



SUMMARY - CHAPTER ONE

- Bridge is a partnership game — North-South versus East-West.
- Spades and hearts are the **major suits** while diamonds and clubs are the **minor suits**.
- A **trick** is complete when all four players play one card each in a clockwise direction. There are thirteen tricks in every deal of Bridge.
- You must follow suit when you hold a card in the suit led. If you don't follow suit, and you could have, you have **revoked** and will incur a penalty.
- **Bridgese** is the language of **bidding** the players use to compete for the contract, with the highest bid winning.
- There are many clever tricks in the way you can play the cards. **Leading from weakness towards strength** is a card play technique that allows you to capture the maximum number of tricks from a given suit.
- A good opening lead is the **top of a sequence**.

SUMMARY - CHAPTER TWO

- **High card points (HCP)** are one method of evaluating the strength of a hand.
- **Length points (LP)** are an additional method to evaluate the strength of a hand.
- **Total points (TP)** are the sum of your HCP and LP.
- An opening bid of 1NT shows **15-17 HCP** and a balanced hand.
- An opening bid of one of a suit promises **13-21 total points (TP)**.
- **Opening bids of one of a suit** promise a minimum number of cards in the suit. An opening bid of 1♥ or 1♠ promises 5 or more cards. An opening bid of 1♦ promises 4 or more cards. An opening bid of 1♣ promises 3+ cards.
- Leading the **high card from the short side first** is good card play technique.
- Leading the top card from a **broken sequence** is a popular opening lead.



SUMMARY - CHAPTER THREE

- **Vulnerability** is a concept best learned by experience.
- **Scoring** is the end result of all contracts. Depending on whether the contract succeeds or not, a plus or minus score is assigned.
- A contract can be a **partscore**, a **game**, a **small slam** or a **grand slam**.
- There are different **bonuses** awarded for success in each of these contracts.
- When partner opens 1NT, **you are in charge**. Direct the auction to the safest contract.
- There are **dead** bids, **caution** bids, and **live** bids in response to a 1NT opening bid.
- A **finesse** is a card play technique that offers a chance to win a trick with a card even though the opponents hold a higher card.
- The lead of **fourth best from your longest and strongest suit** is a good lead, provided you do not have a sequence or broken sequence in the holding.

SUMMARY - CHAPTER FOUR

- There are **priorities** to follow when responding to an opening bid.
- Responding to a minor-suit opening, you first bid a new suit **up the line**.
- Responding to a major-suit opening bid, you generally **show support** for opener's major immediately.
- A **weak freak** is when you have great length in opener's suit, but few HCP.
- The **two-step approach** is the right way to show support for opener's suit when you have 13+ points.
- Count **shortness points** (SP) only when you have a 'fit' with partner.
- A **double finesse** is when you are missing two key cards and take a finesse twice in the same suit, hoping one finesse will succeed.
- The lead of a small card usually **promises an honor**.
- Do not **underlead an ace** against a suit contract.



SUMMARY - CHAPTER FIVE

- On her **second bid**, opener can: raise responder's major suit, bid a new suit 'up the line', bid a new suit at the two-level, bid notrump, rebid her first suit or raise responder's minor suit.
- If responder's bid has **limited** her hand (e.g. with a notrump response or a raise of her suit), she is allowed to pass!
- Limiting your hand means revealing to partner the approximate strength of your hand **within a range** of 2-4 points.
- With opener's second bid, she often can limit the strength of her hand to a **minimum** (13-15), a **medium** (16-18) or a **maximum** (19-21).
- There are several variations of a **finesse**. With most, you lead toward the card you hope will win the trick.
- **Leads** refer to the first card played to a trick. There are guides as to which card to lead from various combinations.
- From a doubleton holding, lead **high-low**.
- **Deductive thinking** is part and parcel of solving problems at the Bridge table.

SUMMARY - CHAPTER SIX

- **Conventions** are an important component of any bidding system. A convention is an artificial bid which implies something other than its natural meaning.
- When partner opens 1NT, a response of 2♣ has a conventional meaning that says nothing about clubs. A 2♣ response to a 1NT opening bid is **Stayman**, asking opener if she has a 4-card major.
- In response to Stayman, opener **must** respond with 2♦, 2♥ or 2♠.
- Another convention is **Blackwood**. You can ask partner how many aces she has by jumping to 4NT. You can go on to ask for kings (if all aces are accounted for) by bidding 5NT.
- **Length tricks** come from long suits. You develop long suits by leading them. You might have to lose a trick or two to establish the suit, but eventually it will come good.
- With three or more rag cards in a suit (no honor) lead **MUD** (Middle-Up-Down).



SUMMARY - CHAPTER SEVEN

- Bridge is not a two-person game. Like any auction you attend, the goods (contracts) are up for grabs to the highest bidder. **Competitive bidding** is part and parcel of most Bridge hands.
- One way of competing in the auction is to **overcall**. Make sure your suit is good and is at least five cards in length.
- If you do not have a five-card suit or longer, you may try a **takeout double**.
- Do not be afraid to allow the opponents to win a few tricks, especially if it eventually benefits your side. The **hold-up play** is a handy card play technique used to snip communications between the opponents.
- Give me **attitude!** You are on defense 50% of the time. Learning how to signal with partner will garner positive results immediately.

SUMMARY - CHAPTER EIGHT

- You can open the bidding at the **two-level** or higher.
- An opening bid of 2♣ shows a **strong** hand of 22+ HCP. You could have less than 22 if your hand is distributional.
- A 2♦ response to a 2♣ opening bid is **negative** (0-6 HCP).
- An opening bid of 2♦, 2♥ or 2♠ is a **weak two-bid**, showing a six-card suit and 6-9 HCP.
- An opening bid of **2NT** shows 20-21 HCP and a balanced hand.
- An opening bid at the three-level or higher is a **preemptive bid** showing a weak hand (6-9ish) and a long suit. At the three-level, you show a seven-card suit. At the four-level, you show an eight-card suit. The higher you bid, the longer your suit.
- In a notrump contract, **count your winners**.
- In a suit contract, **count your losers**.
- **Review the auction** before you make your opening lead.