

LEARNERS' LESSONS

Student Notes and Quizzes ACOL: SUIT CONTRACTS FIRST

4KJ895208

NEW ZEALAND BRIDGE

And now the game begins ...



WHAT IS BRIDGE? Bridge is the ultimate trick taking card game! A game for four players, two against two. They use one pack of cards at a time and the pack contains fifty-two cards. Each player is dealt 13 cards, face down.

In the next few weeks your tutor (a very important person in your life from now on) will teach you how to play bridge. You will be playing a system of bridge called **Acol**. There are other systems of bridge you will hear about in time but **all beginners in New Zealand are taught Acol**.

You will be playing Contract Bridge which consists of a number of deals each progressing through four phases. There are two different pairs sitting at the table – one pair is called North/South and the other is called East/West.

FIRST PHASE is the Auction. Where players bid according to the cards they hold.

SECOND PHASE is the Contract. After the bidding finishes the contract is set which states how many tricks the side who won the contract side will make. The pair winning the auction are the Declarers – the first person of this pair who bid the winning contract is the Declarer and the other person is the Dummy. The opposing pair are the Defenders.

THIRD PHASE is Play. The Declarer tries to make the contract by winning as many tricks as possible and the Defenders try to defeat it

FOURTH PHASE is the Score. Based on how many tricks are won or lost.

Visit www.playbridge.co.nz to find a Bridge Club near you



- **ETIQUETTE** All sports have etiquette Your tutor will tell you about etiquette at the lessons and here are a few things that will make it easier when you first play bridge at your club.
- DIRECTOR There is a director for each session to keep the session running smoothly. The Director is your friend – and can be called if you aren't sure about a situation at your table, or if you or someone has made a mistake. They are there to ensure all the rules get explained and followed.
- **COURTESY** This is probably the golden rule always be courteous at the bridge table – this applies to your partner, your opponents and the Director when he/she is called. Greet your opponents when they come to your table (or you go to theirs) and thank your partner when dummy goes down (Even if you are not too impressed).
- COUNT This is also a golden rule of bridge (you will hear the word "count "so many times and in so many ways in your bridge career.

For now though it is good practice to count your cards while they are face down to make sure you have 13! It is amazing how cards can get dropped as the boards travel around the room.

Your lessons are finished.

WHERE TO FROM HERE?

Carry on playing regularly at your club. Enjoy it and don't worry about the results (for a while anyway). Bigger clubs have sessions of supervised play for beginners, and smaller clubs include beginners straight-away into their Junior sessions. Beginners are the lifeblood of our clubs – don't feel nervous - clubs will welcome you with open arms!

There are 100+ Bridge Clubs in New Zealand and over 14,000 bridge players - you are now one of them (check on playbridge.co.nz).

Belonging to an affiliated club gives you Masterpoints and connection to NZ Bridge. Once you have graduated you become a member of NZBridge and can track your ranking and rating points (https://www.nzbridge.co.nz/master-points.html).

Play in Bridge Tournaments – (https://www.nzbridge.co.nz/events.html). Every club runs tournaments that are suitable for Junior and Novice players.

Play online either on BBO (https://www.bridgebase.com/) or Real Bridge (https://realbridge.online/).

Visit www.playbridge.co.nz to find a Bridge Club near you

LESSON 1: STUDENT NOTES



Introduction to Bridge

The Game of bridge is played in 2 distinct phases

The AuctionThe partnerships compete to win the contractThe PlayThe winning partnership must now fulfil the contract

The Auction (more on the auction next week)

- We use compass directions (NS/EW) for the four players.
- The **DEALER** is the 1st player to call. A player may **PASS** or make a positive bid.
- A positive bid **must** be higher than the previous bid.
- After the first round of bidding, the auction continues in a **clockwise** direction until there are 3 consecutive passes.
- The **CONTRACT** is the last bid made before those passes.
- The player, who first bids this suit, will be the DECLARER

The play of the hand

- The DECLARER is the player who plays the hand
- DUMMY (Declarer's partner) places their cards face up on the table
- The faced cards on the table are also referred to as the DUMMY
- The OPENING LEADER is the opponent on declarer's left
- Declarer makes all decisions in the play of the hand; both their own and DUMMY's cards
- Dummy cannot suggest a play to declarer
- A TRICK is a collection of 4 cards 1 from each player in turn
- A player must follow suit if possible
- If a player can't follow suit, they can play any other card
- Highest card of the suit led wins the trick (unless a TRUMP is played)
- The next trick must be played from the hand which won the previous trick

How the cards are placed

- The cards are placed individually in front of each player
- The cards are placed vertically (towards us) if we win the trick
- The cards are placed horizontally (towards opponents) if we lose



Ranking of Cards in a Suit A K Q J 10 9 8 7 6 5 4 3 2

Ranking of the Suits

Notrumps	NT	
Spades	٨	1
Hearts	•	ſ
Diamonds	•	1
Clubs	•	ſ

Spades and Hearts are also called the **MAJOR** suits

Diamonds and Clubs are also called the **MINOR** suits

Naming a suit



- Naming a suit declares that suit to be **TRUMPS** (the dominant suit)
- A card from the trump suit is more powerful than cards from any other suit
- NOTRUMPS means that there is no dominant (trump) suit

Value of the Honour Cards (HCP – High Card Points)

A = 4 K = 3 Each suit totals = 10 HCP

Q = 2 Each deal totals = 40 HCP

J = 1

What is the Partnership looking for in a Contract?

Their aim is to find the best contract at the correct level. There are 3 levels to bid to:

Partscore	combined points less than 25
Game	combined points 25-32
Slam	combined points 33+

What is Game?

You get a large bonus when you make a Game, but you must make a certain number of tricks to succeed. The number of tricks varies according to the trump suit or NT. Game is: 3NT - 9 tricks

3NT - 9 tricks $4 \checkmark / \bigstar - 10$ tricks

5**♣/♦** – 11 tricks

Rules of Mini-Bridge

Who Becomes Declarer?

- Each player, starting with the **DEALER**, adds up their HCP.
- The pair with the majority of points becomes the declaring side.
- The player of the partnership with the most points is the **DECLARER**.
- That is the end of the Auction phase at this stage.

What Happens Next?

- The partner of the declarer, who is called **DUMMY**, places their cards in suits on the table.
- Declarer studies the dummy cards and their own hand and then decides what the contract should be one of the **SUITS** or **NOTRUMPS** (NT).
- The partnership must try and find a **FIT** which is 8+ cards between the two hands.
- If there is a **fit**, then declarer chooses this as the trump suit.
- Trumps are then placed on dummy's right.
- The partnership **must** always try for a **MAJOR fit** first.
- If no good **fit** is possible, then they choose a NT or minor contract.
- Declarer now decides whether to bid Game.
- If the combined point tally of both hands is **25** or over, the contract is declared in Game. Otherwise declarer plays in a partscore and needs to make **7** tricks, which is the minimum number to make any contract.

Then What?

- The opponent on declarer's left leads a card to start the play.
- A **TRICK** is a collection of four cards 1 from each player in turn.
- The player who wins this first trick then leads to the second trick.
- This continues until all 13 tricks have been played.

LESSON 1 QUIZ



Introduction to Bridge

1.	Who starts the auction?	
2.	How do you decide the contract?	
3.	What do you need to bid game?	
4.	What are the game contracts?	
5.	What is a trick?	
6.	What do you need to choose a trump suit?	
7.	When do you bid no trumps?	

8. What is the minimum number of tricks you need to make a contract?



In the photo above:

- **9.** Who is the dummy?
- 10. Who is the declarer?
- **11.** Who made the opening lead?

LESSON 1 QUIZ

ANSWERS



Introduction to Bridge

1.	Who starts the auction?	Dealer
2.	How do you decide the contract?	Declarer chooses a trump suit if a fit is possible, otherwise chooses NT
3.	What do you need to bid game?	25+ HCP (High Card Points)
4.	What are the game contracts?	3NT 4♥ 4♠ 5♣ 5♦
5.	What is a trick?	Collection of 4 cards from each player
6.	What do you need to choose a trump suit?	A fit of at least 8+ cards
7.	When do you bid no trumps?	When you don't have a fit in a suit
8.	What is the minimum number of tricks you n	eed to make a contract? 7 tricks
		20



In the photo above:

9.	Who is the dummy?	West
10.	Who is the declarer?	East
11.	Who made the opening lead?	South

LESSON 2: STUDENT NOTES

1-Level Opening Bids



The Auction

Each suit has a ranking order. When you make a bid during the auction, you must ensure that it is higher than the previous bid, just as you would in any auction. You are now trying to reach a contract at the best level for your side. The first person to make a bid (not pass) becomes the **OPENER**. Opener's partner is called the **RESPONDER**.

Ranking of Suits

Notrumps	NT	
Spades	*]	Spades and Hearts are also called the
Hearts	▼ }	MAJOR suits
Diamonds	• Ì	Diamonds and Clubs are also called
Clubs	₊ }	the MINOR suits

The Levels of Bidding

1♣ 1♦ 1♥ 1♠ 1NT 2♣ 2♦ 2♥ 2♠ 2NT 7NT

You must make 6 tricks before you start to score in bridge – therefore:

1- level contracts must make 1+6 tricks = 7 tricks

2- level contracts must make 2+6 tricks = 8 tricks ... and so on

The lowest bid you can make is 1♣	= 7 tricks
The highest bid you can make is 7NT	= 13 tricks

Opener's 1st Bid

1▲ 1NT	12-19 12-14	4+ spades Balanced Hand (special case)
1	12-19	1+ anadaa
1♥	12-19	4+ hearts
1♦	12-19	4+ diamonds
1♣	12-19	4+ clubs

It is important to bid your suits in the correct order so you can describe your hand accurately to your partner.

Use the following rules:

Basic Opening Bid Rules

The order in which you bid your suits is very important. Here are the rules:

- Bid your longest suit or
- Bid the lower ranking of two 4-card suits or
- Bid the higher ranking of two 5-card suits

Further Bidding - covered in later lessons

Responder needs 6+ **HCP's** to bid (half of what opener needs to open) Try to find a fit if possible and remember Game needs **25** points between the two hands. If you do not have a **fit** – bid No Trumps. You have 3 choices of level; minimum, close to Game and enough for Game.

PLAY & DEFENCE TIP



Play of the Hand: Trumps

Suit Contracts - Drawing Trumps

With unbalanced hands it is usually right to play in a suit contract.

Draw trumps

In a suit contract it is usually correct to **DRAW TRUMPS** before you play anything else. The usual principles of card play apply:

Contract 4♠ - Lead ♥K

▲ 10986	🛦 AKQJ	Win with ♥A and draw trumps first by playing ♠A,
♥ A4	v 632	♦K and ♦QS. If you play a diamond first, one of the
AK6	♦ Q532	opponents might be able to ruff with a small trump.
🜲 A652	♣ K3	Play diamonds when you have drawn trumps.

Stop drawing trumps when your opponents have none left

- carrying on with the above example

6	🛦 J	You have drawn all the outstanding trumps and
∀ 4	v 32	these are the cards you have left.
◆ AK6♣ A652	♦ Q532 ♣ K3	If you play the .J, you will have none left. Now you will lose two more heart tricks because you can't ruff the second one.

If the only trump outstanding is the best one - don't draw it

Contract 4 by East - Lead A

▲ A963♥ AQJ42	♠ K742 ♥ K5	South leads the ♣A and then ♣K. Trump that and play ♠A and ♠K.
♦ KJ3 ♣ 3	◆ Q942 ♣ 1062	LEAVE QOUTSTANDING Start playing your longest suit, which is hearts –
		(remember to play the ♥ K first) the player with the ▲Q can trump at any time but you are safe.

If you had played a 3rd round of trumps this would have been the position

- using the same hand as above

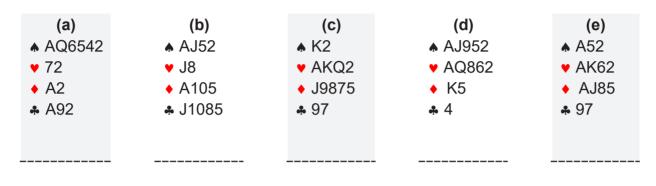
• -	A 7	Now, you will lose another club and you will go 1
VAQJ42	\star K2	down by losing a trump, the $\diamond A$, $\Rightarrow A$ and another \clubsuit .
♦ KJ3	♦ Q942	If you had left the last trump out when you started
♣ —	4 10	playing hearts, you wouldn't lose another 🜲 trick as
		there would have been a trump left in your hand.

LESSON 2 QUIZ

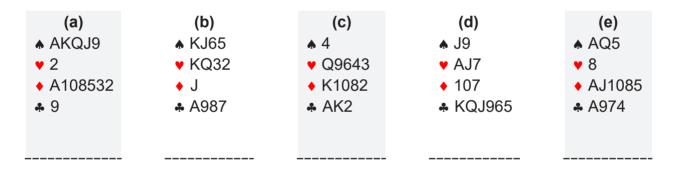


1-Level Opening Bids

1. What do you open with the following hands?



2. What do you open with the following hands?



3. Partner opens 1♥ - what do you respond with these hands?



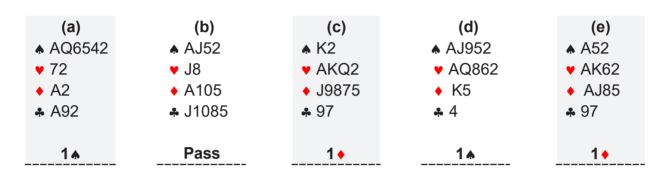
LESSON 2 QUIZ

ANSWERS

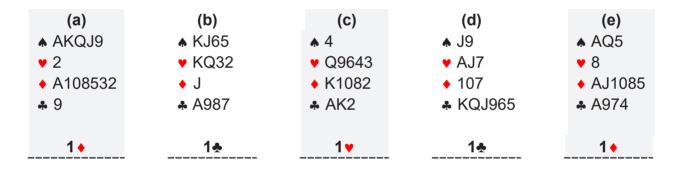


1-Level Opening Bids

1. What do you open with the following hands?



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3. Partner opens 1♥ - what do you respond with these hands?



LESSON 3: STUDENT NOTES

Responder's Limit Bids

Responder has choices:

The opener's partner, the responder, needs only 6 **HCP** to enter the auction. Responder has 3 choices:

- Support bids of partner's suit limit raise
- Notrump bids limit bids
- Bid a new suit unlimited, forcing for 1 round next week's lesson

Limit bids are very useful as they are specific in strength and length.

Responder's Limit Raises

Supporting Partner's Suit Opening (4+ card support)

1♥ - 2♥	6-9	4+ support
3♥	10-12	4+ support
4♥	13 +	4+ support
Responder's L	imit NT Bids	
1 • 1NT	6.0	denies 1+ supr

1 🗸 —	1NT	6-9	denies 4+ support
	2NT	10-12	denies 4+ support
	3NT	13 +	denies 4+ support

Opener's Rebid after a Limit Raise

After	1♥- 2♥	
	Pass	12-15
	3♥	16-17
	4♥	18-19
After	1♥ – 3♥	
	Pass	12-13
	4♥	14+

Opener's Rebid after a NT Limit Response

After	1♥– 1NT		
	Pass/rebid suit at min level	12-15	
	New suit	12-17	Promises 5+ hearts and 4+ new suit
	2NT/3♥	16-17	3♥ shows a 6+ suit
	3NT/4♥	18-19	4♥ shows a 6+ suit
After	1 ♥ - 2NT		
	Pass/rebid suit at min level	12-13	
	New suit	14+	Promises 5+ hearts and 4+ new suit
	3NT/4♥	14+	4♥ shows a 6+ suit

Option A LESSON 3 QUIZ



Responder's Limit Bids

1. Partner opens 1v - what do you respond with these hands?



2. You open 1^{sh} and partner responds 2^{sh} - what is your rebid?



3. You open 1 and partner responds 1NT - what is your rebid?



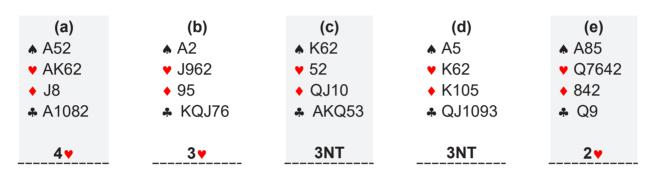
Option A LESSON 3 QUIZ

ANSWERS



Responder's Limit Bids

1. Partner opens 1v - what do you respond with these hands?



2. You open 1 and partner responds 2 - what is your rebid?

▲ AKQ432 ▼ 76
v 76
♦ J108
♣ A9
Pass
•

3. You open 1 and partner responds 1NT - what is your rebid?

(a) ▲ AJ852	(b) ▲ KQJ1032	(c) ♠ AK52	(d) ♠ QJ7652	(e) ▲ AK865
 ♥ K62 ♦ A85 ♥ Q7 	 € 62 ♦ A2 ♣ Q97 	♥ Q62♦ AJ10♣ A97	 ✓ 2 ◆ AK2 ▲ A98 	 ♥ 7 ♦ AQ853 ♥ 97
Pass		• A97 3NT	♣ A90	

LESSON 4: STUDENT NOTES



Responder's New Suit Bids

Responder's new suit bids

If a limit bid is not possible, responder can bid a new suit, looking for an alternative fit. A **major** suit fit is by far the best.

It is important to bid your suits in the correct order.

The same rules apply to Responder as they do to Opener.

- Longest suit
- Lower available 4-card suit
- Higher ranking 5-card suit
- Try and keep the bidding as low as possible to give you room to find a **fit**.

Responder's bids

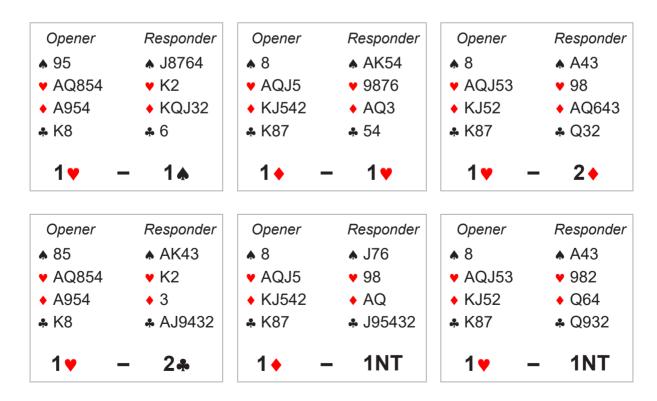
Important – Responder's new suit is forcing

They are **unlimited** bids and can have a wide range of points (6-28)

Responses to the opening bid with NO FIT

- Bid & change suit at 1-level
 6+
 4+ suit
- Bid & change suit at 2-level
 10+
 4+ minor/5+ Hearts (don't jump)
- Bid 1NT
 6-9 denies a 4+ card suit at the 1-level

Examples





Opener's rebids after a new suit response

- Support partner's suit 4+ in that suit (3+ if responder has bid 2 of a major)
- Bid NT
 Balanced
- Bid a new suit 4+ in the 2nd suit (5+ first suit if it is a higher ranking suit)
- Rebid own suit 5+ in the suit

Opener supports Responder's Suit

It is important to support partner's suit if possible, particularly in a major

After	1♥ -1♠			
	2♠	12-15	4-card support	single raise
	3♠	16-17	4-card support	invitational raise
	4	18-19	4-card support	game raise

Opener rebids a new suit – showing an unbalanced hand

After 1♥ -1♠

2nd suit below the barrier * 12-15 2nd suit above the barrier * 16-19 * *The barrier is explained below*

Opener rebids their own suit – showing an unbalanced hand

After	1 🗸 - 1 🛦		
	2♥	12-15	5+ suit
	3♥	16-17	6+ suit
	4 🗸	18-19	6+ suit

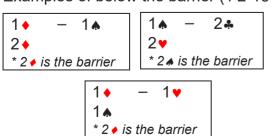
Opener bids Notrumps – showing a balanced hand

After	1♥ – 1▲ 1NT 2NT	15-17 18-19
After	1♥ – 2 ♣ 2NT 3NT	15-17 18-19

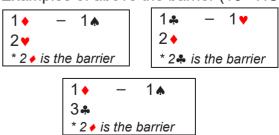
The barrier

The barrier applies to the Opener and is their original suit at the 2-level. eg if the Opener bids 1.4 the barrier is 2.4. If Opener bids 1.4 the barrier is 2.4 etc. If the Opener bids a suit above the barrier, they must have at least 16 HCP.

Examples of below the barrier (1 2-15 HCP)



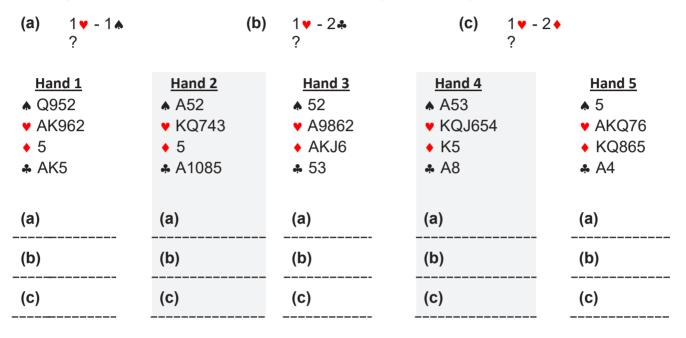
Examples of above the barrier (16+ HCP)





Responder's New Suit Bids

Here are 3 bidding examples, where you open 1 v and partner responds. What is your subsequent bid ? There are 3 answers per hand using the 3 bidding examples (a) (b) and (c)



Here are 3 bidding examples, where you open 1 arrow and partner responds. What is your subsequent bid ? There are 3 answers per hand using the 3 bidding examples (d) (e) and (f)

(d) 1 ♦ - 1 ♥ ?	(e)	1♦ - 2NT ?	(f) 1 ◆ - 2 ◆ ?	•
Hand 6 ▲ A5 ♥ J654 ◆ AK976 ♣ K4	Hand 7 ▲ QJ6 ♥ A2 ◆ AKQ73 ♣ K85	<u>Hand 8</u> ▲ KQ87 ♥ 74 ♦ KQ943 ♣ AJ	Hand 9 ▲ ♥ Q73 ♦ KQJ87 ♣ AJ1076	Hand 10 ▲ 82 ♥ Q95 ♦ AKQ853 ♣ Q5
(d)	(d)	(d)	(d)	(d)
(e)	(e)	(e)	(e)	(e)
(f)	(f)	(f)	(f)	(f)

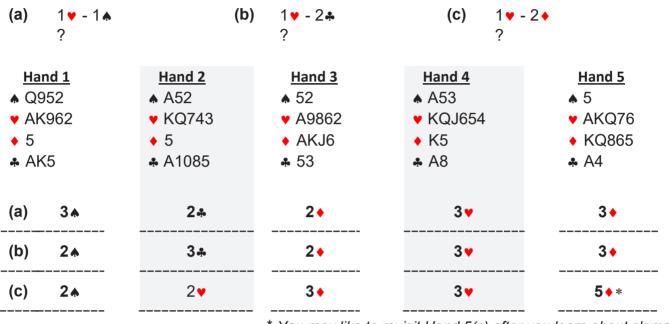
Lesson 4 Quiz

ANSWERS



Responder's New Suit Bids

Here are 3 bidding examples, where you open 1 v and partner's responds. What is your subsequent bid ? There are 3 answers per hand using the 3 bidding examples (a) (b) and (c)



* You may like to revisit Hand 5(c) after you learn about slams !

Here are 3 bidding examples, where you open 1 and partner responds. What is your subsequent bid ? There are 3 answers per hand using the 3 bidding examples (d) (e) and (f)

(d) 1	(e)	1♦ - 2NT ?	(f) 1 ♦ - ?	2.
Hand 6 ▲ A5 ♥ J654 ♦ AK976 ♣ K4	Hand 7 ▲ QJ6 ♥ A2 ♦ AKQ73 ♣ K85	Hand 8 ▲ KQ87 ♥ 74 ♦ KQ943 ♣ AJ	Hand 9 ♠ ♥ Q73 ♦ KQJ87 ♣ AJ1076	Hand 10 ▲ 82 ♥ Q95 ♦ AKQ853 ♣ Q5
(d) 2♥	3NT	1 🛦	2*	2♦
(e) 3NT	3NT	3NT	3*	3NT
(f) Pass	3NT	Pass	3♦	Pass

LESSON 5: STUDENT NOTES



Balanced Hands

Opening 1NT – 12-14 Balanced

You must always check if you have a 1NT opener, before you open 1 of a suit. Open 1NT on **all** balanced 12-14 HCP hands no matter where your honours are placed.

A balanced hand contains:

- **no** void or singleton
- one doubleton at most
- no 5-card major
- may have a 5-card minor

Examples of balanced hands are:

- 4333
- 4432
- 3325 the 5-card suit **must** be a **MINOR** suit

1NT is a **limit bid**. Its shape and strength are known – a limit bid is **not** forcing. **This means that the responder is usually in charge and Opener may not bid again.** <u>NB</u>: If your hand is not a balanced hand, or is a balanced with 15-19 HCP, you open your longest suit at the 1 level, **not** 1NT.

Responses to 1NT Opening

Balanced hands

Pass	0-10	no Game possible
2NT	11-12	invite to 3NT
3NT	13+	bid Game

Unbalanced hands

2♣/2♦/2♥/2♠	0-10	5+ card suit – called a weakness take-out *
2NT	11	invite to 3NT
3♥/3♠	12+	game forcing with 5-card suit
3NT	12+	game values with 5+ minor and no 5 card major
4♥/4♠	12+	game values with 6+ suit
5♣/5♦	16+	game values with 6+ good suit

* Responder does not have interest in game or any wish to play in notrumps. Opener **must pass**, even with support.

Stronger Balanced Hands

If you have a balanced hand with more than 14 **hcp**, what should you bid? It is a 2-step process:

- Open your lower 4-card suit (or) your 5 card minor suit in a 3325 hand
- Rebid NT the level shows the HCPs

After	1♥ - 1♠		Afte	r 1♥ — 2	2*
	1NT	15-17		2NT	15-17
or	2NT	18-19	or	3NT	18-19
	ZINI	10-19		JINT	10-19

Responder is still in charge as you have described your hand's shape and strength accurately. Responder should apply the same principles as above but adjust for the new point counts shown by opener.



PLAY & DEFENCE TIP

Play of the hand: Playing a Long suit

Declarer Play – Finding those tricks

Count how many sure tricks you have and work out how many more you need. Try and work out how to establish the extra tricks needed. Establishing your longest and/or strongest suit is the most common approach.

Establish your longest/strongest suit

Contract 1NT by EAST – lead ♦Q by SOUTH

WEST	EAST
▲ AJ53	4 97
v Q43	♥ J65
♦ 943	AK8
♣ K76	♣ A9843

Win A and then play on your longest/strongest suit (clubs) You will need to lose a club to establish the suit and generate 4 winners

Establish a side suit

Contract 4♥ by EAST – lead ♠K by SOUTH

WEST	EAST
▲ 832	♠ A96
♥ A3	🔻 KQJ642
♦ A65	♦ J4
♣ KJ843	♣ Q2

Win A, draw trumps and then play on your longest/strongest suit (clubs) Playing the club suit allows you to discard a diamond loser

Play the honour from the short hand first

Does it matter how you play the honours as you establish a suit – answer is **yes** In the example below – you **must** play ♣Q first, then cross over to the ♣K

Contract 3NT by EAST – lead **A**K by SOUTH

WEST	EAST
♣ 832	▲ A76
v 93	♥ AK72
♦ 865	♦ A1097
🜲 AKJ43	♣ Q2

If you play ♣A or ♣K first, then cross back to the ♣Q, you will be cut off from dummy and will not be able to enjoy the club winners

Option A LESSON 5 QUIZ



Balanced Hands

1. What do you open with these hands? (a) (b) (C) (d) (e) ▲ K2 ▲ A52 ▲ K52 ▲ KQ2 ▲ AQ52 **v** AK62 ♥ A962 ♥ AJ62 ♥ 1062 ♥ AK83 ♦ A10852 ♦ A1085 ♦ A2 • KJ5 ♦ 105 ***** 97 **\$**97 **AQ973 *** 973 ♣ Q97

2. Partner opens 1NT - what do you respond with these hands?

(a)	(b)	(c)	(d)	(e)
▲ A52	▲ AK985	♠ Q8	▲ J98652	▲ A52
♥ K962	♥ J62	🔻 KJ53	v 62	♥ AQ8762
♦ K1085	♦ A8	♦ AQ85	♦ Q85	♦ KQJ
& 97	♣ Q97	♣ A72	 •97	* 9

3. You have opened 1NT and partner has responded 3v- what is your rebid?

(a)	(b)	(c)	(d)	(e)
▲ K2	▲ AQ52	▲ KQ52	li kQ2	▲ A652
v K62	v 62	v 1062	♥ A983	🕈 KQ
♦ A1085	♦ A1085	♦ A2	♦ K75	♦ K1054
♣ Q1097	♣ A97	& A1098	* 973	♣ Q97

4. You have opened 1 • and partner has responded 1 • - What is your rebid?

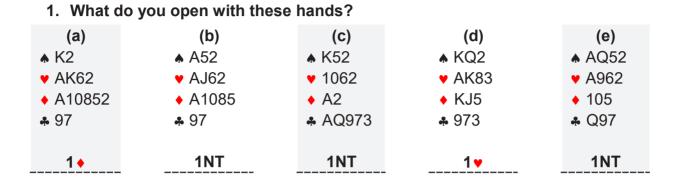
(a)	(b)	(c)	(d)	(e)
▲ K2	▲ AQ63	▲ KQ52	▲ K8	▲ A752
v K7	♥ 62	♥ J106	v A983	Y KQ
♦ KJ853	♦ AJ86	AK98	♦ AJ854	♦ K1042
♣ Q1097	♣ A97	♣ K3	4 97	& AQ7

Option A LESSON 5 QUIZ

ANSWERS



Balanced Hands



2. Partner opens 1NT - what do you respond with these hands?

(b)	(c)	(d)	(e)
AK985	▲ Q8	▲ J98652	▲ A52
♥ J62	♥ KJ53	♥ 62	v AQ8762
♦ A8	♦ AQ85	♦ Q85	♦ KQJ
♣ Q97	& A72	* 97	* 9
3♠	<u>3NT</u>	2♠	4♥
	 ▲ AK985 ♥ J62 ◆ A8 ♣ Q97 	 ▲ AK985 ▲ Q8 ♥ J62 ♥ KJ53 ◆ A8 ◆ AQ85 ♣ Q97 ♣ A72 	 ▲ AK985 ▲ Q8 ▲ J98652 ♥ J62 ♥ KJ53 ♥ 62 ▲ A8 ▲ AQ85 ♥ Q85 ♣ Q97 ♣ A72 ♣ 97

3. You have opened 1NT and partner has responded 3v- what is your rebid?

(a)	(b)	(c)	(d)	(e)
▲ K2	▲ AQ52	♠ KQ52	▲ KQ2	▲ A652
v K62	v 62	v 1062	v A983	♥ KQ
♦ A1085	♦ A1085	♦ A2	♦ K75	♦ K1054
& Q1097	♣ A97	& A1098	* 973	& Q97
4♥	<u>3NT</u>	4♥	4♥	<u>3NT</u>

4. You have opened 1 • and partner has responded 1 • - What is your rebid?

(a)	(b)	(c)	(d)	(e)
▲ K2	▲ AQ63	♠ KQ52	▲ K8	▲ A752
v K7	♥ 62	♥ J106	♥ A983	♥ KQ
♦ KJ853	♦ AJ86	AK98	♦ AJ854	♦ K1042
& Q1097	♣ A97	♣ K3	 •97	♣ AQ7
2*	<u>1NT</u>	<u>1NT</u>	2 🗸	<u>2NT</u>

LESSON 6: STUDENT NOTES



Responder's Rebids

Responder's Rebids – the 4th bid of the Auction

Opener's Bid	_	Responder's Bid
Opener's Rebid	-	Responder's Rebid

Choice of suit or NT

- Give preference to one of partner's suits Major suit if possible
- Bid NT with no fit and strength in the unbid suit(s) (see example below)
- Rebid own 6+ card suit

Choice of level

- After opener's rebid, responder **should** now indicate their actual strength.
- If you bid 1NT, or support at the 2-level, after you have bid other suits:-

You still show 6-9 1♣ – 1♥

If you bid 2NT or support at the 3-level, after you have bid other suit(s):-

You still show 10-12	1♣ — 1♥

1♠ – 3♠ = 10-12

If you bid game after you have changed suit:-

You **now show 13+** 1♣ – 1♥

1 **▲** - 3NT = 13+

The 4th Bid of the Auction

Opener's Rebid showed	Responder Rebid	
12-15	pass or 1NT or suit preference invite bid Game	6-9 10-12 13+
16-17	pass or suit preference bid Game	6-7 8-9+
18-19	bid Game think Slam	6-13 14+



Play of the Hand: Ruffing in Dummy

Extra Tricks by Using Dummy's Trumps

- When playing a suit contract, declarer may be able to use the power of the trump suit to trump losers in the dummy.
- Whenever dummy has a shortage in a side suit, try and score extra tricks by ruffing with dummy's trumps.
- You need to do this before drawing trumps.

Example – A Grand Slam

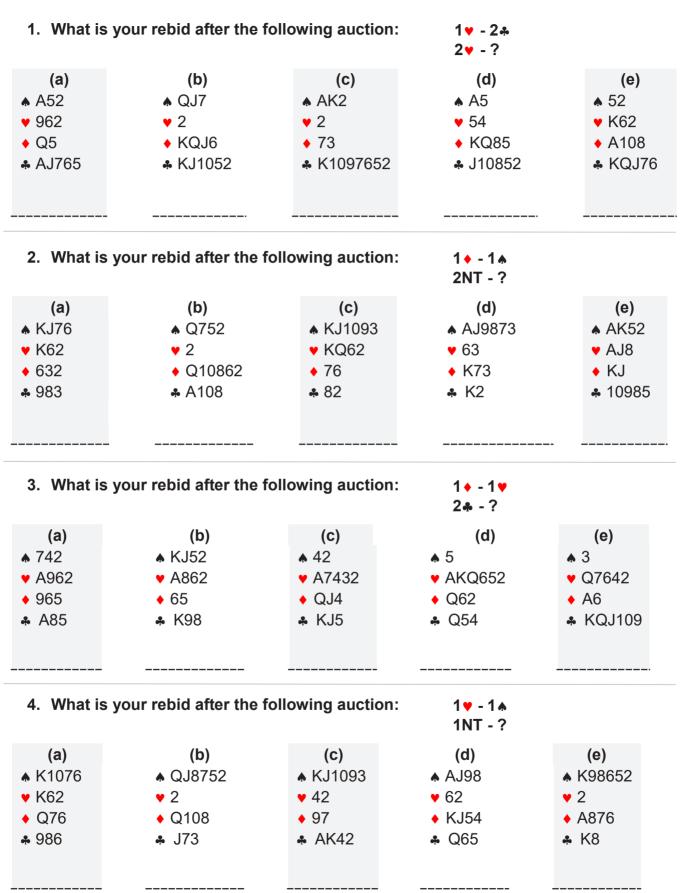
Contract: 7 	Lead: 🗚
Dummy ▲ J643 ♥ 5 ◆ AQ87 ♣ K432	<i>Declarer</i> ▲ AKQ102 ♥ A32 ◆ K42 ♣ A9

- \circ You have 11 sure tricks this is a scary contract you need 2 more tricks.
- Thankfully dummy has a shortage in the heart side suit. So plan to ruff the two small hearts with trumps in dummy.
- Declarer needs to do this while there are still trumps in dummy.
- Declarer should win the first trick with ♣A, play ♥A and ruff the small heart with dummy's ♣3. Back to hand with a trump and now ruff the ♥2 with dummy's ♣J.
- Declarer now draws the opponents' trumps.
- Declarer can count 5 spade tricks, 2 small heart ruffs in the dummy, 3 top diamonds, the ♥A and 2 top clubs.
- This makes 13 tricks Hallelujah!

LESSON 6 QUIZ



Responder's Rebids



Beginners' Lesson 06: Updated 19th Feb, 2020

	nder's Rebids	NSWER	5	NEW ZEALAND BRIDGE A GAME FOR LIFE
	s your rebid after the fol		1♥ - 2♣ 2♥ - ?	
(a) ▲ A52 ♥ 962 ◆ Q5 ♣ AJ765	(b) ▲ QJ7 ♥ 2 ◆ KQJ6 ♣ KJ1052	(c) ▲ AK2 ♥ 2 ♦ 73 ♣ K1097652	(d) ▲ A5 ♥ 54 ◆ KQ85 ♣ J10852	(e) ▲ 52 ♥ K62 ▲ A108 ♣ KQJ76
3♥	3NT	Pass	<u>2NT</u>	4♥
2. What is	s your rebid after the fol	lowing auction:	1♦ - 1▲ 2NT - ?	
(a) ▲ KJ76 ♥ K62 ◆ 632 ♣ 983	(b) ▲ Q752 ♥ 2 ◆ Q10862 ♣ A108	(c) ▲ KJ1093 ♥ KQ62 ◆ 76 ♣ 82	(d) ▲ AJ9873 ● 63 ● K73 ♣ K2	(e) ▲ AK52 ♥ AJ8 ◆ KJ ♣ 10985
3NT	5♦	3 🗸	4	6NT
3. What is	s your rebid after the fol	lowing auction:	1♦ - 1♥ 2♣ - ?	
(a)	(b)	(c)	(d)	(e)
▲ 742	▲ KJ52	▲ 42	▲ 5	▲ 3 ○ 70 40
♥ A962	♦ A862	♥ A7432	♦ AKQ652	♥ Q7642
◆ 965♣ A85	♦ 65 ♣ K98	♦ QJ4 ♣ KJ5	♦ Q62 ♣ Q54	 A6 KQJ109
• 700		• 100		
2♦	2NT	3♦	4	5*
 4. What is your rebid after the following auction: 1♥ - 1▲ 1NT - ? 				
(a)	(b)	(C)	(d)	(e)
▲ K1076	▲ QJ8752	▲ KJ1093	▲ AJ98	▲ K98652
v K62	v 2	v 42	v 62	♥ 2
♦ Q76	♦ Q108	♦ 97	♦ KJ54	♦ A876
* 986	♣ J73	♣ AK42	♣ Q65	& K8
Pass	2▲	3*	<u>3NT</u>	4♠

LESSON 7: STUDENT NOTES



Overcalls

If opponents open the bidding and you bid - you are an overcaller. Your aims are different. You are trying to:

- Win the contract (generally a part score contract)
- Obstruct the opponents
- Suggest a lead to partner

Suit Overcalls

- A **good** 5+card suit (generally a minimum of 2 honours)
- At the 2-level you need a good 5+ suit and 10+ points

Responses to a Suit Overcall

 Pass 		denies a fit	
Minimum raise	6-11	3+ card support	
Jump Raise	12-14	invitational with 3+ card support	
Bid Game	15+	With 3+ card support	

It is important to bid if you possibly can to make life difficult for your opponents. It is the trump suit that matters – the better the **fit**, the higher you can bid.

1NT Overcall

- 16-18 HCP
- Must have a stopper in their suit a stopper shows a trick (e.g. Axx, KQx, QJ10)
- N.B. do not overcall 1NT with 12-14

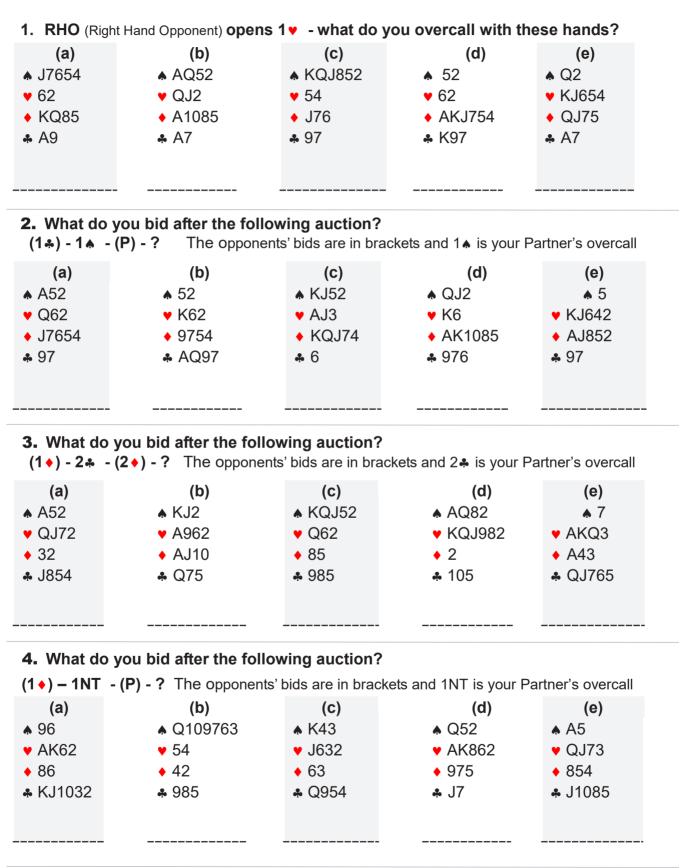
Responses to a 1NT Overcall

Balanced hands:		
Pass	0-7	no Game
2NT	8	invitational to 3NT
3NT	9+	bid Game
Unbalanced hands:		
2♣/2♦/2♥/2♠	0-7	5+ card suit
3♥/3♠	8+	game force with exactly a 5 card suit (opener will choose 3NT or 4♥/4♠)
3♣/3♦	6-7	6+ card suit and inviting to game NB: if you have a 5 card minor 8+ HCP, bid 3NT
4♥/4♠	8+	game with 6+ suit

LESSON 7 QUIZ



Overcalls



LESSON 7 QUIZ ANSWERS



Overcalls

1. RHO (Right Hand Opponent) opens 1 • • what do you overcall with these hands?					
(a)	(b)	(c)	(d)	(e)	
▲ J7654	▲ AQ52	▲ KQJ852	▲ 52	▲ Q2	
v 62	VQJ2	v 54	v 62	♥ KJ654	
♦ KQ85	♦ A1085	♦ J76	AKJ754	♦ QJ75	
♣ A9	♣ A7	4 97	♣ K97	& A7	
Pass	1NT	1 🛦	2♦	Pass	

2. What do you bid after the following auction?

(1♣) - 1♠ - (P) - ? The opponents' bids are in brackets and 1 his your Partner's overcall

(a)	(b)	(c)	(d)	(e)
▲ A52	♠ 52	▲ KJ52	♠ QJ2	♠ 5
v Q62	♥ K62	♥ AJ3	♥ K6	♥ KJ642
♦ J7654	♦ 9754	♦ KQJ74	AK1085	♦ AJ852
 •97	♣ AQ97	* 6	* 976	* 97
2♠	Pass	4♠	3♠	Pass
			Inviting to game	

3. What do you bid after the following auction?

(1♦) - 2♣ - (2♦) - ? The opponents' bids are in brackets and 2♣ is your Partner's overcall

(a)	(b)	(c)	(d)	(e)
▲ A52	♠ KJ2	▲ KQJ52	▲ AQ82	▲ 7
💙 QJ72	♥ A962	v Q62	🔻 KQJ982	V AKQ3
• 32	♦ AJ10	• 85	• 2	♦ A43
& J854	♣ Q75	* 985	* 105	& QJ765
3*	<u>_3NT or 5</u> *	Pass	2*	5*

4. What do you bid after the following auction?

(1 ♦) – 1NT - (P) - ? The opponents' bids are in brackets and 1NT is your Partner's overcall

(a)	(b)	(c)	(d)	(e)
• 96	▲ Q109763	▲ K43	♠ Q52	♠ A5
♥ AK62	♥ 54	♥ J632	v AK862	💙 QJ73
♦ 86	♦ 42	♦ 63	♦ 975	♦ 854
♣ KJ1032	* 985	& Q954	♣ J7	& J1085
<u>3NT</u>	2▲	Pass	3♥	2NT





1. What do you score for the following contracts?

1.	2•	(non vul)	making 2	
2.	2NT	(vul)	making 3	
3.	3♦	(non vul)	making 3	
4.	4 🛦	(vul)	making 4	
5.	4*	(non vul)	making 4	
6.	5♣	(vul)	making 5	
7.	5♥	(non vul)	making 6	
8.	3NT	(vul)	making 6	
9.	4	(vul)	down 3	
10.	5♦	(vul)	down 1	
11.	2	(non vul)	down 3	
12.	1NT	(vul)	down 2	
13.	2NT	(vul)	making 3	
14.	3NT	(vul)	making 3	
15.	2♥	(non vul)	making 4	
16.	4♥	(non vul)	making 4	
17.	1NT	(vul)	down 2	



Scoring – Quiz

Answers

1. What do you score for the following contracts?

1.	2♥	(non vul)	making 2	110
.2.	2NT	(vul)	making 3	150
3.	3♦	(non vul)	making 3	110
4.	4 🛦	(vul)	making 4	620
5.	4*	(non vul)	making 4	130
6.	5♣	(vul)	making 5	600
7.	5♥	(non vul)	making 6	480
8.	3NT	(vul)	making 6	690
9.	4 🛦	(vul)	down 3	-300
10.	5♦	(vul)	down 1	-100
11.	2	(non vul)	down 3	-150
12.	1NT	(vul)	down 2	-200
13.	2NT	(vul)	making 3	150
14.	3NT	(vul)	making 3	600
15.	2♥	(non vul)	making 4	170
16.	4♥	(non vul)	making 4	420
17.	1NT	(vul)	down 2	-200

Beginners' Lesson 07: Updated 12th May,2021

LESSON 8: STUDENT NOTES



Takeout Double

Takeout Double

You have learnt to overcall a 5-card suit

You have learnt to overcall 1NT with a strong balanced hand

What should you bid with the hand below after a 1 & opening bid?

- ▲ K76
- ♥ KQ54
- ♦ A962
- ♣ J6

You don't have a 5-card suit to overcall and you are too weak to overcall 1NT (16-18)

You can use **DOUBLE** (written as an "X") to ask partner to choose the best contract.

This is called a "takeout" double.

Double (X) 12+ HCP

The double shows:

- an opening hand
- at least three cards in each of the unbid suits
- shortage in the opponent's suit usually a doubleton or fewer
- don't double with length in the opener's suit!

Responses to a Take-out Double

You **must** bid – even if you have **no** points at all!

Remember that partner has promised support for all unbid suits. Give preference to a major suit rather than a minor suit if possible.

Bid your best suit at the lowest level	0-8(9)	4+ in your suit
Jump Bid	(9)10-12	4+ in your suit
Jump to Game	13+	5+ in your suit
Bid 1NT	6-10	stopper in opponent's suit
Bid 2NT	11-12	stopper in opponent's suit
Bid 3NT	13+	stopper in opponent's suit

If an opponent calls after the double, you no longer have to bid If you do bid after an opponent calls, then you are guaranteeing at least 8+ HCP

LESSON 8 QUIZ



Takeout Double

1. What do you bid after the following auction?

(1♥) – ? The opponents' bid is in brackets



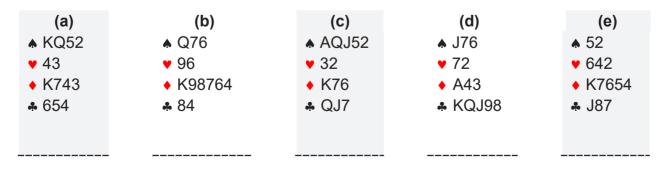
What do you bid after the following auction? (1♣) – X – (P) – ?

The opponents' bids are in brackets and Partner has doubled the opening bid



3. What do you bid after the following auction?

 $(1 \lor) - X - (2 \lor) - ?$ The opponents' bids are in brackets and Partner has doubled The double has been cancelled because the opponents have made a bid after it.



LESSON 8 QUIZ ANSWERS



Takeout Double

1. What do you bid after the following auction?

(1♥) – ?	The opponents' bid is in brackets
----------	-----------------------------------

(b)	(c)	(d)	(e)
▲ AKJ	▲ K542	▲ AQ743	▲ KJ84
♥ AQ97	♥ A3	v 3	v 6
♦ Q6	♦ A107	♦ Q9865	♦ AQ853
* 10972	♣ QJ94	♣ K7	♣ K87
<u>1NT</u>	Double	1∧	Double
	 ▲ AKJ ♥ AQ97 ◆ Q6 ♣ 10972 	 ▲ AKJ ▲ K542 ♥ AQ97 ♥ A3 ♥ Q6 ♥ A107 ♣ 10972 ♣ QJ94 	 ▲ KJ ▲ K542 ▲ AQ743 ♥ A3 ♥ 3 ♥ Q6 ♥ A107 ♥ Q9865 ♣ 10972 ♣ QJ94 ♣ K7

2. What do you bid after the following auction? (1*) - X - (P) - ?

The opponents' bids are in brackets and Partner has doubled the opening bid

(a)	(b)	(c)	(d)	(e)
▲ 984	▲ K86	• 983	AQJ52	♠ K52
♥ J842	🔻 KJ98	♥ 632	v Q62	v Q98
♦ J10962	♦ K965	♦ A53	♦ KJ85	• K76
* 9	4 97	♣ AQ97	* 9	♣ AQ95
1 •	2 •	2NT	4▲	3NT

3. What do you bid after the following auction?

(1♥) – X – (2♥) – ? The opponents' bids are in brackets and Partner has doubled The double has been cancelled because the opponents have made a bid after it.

(a)	(b)	(c)	(d)	(e)
♠ KQ52	▲ Q76	AQJ52	▲ J76	▲ 52
v 43	♥ 96	v 32	v 72	v 642
♦ K743	♦ K98764	♦ K76	♦ A43	♦ K7654
& 654	* 84	♣ QJ7	🜲 KQJ98	& J87
2♠	Pass	<u>4</u> *	3*	Pass



Pre-emptive Openings

Pre-emptive Opening Bids

A pre-emptive opening is a **obstructive** opening bid. It is designed to make it hard for the opposition to enter the auction. Once you open you will **rarely bid again** – it will be up to partner to choose the final contract

2-level openings (except 2.	show 6-10 and a good 6-card suit
3-level openings	show 6-10 and a good 7-card suit
4-level openings	show 6-10 and a good 8-card suit

Opening 2 2 V 2 (often referred to as a Weak 2)

- **6-10**
- 6-card suit (2+ honours)

Responses

Pass	0-13	any shape
3♦ 3♥ 3♠	14-15	2+ card support
Raise to Game	16+	2+ card support or any HCP & 4+ support
New Suit	17+	Good 6-card suit – forcing (rarely used bid)

Opening 3 3 4 3 4 3 4 (usually referred to as a pre-empt)

6-10

7-card suit (2+ honours)

Responses

Pass	0-13	any shape
Raise to Game	16+	1+ card support or any HCP & 3+ support
New suit at 3-level	17+	Good 6-card suit – (rarely used bid)

Opening 4 4 (usually referred to as an 8 card pre-empt)

- **6-10**
- 8-card suit (2+ honours)

Responses

You have reached game - no need to bid on!

Examples:

Open 1 ▲	Open 2🔻	Pass (poor suit)	Open 4 ▲	Open 3♣
* 7	♣ K72	♣ KJ4	* 9	♣ KQJ8763
♦ K8	962	♦ J98542	♦ 74	♦ 54
♥ AJ3	🕈 AQ8762	v A73	v 43	\star J62
▲ KJ107543	▲ 2	▲ J2	▲ AQJ87432	▲ 4

NB: If the opponents open a pre-empt bid against you, you should bid what you would normally bid as if they'd opened at the 1-level. Your suit overcall must be good – with 2+ honours and opening strength (12+).



Play of the Hand: Finesse

The Finesse

Is an attempt to score a lesser honour which could be beaten by an opponent's higher honour. You are hoping the critical missing honour is favourably placed.

Lead towards the honour or honours – if the missing critical honour is in the hand that plays second, then the finesse will succeed.

1. You need to make one trick in the following example:

K83 974

If the critical honour (ace) is with South you will succeed in making 1 trick as long as you lead from the East hand towards the king.

2. You need to make 2 tricks in the following example:

AQ3 974

If the critical honour (King) is with South you will succeed in making 2 tricks as long as you lead from the East hand and insert the Q if the K does not appear.

3. You need to make 3 tricks in the following example:

A83 QJ10

If the critical honour (king) is with South you will succeed in making 3 tricks as long as you lead the Queen from the East hand towards your ace and play low if the king does not appear from South. If the Queen wins, repeat the process with the jack.

4. You need to make 3 tricks in the following example:

AQJ 974

If the critical honour (king) is with South you will succeed in making 3 tricks as long as you lead from the East hand towards the jack. If it wins return to the East hand and lead towards the queen.

5. You need to make 2 tricks in the following example:

KQ3 974

If the critical honour (ace) is with South you will succeed in making 2 tricks as long as you lead from the East hand towards your honours twice. If the king wins return to the East hand and lead towards the queen.

LESSON 9 QUIZ



Pre-emptive Openings

1. What would you open with these hands?



2. Partner opens 2 v - what do you respond?

(a)	(b)	(C)	(d)	(e)
♠ K72	▲ AQ52	♠ K43	▲ AKJ752	AQ2
v 9862	v 2	v K6	v 2	v K62
AQ85	♦ A654	♦ A10852	♦ AJ85	◆ QJ632
 •97	♣ KJ32	♣ KJ7	♣ A7	♣ A7

3. Partner opens 3 - what do you respond?

(a)	(b)	(c)	(d)	(e)
♠ A85	▲ KQJ875	A 7	AQ2	♠ 9
v A862	V KQ8	♥ AK62	♥ AQJ8	♥ AK62
• 3	♦ 54	♦ K87	♦ 985	• 52
♣ A10852	AQ	♣ AKJ52	♣ AJ8	♣ AKQ652

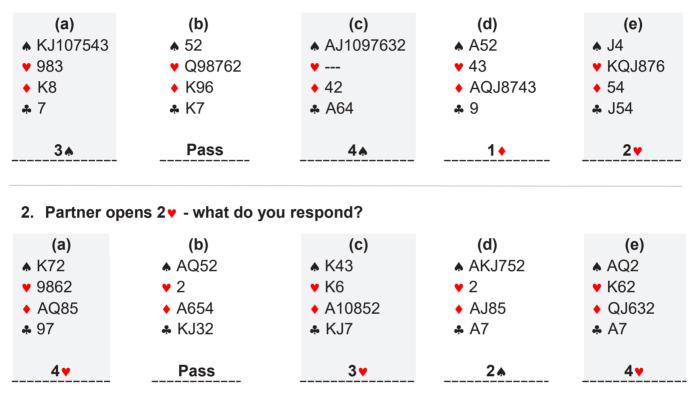
LESSON 9 QUIZ

ANSWERS



Pre-emptive Openings

1. What would you open with these hands?



3. Partner opens 3 + - what do you respond?

(a)	(b)	(c)	(d)	(e)
▲ A85	▲ KQJ875	▲ 7	AQ2	♠ 9
v A862	💘 KQ8	♥ AK62	♥ AQJ8	♥ AK62
• 3	♦ 54	♦ K87	♦ 985	• 52
🐥 A10852	AQ	♣ AKJ52	♣ AJ8	AKQ652
Pass	3♠	5♦	5 • or 3NT	5♦

LESSON 10: STUDENT NOTES



Strong Opening Bids

2NT Opening

20-22

Balanced hand, non forcing

Responder needs only 5+ points to bid game over a 2NT opening. The responses to a 2NT opening are similar to those over 1NT.

Responses to 2NT

Pass	0-4	no game
3♣/3♦	5+	5+ card suit
3♥/3♠	5+	5+ card suit (Opener chooses 4♥/4♠ or 3NT)
4♥/4♠	5+	6-card suit
3NT	5+	balanced, no 5+ card major, may have 5-card minor

Note: if responder has a 5-card minor, the best contract is usually 3NT

2 - Opening

Either 20+ Distributional hand, game force

Or 23+ Balanced hand, game force – Open 2NT with balanced 20-22

This is an **artificial** bid – it has **nothing** to do with clubs. It just describes a very strong hand. Responder **must** bid even with no points at all! Both partners must bid on until **game** is reached.

Responses to 24

2 ♦ is an artificial bid. It has nothing to do with diamonds. The message is that responder is not interested in bidding slam (ie. bidding to the **6** or **7** level).

Any other response promises 8+. Bids of a suit promise 5+ cards.

Remember, the partnership is committed to game.

2•	0-7	any shape, nothing to do with diamonds
2♥/2♠	8+	5+ card suit
3♣/3♦	8+	5+ card suit
2NT	8+	balanced hand, no 5 card suit

Examples of Strong Opening Bids

AK2	▲ KQ32	🛦 AKJ9	AK5	▲ 8	▲ AKQJ43
🕈 AQ85	🕈 K2	🕈 AQJ5	🕈 AKJ	🕈 AKJ53	\star K8
♦ A954	KQJ3	♦ KJ5	♦ 63	KQJ52	AQJ4
♣ K8	♣ AJ7	♣ KQ	🜲 AQ983	♣ AK	* 2
2NT	1 🔶	2*	2NT	2*	2*



Opener's Rebids after 24 Opening

After 2♣ – 2♦

2♥/♠/3♣/♦	20+	5+ card suit
2NT	23-24	balanced hand
3NT	25+	balanced hand

After 2♣ – 2♥/♠

3♥/♠	20+	Raise with 3+ card fit in hearts or spades
2NT	23+	no fit
New suit	20+	5+ card suit , no fit

After 2♣ – 3♣/♦

3♥/♠	20+	5+ card suit
3NT	23+	balanced

After 2* – 2NT

3♥/♠	20+	5+ card suit – responder chooses 4♥/4♠ or 3NT
4♥/♠	20+	6+ card suit
3NT	23+	balanced, no 5 card major

Bidding to Slam

If the partnership has **32+ points** between the two hands, they **may** have the values for slam.

However, it is necessary to check that the partnership is not missing 2 Aces.

4NT asks for Aces

4NT is an artificial bid which asks - how many aces do you have partner?

Partner **must respond** as this is **not** a suggestion to play in 4NT.

Responses to 4NT (Ace Asking)

5*	No Aces
5 🔶	1 Ace
5♥	2 Aces
5♠	3 Aces

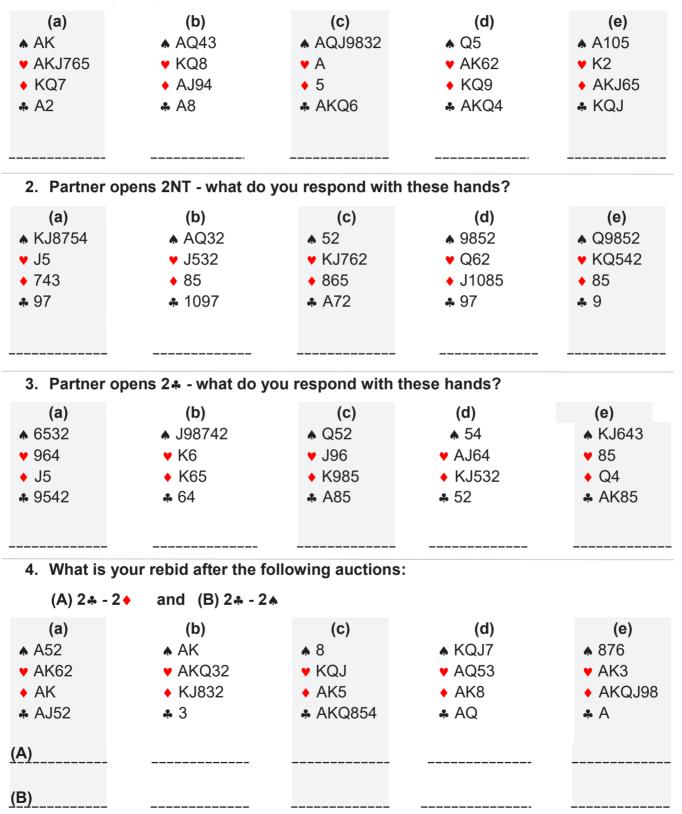
Then the partner who has used 4NT (to ask for Aces) sets the final contract.

LESSON 10 QUIZ



Strong Opening Bids

1. What is you open with these hands?



LESSON 10 QUIZ ANSWERS



Strong Opening Bids

1. What is you open with these hands?

