the major.
  - **Jump shift** in a new suit. This is forcing to game.
  - With a balanced hand, bid 3NT.
- D** When responder bids a new suit, it is forcing. Opener must bid again.
- E** After a new suit by responder:
- a)** With a minimum hand (13-15), pick from this list:
- With adequate trump support, raise partner's suit at the cheapest level.
  - Rebid your first suit at the cheapest level (you need at least five).
  - With stoppers in the two unbid suits, bid the cheapest number of notrump.
  - Bid a new suit at the one-level.
  - Bid two of a new suit if it is lower ranking than your first suit.
- b)** With extra values (16-18), pick from this list:
- Jump raise partner's suit with excellent trump support (4+ cards).
  - With a good six-card suit or better, jump in your first suit.
  - Bid a new suit at the cheapest level (it doesn't show a minimum); it is allowed to be higher ranking than your first-bid suit.
- c)** With a game-going hand (19+), pick a rebid from this list:
- With excellent trump support (4+ cards), raise partner's major suit to game.
  - With a balanced hand and stoppers in the unbid suits, jump in notrump with 18-19 HCP.
  - Bid game in your suit if you know you have at least 26 points between your hands.
  - Jump shift.
- F** You can sometimes make a loser disappear by taking a finesse: play a card from the weaker hand towards the stronger hand. A finesse is dependent on the position of the missing honor and works only 50% of the time.



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## CHAPTER SUMMARY • Notrump Bidding

- A** Responder is the captain of the bidding, since opener has already described his hand by opening 1NT.
- B** Responder adds 1 point for a five-card suit headed by the ace or king, and adds 2 points for a six-card suit headed by the ace or king.
- C** With a five-card or longer major, responder uses a Jacoby Transfer to “transfer” the major-suit bid to opener.
- D** Responder adds his points to opener’s to decide at what level to play the deal.
- E** With 0-7, responder plans to play in a partscore. If he has a five-card or longer major, he transfers to the major and then passes. Otherwise, he just passes.
- F** With 8 or 9 points, responder invites to game.
  - With a five-card major, use a Jacoby Transfer and then bid 2NT.
    - With a minimum: opener passes with two cards in the major and bids three of the major with three or more cards.
    - With a maximum: opener will bid 3NT with two cards in the major and four of the major with three or more.
  - With a six-card major, Jacoby Transfer and then bid three of the major. Opener raises to four with a maximum and passes otherwise.
  - With no five-card major, bid 2NT. Opener bids 3NT with a maximum and passes otherwise.
- G** With 10-15 points, responder bids game:
  - With a five-card major, use a Jacoby Transfer and then bid 3NT. Opener passes with two cards in the major and bids four of the major with three or more cards.
  - With a six-card major, use a Jacoby Transfer and then bid four of the major.
  - With no five-card major, bid 3NT.
- H** When playing a notrump contract:
  - Count winners, not losers. Start by counting sure winners — those you can take without giving up the lead.
  - Pick a project suit that can produce the extra winners you need and play it immediately.
  - Hold up a winner to try to prevent the opposition from taking tricks in that suit.
- I** Against notrump contracts, lead your longest suit or the strongest of equal suits. Lead top of a sequence. From a holding without a sequence, lead BOSTON, but instead of leading the bottom card from a suit headed by an honor, lead the fourth highest.



## CHAPTER SUMMARY • Improving Notrump Auctions

- A** Over 1NT, if responder has one or two four-card majors and at least 8 points, he can use the Stayman Convention.
- B** 2♣ over 1NT is the Stayman Convention. Opener rebids:
- |    |   |
|----|---|
| 2♦ | no major  |
| 2♥ | four-card heart suit (may have four spades too) |
| 2♠ | four-card spade suit (and not four hearts)      |
- C** If responder finds a fit using Stayman:
- with 8-9 points, raise the major to invite partner.
  - with 10-15 points, bid game.
- D** If responder does not find a fit:
- with 8-9 points, he rebids 2NT (invitational).
  - with 10-15 points, he rebids 3NT.
- E** Responder should not use Stayman with fewer than 8 points.
- F** With a big hand and no four-card or longer major, responder bids as follows:
- |       |                                    |
|-------|------------------------------------|
| 16-18 | 4NT (partner will bid 6NT or pass) |
| 18-19 | 6NT                                |
| 20-21 | 5NT (partner will bid 6NT or 7NT)  |
| 22+   | 7NT                                |
- G** With a five-card or longer major and a big hand, responder can start with Jacoby and then go to the appropriate level in either notrump or a suit, as he deems appropriate.
- H** With a four-card major and a big hand, responder can start with Stayman and then go to the appropriate level in either notrump or a suit, as he deems appropriate.
- I** Don't play the hand on auto-pilot.
- When you pick your project suit at the beginning of the deal, make your choice based on the number of extra winners you need. Pick the safest suit that can deliver the number of tricks you need.
  - Don't hold up a winner unless the suit is truly dangerous to you, especially if there is another suit the opponents could attack.



- A** An overcall is a bid of a new suit or notrump after an opponent has opened the bidding. It is used to suggest a lead and/or to compete and win the contract.
- B** In order to overcall in a new suit at the one-level, you need:
- at least 8 points and a good five-card suit (headed by two of the top three honors or three of the top five honors).
  - 13 or more points if you have a weaker suit.
- C** If you have to overcall at the two-level, you need a good five-card or longer suit and at least 13 total points.
- D** With three-card support or more, responder to an overcall raises as follows:
- |              |                     |
|--------------|---------------------|
| 8-11 points  | Raise one level.    |
| 12-14 points | Raise two levels.   |
| 15+ points   | Raise three levels. |
- E** With 10+ points and a five-card suit, responder bids a new suit. This bid is forcing unless responder is a passed hand.
- F** With stoppers and a balanced hand with no fit for partner, responder may bid notrump:
- |                            |                       |
|----------------------------|-----------------------|
| 8-11 HCP and one stopper   | Cheapest notrump bid. |
| 12-14 HCP and two stoppers | Jump in notrump.      |
| 15+ HCP and two stoppers   | Bid 3NT.              |
- G** To overcall 1NT, you need a hand equivalent to an opening 1NT bid (15-17 HCP) and 1½ stoppers in the opponents' suit.
- Responses to a 1NT overcall are the same as to an opening bid of 1NT.



## CHAPTER SUMMARY • The Takeout Double

- A** Doubles are used both for penalty and for takeout. A takeout double follows these rules:
- The bidding is at a level below game.
  - The opponents have bid a suit (not notrump).
  - It is the player's first opportunity to double.
  - The doubler's partner has not done anything but pass.
- B** A takeout double shows at least an opening bid and shows support for all of the unbid suits.
- C** You should also start with a double on a hand that meets the requirements to overcall in a suit or notrump, but is too strong (18+).
- D** Responder must not pass the double (unless there is an intervening bid), unless he expects to defeat the hand and has length and strength in the opponents' suit.
- E** Respond to a takeout double as follows:
- |   |   |
|---|---|
| With 0-8 points                                   | Bid your best unbid suit at the cheapest level. |
| With 9-12   | Jump in your best suit.                         |
| With 9-10 HCP, no major suit and 1 stopper        | Bid 1NT.  |
| With 11-12 HCP, no major and at least 1½ stoppers | Bid 2NT.  |
| With 13+, no major suits and at least 1½ stoppers | Cuebid to force to game or bid 3NT.             |
| With 13+ and a five-card major                    | Jump to game in that major.                     |
- F** Doubler with 13-15 points passes if partner has bid at the cheapest level. Over a jump response, doubler adds his points to partner's and may invite or bid game.
- G** An entry is a high card that allows declarer to move the lead from one hand to another. Make sure to use your entries wisely, so that you can reach your established tricks.



- A** With a balanced hand and 20-21 HCP, open 2NT.
- B** With 25-27 HCP, open 3NT.
- Responses are similar to those over 1NT. Responder adds his points to partner's range to determine the level.
- C** With very strong hands, open 2♣.
- Strong balanced hands:
    - with 22-24 HCP, rebid 2NT; with 28 or more, rebid 3NT.
  - Strong unbalanced hands:
    - 25+ points and a good five-card suit.
    - 23+ points and a good six-card suit or two five-card suits.
    - 21+ points and a seven-card suit.
- D** Responder to 2♣ bids
- 2♦ (waiting) except when he has 8 HCP or more and a good five-card suit.
- E** All rebids by opener are forcing to game, except for 2NT, which can be passed. Responder may also use a Jacoby Transfer and pass the response.
- F** On the second round, with a really terrible hand, responder should either raise opener's suit to game (if he has a fit) or bid the cheapest minor as an artificial second negative.
- G** Use the Blackwood convention, 4NT, to check for aces and kings on the way to slam when a trump suit has been agreed:  
The responses are:
- |    |             |
|----|-------------|
| 5♣ | 0 or 4 aces |
| 5♦ | 1 ace       |
| 5♥ | 2 aces      |
| 5♠ | 3 aces      |
- H** When playing a trump contract, decide as part of the planning process if you can afford to draw trumps immediately or must defer drawing trumps because of other priorities.



## CHAPTER SUMMARY • Preemptive Bidding

- A** A weak two-bid is an opening bid of  $2\spadesuit$ ,  $2\heartsuit$ , or  $2\clubsuit$ , which shows
- 6-10 HCP (and no more than 12 total points).
  - a good six-card suit.
  - no side four-card major.
- B** Responses to a weak two-bid are:
- Raise to the three-level with three trumps and a weak hand (for play).
  - Raise to the four-level on any hand with four trumps.
  - Bid 2NT to find out if partner has a feature in another suit (ace or king).
  - Bid a new suit with a good hand and a good five-card suit.
- C** With a seven-card suit, open at the three-level.
- D** With an eight-card suit and 6-10 total points, open at the four-level.
- E** Use the Rule of 2 and 3, which says you should expect to go down two tricks vulnerable and three tricks not vulnerable. Responses:
- Pass.
  - Bid game if you have enough tricks in aces and kings.
  - With a very good hand and a good suit of your own, you can bid that suit (it is forcing below game).
- F** A preemptive jump overcall at the two-level can be made on a hand similar to a weak-two bid; a preemptive jump overcall at the three-level can be made on a hand similar to a three-level preempt.
- G** Use an attitude signal on defense when partner leads a high card:
- A high spot card means you like the suit.
  - A low spot card means you can't help partner in that suit. Low means 'No!'

