

I/N News ... especially for you!

HOW TO PLAY BRIDGE FROM ACBL.ORG

Overview

Bridge is played with four people sitting at a card table using a standard deck of 52 cards (no jokers). The players across from each other form partnerships as North-South and East-West.

Each deal consists of three parts – the auction, where the four players bid in a clockwise rotation describing their hands, the play, where the side that wins the bidding auction tries to take the tricks necessary to fulfill their contract, and scoring.

Bidding is the language of bridge. Its purpose is to relay information about the strengths and weaknesses of each player's hand to his partner. A bid consists of a number and a suit (spades (♠), hearts (♥), diamonds (♦), clubs (♣) or notrump (NT), a designation indicating no trump suit). The suits are assigned value with notrump the highest and clubs the lowest. A one heart bid means the pair intends to take six tricks plus one, or seven tricks total, with hearts as trump.

In the bidding phase, the dealer makes the first call, either a pass or a bid, and the auction proceeds clockwise until it is ended by three successive players saying "Pass." The final bid becomes the "contract." This means that one pair has contracted to make a certain number of tricks (six plus the number indicated in the bid) in a particular suit or in notrump.

The first player to name the suit of the final contract – or the first to bid notrump, if that is the case – becomes the "declarer." The person to the left of the declarer makes the opening lead, and the declarer's partner, the "dummy," places his hand face up on the table. At this point, the "dummy" becomes an observer while his partner, the "declarer," plays the cards from his own and the "dummy" hand.

A pair fulfills its contract by winning the number of tricks for which they contracted.

*(continued from
page 1)*

A trick consists of four cards, one from each player's hand, played in clockwise order. When a pair does not make its contract – does not take the tricks required by the level of the bid – there is a penalty.

The three most popular forms of contract bridge are rubber, duplicate and Chicago. Rubber bridge, the original and still most popular form of contract bridge, is played for points. In duplicate bridge, the same hands are played more than once, thereby eliminating much of the luck of the deal. Chicago, limited to four deals, is a faster rubber bridge game popular in clubs and homes.

Getting Started

Draw cards to select the person to deal the cards (the dealer). This person distributes the cards face down, in clockwise rotation one at a time, until each player at the table has a hand consisting of 13 cards. After the play of each deal is completed, the opportunity to deal moves around the table clockwise so that each person has a turn to deal out the cards.

Aim of the Game

Each partnership tries to win (or take) as many tricks as possible.

Hand Valuation

In bridge the strength of your hand comes from two main sources: high-card points and long suits.

High-card points (HCP):

Ace = 4; king = 3; queen = 2; jack = 1.

Length:

Five-card suit = 1; a six-card suit = 2; a seven-card suit = 3; and an eight-card suit = 4.

Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive.

The newsletters are available online only at the District 13 website.

To access the site and find the newsletters, go to:

<http://acbl-district13.org/ArticlesAndNewsletters.htm>

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.

Once you have valued your hand, the next step is to bid according to its strength and shape.

Bidding

The dealer has the first chance to bid. If the dealer has at least 12 high card points in the hand and a preference for one suit over another (usually decided by the length of the suit), dealer makes a bid to let his partner know which suit he prefers. If the dealer doesn't have many high cards and doesn't want to make a bid, he says "pass."

Bids must be made according to the hierarchy of suits: clubs, diamonds, hearts, spades and finally notrump. Thus, if 1♣ is the opening bid, the next hand to bid must bid at least 1♦, the next hand at least 1♥ and so on. If declarer were to open 1♠, the next bid would have to be 1NT or 2♣, 2♦ or 2♥.

After the dealer makes a decision, each player in turn has an opportunity to either bid or pass. At the end of the bidding, each partnership will have decided on the suit it wants to name as trumps and if it has enough strength (high cards) to bid for the privilege of naming trumps. Or one partnership will have passed, letting the opponents pick the trump suit in return for committing to winning a certain number of tricks. The bidding ends when three players in succession say "pass."

Guidelines for Opening the Bidding

With 0 to 12 points, pass.

With 13 or more points, open the bidding with one of your longest suits.

With 15 to 17 high-card points and a balanced hand (one where all suits are represented with at least two or more cards), open 1NT (notrump).

The Role of the Responder

The partners on a bridge team have certain roles to play. The opening bidder describes his hand to his partner. The partner becomes the captain and assumes the role of deciding on the best denomination and the best level for

the final contract. The partner of the opening bidder knows more about the combined strength of the two hands after hearing the opening bid and looking at his own hand.

Contracts

The bidding will lead to a variety of final contracts (a number and a suit or notrump). They are not equal in value since you score more for bidding and making certain contracts. They can be slams, game contracts, or part-game or partscore contracts. They can be major suit (spades or hearts) contracts or minor suit (diamonds or clubs) contracts.

Declarer, Opening Leader and Dummy

The Declarer is the player who first mentions the suit or notrump that becomes the final contract.

The Opening Leader is the player to the left of the declarer who starts the play by making the opening lead, playing a card face-up on the table.

The Dummy is declarer's partner. After the opening lead, the dummy places his hand face-up on the table, and declarer calls the cards during the play for both hands.

Guidelines for Making the Opening Lead

Against notrump contracts, it is a good idea to lead your longest suit because that could be your best source of extra tricks. With a sequence, three or more cards in a row, lead the top card of the sequence. If you don't have a sequence, lead low.

Against trump contracts, you can still lead the top of a sequence, but you no longer need to lead your longest suit. Your opponents have a trump suit and can usually prevent you from taking tricks in your long suit. They can trump in and win the trick. Sometimes it is a good idea to lead a short suit if it isn't the trump suit. Your partnership wants to take tricks as quickly as possible.

(Continued on page 5)

Taking Tricks in Notrump

A trick contains four cards, one contributed by each player. One player starts by leading a card, placing it face up on the table. In clockwise rotation, each player has to follow suit, by playing a card of the same suit as the one led. If a heart is led, for example, each player must play a heart if possible. Only if a player doesn't have a heart can that person discard (i.e., play a card of another suit). The highest card in the suit led wins the trick for the player who played it. This is called playing in notrump.

Taking Tricks with a Trump Suit

Having a trump suit is something like having one suit wild. The rules of the game still require that if a player can follow suit, the player must. When a player can no longer follow suit, however, a trump can be played, and the trump is higher and more powerful than any card in the suit led.

Bonus Levels

SLAMS:

You score highest for bidding and making a grand slam of 7♣, 7♦, 7♥, 7♠ or 7NT (notrump) where you can lose no tricks to the opponents. To bid a grand slam, the partnership should have a total of 37 points. The next best score comes from bidding and making a small slam of 6♣, 6♦, 6♥, 6♠ or 6NT where you can lose only one trick to the opponents. To bid a small slam, the partnership needs a total of 33 to 36 points.

GAMES:

There are five game bonuses which are more attainable than a slam contract. 3NT requires that you bid for and make 9 tricks. 4♥ and 4♠ require that you bid and make 10 tricks. All three of these games can be bid when the partnership has a total of 26 points. 5♣ and 5♦ require that you bid and commit to making 11 tricks, and 29 points are suggested for a contract at this level. Experience has shown that if you and your partner have at least eight trump cards in your combined hands, you can usually take one more

trick in a suit contract than you could in a notrump contract. That means that games in 3NT or 4♥ or 4♠ (if you have at least eight trumps) require about the same strength in high cards.

7

PARTSCORES:

In a partscore, the partnership receives points for every trick made. The partnership is not eligible, however, for the bonus it would get for bidding a game or a slam.

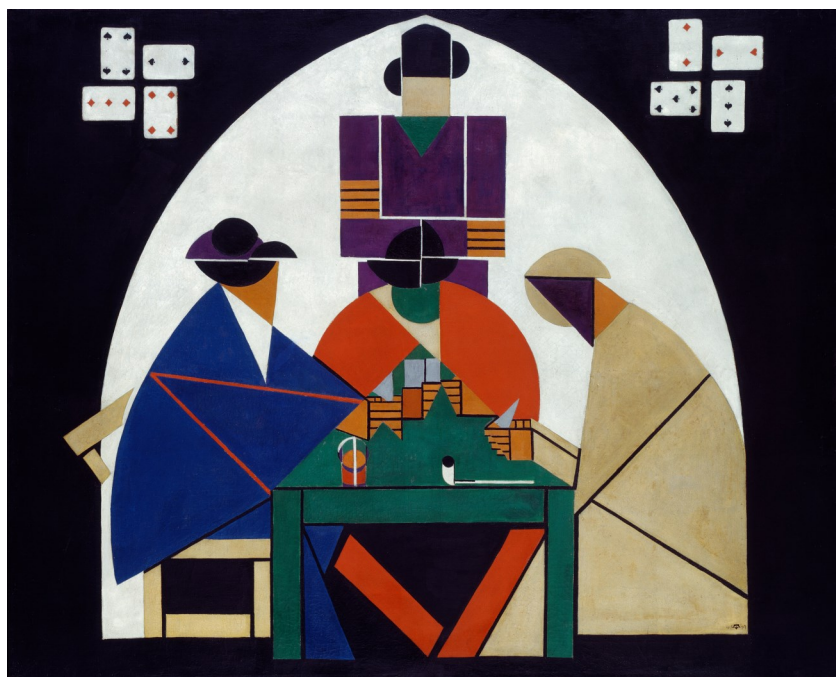
You're quarantined...
No place to dine...
Make a sandwich.
Have some wine.

We'll get through this.
It's all fine.
Get your friends...
Play bridge online!

BridgeBase
Is a good, good choice.
Of servers, it is
The Rolls Royce.

Unlike Rolls Royce,
Though you will see.
You can use it
All for free!

The ACBL has cancelled all tournament through February of next year because of the Pandemic. We will keep you posted through this newsletter and with email blasts when life returns to "normal."



Don't be slick.
Just win the trick.

If Partner has a happy face.
You likely didn't trump his ace!

Lesson 3 – Opening Bids - Very Strong Hands

Review: So far you have learned that an opening bid of 1 of a suit (1♣, 1♦, 1♥ or 1♠) means 12-21 points and an opening bid of 1NT means exactly 15-17 HCP and a balanced hand. Lesson 3 will explain how to bid when you have 22+ pts. For this lesson, you need to learn only two new opening bids: **2♣** or **2NT**.

The opening bid of **2♣** is an **artificial bid** telling your partner that you have **22+ points**. It has nothing to do with the club suit. In fact, you might have no clubs in your hand. **2♣ is a “demand” bid, a forcing bid.** Your partner **MUST** respond unless there is an intervening bid by opponent! It cannot be emphasized enough that **2♣** must be the **first bid** of the game to have this special meaning.



Responding to Partner's Opening Bid of 2♣: (2 choices)

Bridge players may use different bids to respond to a **2♣** opening bid, many of them codes (artificial bids). I recommend the following responses as they are relatively simple to learn: two responses only, both artificial bids (nothing to do with the suit bid).

(1) With 3 HCP or more, bid 2♦ which simply means **“Waiting.”** It's like you are saying, “I'm waiting for you, Partner, to further describe your hand by indicating your best suit. We should have enough points for game in a major or NT.” Both of you should keep bidding until you reach the 3 level, so you can advance slowly in the bidding to describe your hands. Both need to be aware that game may not be attainable in a minor suit (29 points recommended), so if you cannot feel safe in a contract of 3NT (stoppers in all 4 suits) and cannot find an 8-card fit in a major, then you may have to stop bidding at the 3 or 4 level in a minor.

Opener's Rebid after a 2♦ “waiting” response from partner:

Bid **2♥**, **2♠**, **3♣** or **3♦** to show 5 of a suit. Otherwise, use **2NT** to indicate a balanced hand and no 5-card suit. Responder still has a chance to show a 4-card major with the next bid at the 3 level so a fit can be found in a major if Opener has a 4-card major also. Basically, it's the same as opening the bidding at the 1 level, except that you are starting to identify suits at the 2 level (or 3 level in a minor).

(2) With fewer than 3 points, bid 2♥ (another artificial bid) which means a “bust” hand. If playing bridge in a game where Master Points are awarded, this bid requires the use of the “alert” card. When Responder bids 2♥, Opener would immediately say, “Alert” and/or tap the Alert card on the table. At that point, the next opponent to bid could ask what it meant and Opener would say that it means fewer than 3 points. Opener will know that you cannot be depended on for much support. If Opener has the minimum 22 points, the hands may not be strong enough to reach game so a partscore may be the most that can be achieved. If Opener has more than 22 points, game may be there still, even with 3 pts or fewer. Much of this requires judgment. By responding **2♥**, you are saying, “It's all up to you, Partner. I don't have much to offer and I probably will not bid again.”

More From ATeacherFirst

(continued on page 8)

With exactly 3 HCP, you should make a careful decision and use some judgment. For example, with a King, bid 2♦ (waiting). With 3 Jacks (strength is dissipated), consider bidding 2♥. Some books recommend 4+ pts for a 2♦ (waiting) response. Your bidding will not always be perfect.

Very Important! If any player opened the bidding and the opponent overcalled 2♣, that bid is describing a good club suit. It is not an artificial bid. Always be alert! In order to have the meaning of a very strong hand, 2♣ must be the first opening bid for that game. (Other players may have passed, but no one has bid yet.)

2NT: With **20-21 points** and a balanced hand (no voids, no singletons and no more than one doubleton), open with **2NT**.



Responding to a 2NT Opening Bid:

"The Easy Way" - Simplified response when not using Stayman or Jacoby:

With fewer than 5 points, pass.

With 5 or more points and a balanced hand, bid **3NT**.

With 5 or more points and a 5-card major, bid the major at the 3 Level.

"StayJac" - Using Stayman and Jacoby:

Both players should be on high alert if using these conventions. All 3-level responses are now "codes," just as the 2-level responses were codes after a 1NT opening bid.

Responder can use Stayman and Jacoby in the same way as after a 1NT opening bid.

However, after a 2NT opening bid, Responder needs only 5 pts to take the partnership to game level in 4 of a major (with an 8-card fit) or 3NT.

Therefore, when using these conventions after opening **2NT**, all of the 3 Level bids by partner are artificial, as follows: **3♣** means Stayman, asking for a 4-card major; **3♦** means transfer to Hearts, **3♥** means transfer to Spades. You and your partner must be very clear on which system you are using (conventions or no conventions).

If you have at least 9 points and a long minor, consider Game in a minor (**5♣** or **5♦**). Judgment and experience is needed when deciding between game in a minor or 3NT when responder has an unbalanced hand. Remember, you can lose only 2 tricks to make a game contract in a minor whereas in 3NT, you need to take just 9 tricks (therefore, can lose 4 tricks), and you could get a higher score in 3NT if it is makeable. On the other hand, it's better to be in a minor suit contract and make it than to be in 3NT and not make it. Responder must also consider transportation to the dummy hand which takes experience and judgment.

Opener's Rebid with 22+ HCP and a balanced hand:

With **22-24 HCP and a balanced hand**, open **2♣** (forcing) and then rebid **2NT**.

Consider this 2NT rebid as an opening bid — "systems are on" for Stayman and Jacoby.

With **25-27 HCP and a balanced hand**, open **2♣** (forcing) and then rebid **3NT**.

This applies whether responder bids 2♦ or 2♥. With 24 HCP, rebid 3NT if partner responds 2♥, since partner may pass Opener's 2NT rebid and Opener needs only 1 HCP for game.

(Quiz on page 9)

Quiz #3 - Opening Bids (Including Very Strong Hands)

These are your hands for 18 different games.

In each case, you are the dealer or all other players have passed.

Answer these questions for each hand: How many points? Opening bid?

Be careful! Bridge is a tricky game.



Quiz #3 – Answers
Opening Bids – Including Very Strong Hands

#	Points HCP + length	Bid	Description
1	20 HCP	2NT	Balanced hand in 20-21 pt range
2	16 HCP	1NT	Balanced hand in 15-17 pt range
3	21 HCP + 1 = 22	2♣	5-card major, singleton, not balanced, 22+ pts
4	13 HCP + 2 = 15	1♣	No 5-card major, bid longer minor
5	21 HCP + 1 = 22	2♣	Unbalanced with singleton, 22+ pts
6	25 HCP	2♣	Balanced hand, too high for 2NT opening range of 20-21 HCP, showing 22+ pts, next bid is 3NT showing balanced hand in 25-27 pt range
7	22 HCP	2♣	Not in range of 2NT opening (20-21), next bid is 2NT showing balanced hand in 22-24 HCP range
8	19 HCP	1♦	No 5-card major, with exactly 4 cards in both minors, bid 1♦
9	23 HCP	2♣	Balanced, but too high to open 2NT, next bid is 2NT to show range of 22-24 HCP
10	21 HCP	2NT	Balanced hand, no 5-card major
11	18 HCP + 1 = 19	1♥	Bid 5-card major
12	24 HCP	2♣	Balanced, too high to open 2NT, next bid is 2NT showing 22-24 HCP
13	19 HCP	1♣	Balanced, no 5-card major, bid longer minor, too high for opening 1NT, too low for opening 2NT, next bid can be 2NT showing 18-19 HCP
14	17 HCP + 2 = 19	1♠	Bid 5-card major
15	17 HCP	1NT	Balanced, in 1NT range of 15-17 HCP
16	10 HCP + 1 = 11	Pass	Not enough pts to open the bidding
17	20 HCP + 1 = 21	1♦	No 5-card major, bid longer minor
18	13 HCP + 3 = 16	1♠	Bid 5-card major



Football Terms Word Search



BACKFIELD
CENTER
CORNERBACK
DOWN
DRIVE
END ZONE
EXTRA POINT
FAIR CATCH

FIELD GOAL
FULLBACK
FUMBLE
GUARD
HALFBACK
HAND OFF
HUDDLE
INCOMPLETION

INTERCEPTION
KICKOFF
LINEBACKER
OFFENSIVE LINE
PUNT
QUARTERBACK
RED ZONE
RETURN

RUSHING
SACK
SAFETY
SNAP
SPECIAL TEAMS
TACKLE
TIGHT END
WIDE RECEIVER

Dealer South. Both Vul.

♠ J 7 2
 ♥ A 10 9 2
 ♦ Q 5 2
 ♣ A 5 3

♠ 6
 ♥ 8 7 3
 ♦ A J 10 8
 ♣ J 10 9 7 4

♠ A 4
 ♥ K J 5
 ♦ 9 7 6 3
 ♣ K 8 6 2

♠ K Q 10 9 8 5 3
 ♥ Q 6 4
 ♦ K 4
 ♣ Q

West	North	East	South
—	—	—	1♠
Pass	INT ¹	Pass	2♠
Pass	4♠	Pass	Pass
Pass			

1. Forcing for one round

The auction was the same at both tables in a team game, as was the lead – the jack of clubs.

At the first table, declarer won with the ace of clubs and played a low trump from the table. East saw that he did not want to be on lead on the second round of trumps, so he played the ace and another trump. Declarer took this in hand and ran the queen of hearts to East's king. After trumping the club return, declarer played a heart to the ten. East won with the jack of hearts for the third defensive trick. As declarer still had to lose a diamond, he was down one.

At the second table, declarer also took the ace of clubs at trick one and, looking past the double finesse in hearts, ruffed a club at trick two. Next he played the three of trumps to dummy's seven. East won with the ace and exited with the four of spades. Declarer won with the jack, then ruffed a second club before playing the king of diamonds from hand.

West won with his ace of diamonds and returned the jack of diamonds. Declarer won with the queen of

diamonds, then ruffed dummy's remaining diamond, eliminating that suit. Finally, declarer ran the queen of hearts to East's king. East was endplayed and was forced to concede the contract.

Dealer South. Both Vul.

♠ J 9 6 2
 ♥ A Q 10
 ♦ K J 6
 ♣ 8 4 2

♠ A K 8 3
 ♥ 8 3
 ♦ 10 9 3
 ♣ A Q J 6

♠ Q 10 7 4
 ♥ 7 5 2
 ♦ 8 4 2
 ♣ 10 9 7

♠ 5
 ♥ K J 9 6 4
 ♦ A Q 7 5
 ♣ K 5 3

West	North	East	South
—	—	—	1♥
Double	Redouble	1♠	Pass
Pass	2♥	Pass	3♦
Pass	4♥	Pass	Pass
Pass			

West began with the ace of spades, then shifted to a trump. Declarer counted nine tricks in the red suits and, as the ace of clubs was likely to be on his left, he was sure that playing on clubs would be hopeless. Instead, he decided to try and generate an extra trump trick with a dummy reversal for his contract.

After winning the trump shift with dummy's ten, declarer ruffed a spade, led a low diamond to dummy's jack to ruff a second spade, then crossed to dummy's king of diamonds. After ruffing dummy's last spade, declarer had made six tricks. Somewhat nervously, declarer led the king of trumps from hand and overtook it with dummy's ace. When trumps proved to be 3-2 declarer was home: he drew the outstanding trump with dummy's queen and claimed two diamond tricks for his contract.

Of interest is that an opening lead of a trump, diamond or low spade lead would have defeated the contract, because East could have won any spade played by declarer or dummy and shifted to a club.



“6” months without face to face bridge is too much!
 Hope to see you back at the tables soon!
 Stay safe!