

# *Learn Bridge in a Day?*<sup>®</sup>

A Fast Fun Way to Learn the Basics of Bridge

## **Student Manual**



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## ***Learn Bridge in A Day?***<sup>®</sup>

Welcome to bridge!! We are very excited that you are joining us for a day of bridge basics. This seminar is designed for new players or for returning players who want to refresh their understanding of the game. Our goal is to give you a fast, fun, and interesting overview of bridge's fundamental concepts.

The idea for this seminar grew out of repeated requests for a concentrated introductory learning experience. So many people told us that they wanted to learn to play – or to start playing again – but they didn't want to make a huge time commitment without "sampling" the basics. They also told us they wanted a way to practice and grow their skills outside of a formal class.

***Whirlwind Bridge*** was formed as a direct result of these two requests – and our mission is to give people with busy lives a convenient, practical, individualized learning experience. In addition to this one-day introductory seminar, we have designed a series of practice workbooks which allow you to continue your growth in bridge at your own pace. Each workbook covers a distinct bridge concept and includes at least 100 practice exercises to hone your understanding. Of course, there is no substitute for learning through actual play, and we highly recommend you find a group or convenient club for further practice.

We all hope you have a wonderful experience and that you will be inspired to love bridge for a lifetime...

Patty Tucker, ABTA Master Teacher  
Melissa Bernhardt



## **BACKGROUND**

The forerunner of bridge, Whist, has been around for over 200 years. The modern version of Bridge was created in the early 1900's and has been improved, revised and refined constantly over the last 100 years. While the basic concepts of bridge remain the same, new ways and means of expressing information to your partner are invented constantly. This is one of the many things about bridge that keep people fascinated with the game and make it unique. You will never master bridge; but you will enjoy it the rest of your life.

## **THE BASICS**

### **The Teams and the Cards**

Bridge is played with four people and a deck of cards. The person across the table from you is your partner. The people to your right and left are also partners, and they are your opponents.

A standard deck of playing cards is used in bridge (minus the Jokers). The deck consists of 52 cards divided into four suits with 13 cards per suit. The suits are Spades, Hearts, Diamonds and Clubs. The cards are two through ten, Jack, Queen, King and Ace - with Ace being the highest card and two the lowest.

### **The Deal and The Hand**

To begin the game, the cards are dealt clockwise, one at a time, to each of the four people playing. Each person will end up with 13 cards. This is each player's hand. The playing of those cards is called a 'hand of bridge'.

### **Bidding, Play and Scoring**

There are three parts of bridge - the bidding, the play and the scoring. The bidding is a 'conversation' between each set of partners where each person tries to communicate to his partner the strength of his hand and the length of his suits. The play takes place after the bidding is complete and involves the physical movement of the cards. The scoring takes place at the end of each hand. The play is very straightforward. The first card played is called the 'lead'. The person to make the opening lead is determined by the

bidding. After the lead, each person will play one card, in the suit that was led, out of his hand in a clockwise rotation until all four people have played one card. If you do not hold a card in the suit that was led, you can play, 'discard', any card in any other suit. Those four cards are defined as a 'trick'. Since every player has thirteen cards, there are thirteen tricks available in each hand. The highest card played in the suit that is led wins, or 'takes' the trick.

### **Trumps**

If the only way you could win a trick was by having the highest card in a suit you would have to hold many strong cards to take a lot of tricks. However, in bridge it is possible through the bidding to declare a suit 'trumps'. If a suit is declared trumps, then the lowest card in that suit is higher than the highest card in any other suit. For example if clubs were trumps, then the two of clubs would be higher than the Ace of hearts if they were both played in the same trick. You must still follow to the suit that was led if you hold a card in that suit. If not, you may choose to play a trump, but you are not required to play a trump. If a trump is played, the highest trump played wins the trick. If you and partner hold at least eight cards in one suit between your two hands (called a 'fit'), you generally would like that suit to be designated as trumps.

### **Declarer and Dummy**

Once the bidding is complete (but before the play of the hand), one person will become 'declarer' and his partner will become 'dummy'. It will be declarer's responsibility to try and win the number of tricks specified in the bidding. This is called the 'final contract'. We will talk more about these two functions when we cover bidding in greater detail.

### **Winning and Scoring**

The object of the game is to try to take the number of tricks which, in the bidding, you and your partner have said that you can win.

You score points by taking the number of tricks which you said you could (the number you bid or 'contracted' for) plus an additional six tricks (called 'book'). As the opponents of the declaring side (the 'defenders') you try to prevent the opponents from taking the number of tricks they said they could.

## INTRODUCTION TO SCORING

Just as with the word 'hand', the word 'points' carries double meaning in bridge. We will clarify the second use of the word 'points' when we discuss bidding. After the hand is completely played and all tricks have been taken by one of the two teams, 'points' are awarded as a means of keeping score.

There are three ways you can score points:

- **Trick Points:** Points for each trick you take above book.
- **Part-Score, Game or Slam Points:** Bonus points when you make your bid or if you bid to a high level and are successful, larger bonuses are awarded.
- **Setting Points:** Defensive points for defeating (setting) your opponents (keeping you opponents from taking as many tricks as they contracted for).

### Book

The smart people who invented bridge quickly realized that the combination of high cards and length in a suit between two partners' hands made it very easy for them to win many more tricks than their opponents. So, they came up with another development to make the game even more interesting. They decided the first six tricks you and your partner win should not count toward your score. They decided you and your partner should have to win more than half of the tricks before you could begin scoring points.

So, if you and you partner win the right in the bidding to choose your long suit as trumps (or to designate that there will be no suit as trumps – No Trump), you must win six tricks called 'book', plus the number you bid (contracted to take) in order to be awarded any points. For example if the two partners bid up to 3 clubs, they would have to take a total of nine tricks (book plus three tricks), with clubs as trumps, in order to be awarded any points.

## Trick Points

### Major and Minor Suits

The suits are split into two groups; Minors which are clubs and diamonds and Majors which are hearts and spades. The number of points you score when a hand is over depends on which suit is trumps, or no trump, and how high you bid.

Majors (Spades and Hearts) = 30 points for every trick above book

Minors (Diamonds and Clubs) = 20 points for every trick above book

No Trump (taking tricks by high cards alone) = 40 points for the first trick above book and 30 points for subsequent tricks.

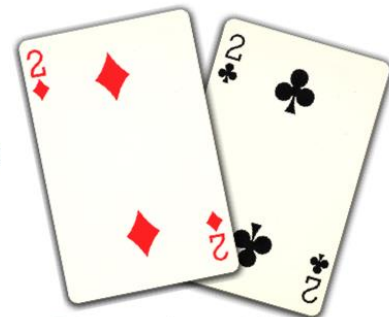


## TRICK SCORE



**Spades and Hearts**  
30 points for each trick

**No Trump**  
40 points for the first trick  
30 points for every other trick



**Diamonds and Clubs**  
20 points for each trick



### Game Points

Just to make things even more complicated (and more interesting) the same smart people came up with the concept of 'bidding game'.

Basically if a partnership risks bidding to a high level they can realize a bonus for accepting the risk and being successful.

Majors - if you bid to the 4 level in a major suit and take the 10 total tricks you contracted for (book + four), you will get a 300 or 500 point bonus. You usually need around 25/26 high card points between your two hands to risk going this high.

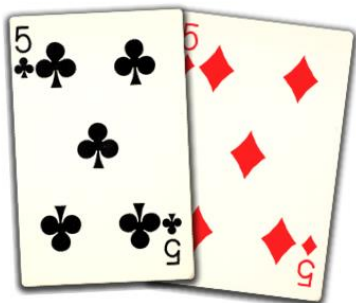
Minors - if you bid to the 5 level in a minor suit and take the 11 total tricks you contracted for (book + five), you will get a 300 or 500 point bonus. You usually need around 28/29 high card points between your two hands to risk going this high.

No Trump - if you bid to the 3 level in No Trump and take the 9 total tricks you contracted for (book + three), you will get a 300 or 500 point bonus. You usually need around 25/26 high card points between your two hands to risk going this high.



# GAME SCORE

(300 or 500 point bonus)



**5 Clubs or 5 Diamonds**  
28/29 HCP



**4 Hearts or 4 Spades**  
25/26 HCP



**3 No Trump**  
25/26 HCP

Since you get the most points for bidding game in a major suit (120 trick points vs. 100 trick points for bidding game in a minor suit or No Trump), most of the bidding is designed around trying to find a 'fit' in a major suit first. Your next choice of contract would be to play No Trump. Your last choice is a minor suit as trumps.

**Slam Points**

'Slam' is a term used when you and your partner bid and win 12, or all 13, of the available tricks in a hand. A 'Small Slam' occurs when you bid 6 of a suit or No Trump – and are successful in taking all but one of the available tricks. A 'Grand Slam' occurs when you and your partner bid and successfully take all of the tricks in a hand. Significant additional bonus points are awarded for both types of Slam contracts.

**Setting Points**

If you keep the opponents from taking as many tricks as they contracted for then you have 'set' them. You score 50 points for every trick you set them if they are 'Not Vulnerable'. You score 100 points for every trick you set them if they are 'Vulnerable'.

Please see the attached sheets on scoring methods and types of bridge for a more complete explanation of vulnerability and other aspects of scoring.

***Remember, your priority of contracts is  
Majors, NoTrump, Minors***

**LBIAD?® Practice Exercise #3****SCORING EXERCISE**

<b><u>Contract</u></b>	<b><u>Trumps</u></b>	<b><u>Tricks</u></b>	<b><u>Bonus</u></b>
▪ 2 Clubs	<i>Clubs</i>	$6+2=8$	<i>Part-score</i>
▪ 3 Hearts			
▪ 4 Spades			
▪ 2 NT			
▪ 5 Clubs			
▪ 6 Hearts			

## **INTRODUCTION TO BIDDING**

A bid is a coded statement each player makes to describe his hand to his partner. Each bid conveys specific information about the strength of your hand and the length of your suits (your distribution). Think of bidding as a version of shorthand, that you and partner both have learned and understand.

In 1915 a gentleman named Campbell assigned a numerical value to the top four honor cards in each suit based on their likelihood of winning a trick. This method of evaluating hands is still used by the vast majority of bridge players.

### **Point Value of Honor Cards**

The Ace, King, Queen, Jack and Ten of each suit are called 'honor cards' and are assigned point values as follows:

Ace	= 4 points
King	= 3 points
Queen	= 2 points
Jack	= 1 point
Ten	= 0 points

Therefore, the total points in high cards in each suit would be 10 – for a grand total of 40 'high card points' (HCP) in each deal (10 HCP x 4 suits).

Around 1920, some very smart people determined that if you and your partner held the majority of the HCP between your two hands and at least eight cards in one suit between your two hands, you should be able to take more tricks than your opponents.

Voila - bidding was born. Bidding is no more than a conversation between you and your partner to find out, between your two hands, how many HCP you have (your strength) and which are your longest suits (your length or distribution).

# POINTS



Ace = 4 points



King = 3 points



Queen = 2 points



Jack = 1 point

**Getting Started**

The dealer is always the first player with a chance to bid. To open the bidding you must have 12 high card points (HCP), if you do not you say 'Pass'. This tells your partner that you do not have at least 12 HCP. If the dealer passes, the person on dealer's left gets a chance to bid next. The bidding continues in a clockwise rotation with everyone at the table having a chance to bid or pass at their turn. The first player to say anything other than pass is the 'opener'. For each deal/hand there is only one opener. Once someone opens, the partner of that person becomes 'responder'.

If an opponent of the opening bidder wants to bid other than pass, he is designated an 'overcaller'. He is not the opening bidder. We'll talk more about how the opponents may enter the auction at a future time.

If you have 12 HCP you will not pass. You will open the bidding with a bid of 'one' club (or one diamond or one heart or one spade or one No Trump). The fact that you opened will begin to describe the 'strength' of your hand. The suit (or No Trump) you choose as your opening bid will begin to describe the 'distribution' of your hand.

**Rank Order of Suits**

Clubs are the lowest suit, followed by diamonds, hearts, spades and then No Trump. (You'll notice that there is an alphabetical sequence in the suit bids; C-D-H-S with the lowest in the alphabet being the lowest ranked suit)

Any suit that is higher in rank than another can be bid at the same level. If someone bids a suit of a higher rank than you would like to bid, you must bid at one level higher in order to bid that suit.

i.e.

1♣

1♥ (hearts can be bid at the one level,  
since hearts are of a higher rank than clubs)

2♦ (diamonds must be bid at the two level,  
since diamonds are of a lower rank than hearts)

**The Rules to Open the Bidding**

Major Suits: To open one heart or one spade you must have at least 5 cards in that suit and at least 12 HCP. If you have two five-card majors open the highest in rank first – “High Five”.

No Trump: To open 1 No Trump you must have 15 to 17 high card points, no five-card major and a balanced hand. A balanced hand is one which contains no singletons (one of a suit), and no voids (no cards in a suit).

Minor Suits: To open one Diamond or one Club you must have at least 3 cards in that suit and at least 12 HCP. You will typically open your longest minor. If you have two five-card minors open the highest in rank first – “High Five”. If you have four diamonds and four clubs, open 1♦ (a helpful hint is to remember a diamond has 4 points). If you have three of each minor suit, open 1♣ (hint: a club has three petals).

# WHAT SHOULD I OPEN?

## MAJOR SUIT

1♥ OR 1♠ ..... 12–21 POINTS;  
5 CARDS OR LONGER

## NO TRUMP

1 NT..... 15–17 POINTS; NO VOID,  
NO SINGLETON  
NO FIVE CARD MAJOR

2NT..... 20–21 POINTS; NO VOID,  
NO SINGLETON  
NO FIVE CARD MAJOR

3 NT..... 24–26 POINTS; NO VOID,  
NO SINGLETON  
NO FIVE CARD MAJOR

## MINOR SUIT

1♣ OR 1♦ ..... 12–21 POINTS; 3 CARDS  
OR LONGER AND  
NO FIVE CARD MAJOR

IF YOUR MINOR SUITS ARE  
EQUAL IN LENGTH:

5/5 OPEN 1♦

4/4 OPEN 1♦

3/3 OPEN 1♣

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**LBIAD?® Practice Exercise #6**

**OPENING EXERCISE**

What would you open with the following hands?

1) ♠AQ975 ♥K54 ♦Q2 ♣K75 \_\_\_\_\_

2) ♠KJ43 ♥Q109 ♦J542 ♣KJ \_\_\_\_\_

3) ♠10 ♥KQ542 ♦AJ3 ♣AJ42 \_\_\_\_\_

4) ♠KQJ5 ♥7 ♦7532 ♣AK98 \_\_\_\_\_

***Taken from Whirlwind Bridge, Workbook 1 – Opening Bids***

## RESPONDING TO THE OPENING BID OF ONE OF A SUIT

### A Few General Rules

- To respond to an opening suit bid, you must have at least six high card points. If you have six points you **must** bid.
- If responder bids a different suit than the one opened by his partner, opener must bid one more time. "A new suit by responder is always forcing".
- A new suit bid by responder at the two level promises at least 10 points and usually a five-card suit.
- If responder has an opening hand and he will always bid a new suit or No Trump rather than raise partner's suit.

### **If Your Partner Opened a Minor Suit - 1♣ or 1♦**

As we discussed you and your partner are attempting to locate a suit in which, between your two hands, you have eight cards (a 'fit').

Your first preference is to always look for a major fit, even if you have support for partner's minor suit, because of the difference in scoring.

In order of priority:

- If you have a major suit of at least five cards, you will bid that suit.
- If you have two major suits of four cards each, you will bid them 'up-the-line' (In order of their rank, bidding the lowest ranking major suit first). 'Four on the Floor'.
- If you have only one major suit of four cards, you will bid that suit.
- If you do not have a four card or longer major and you have a balanced hand (no voids or singletons), you will bid No Trump.

With:

6-10 points	-	Bid 1NT
11-12 points	-	Bid 2NT
13-15 points	-	Bid 3NT

- If you do not have a four-card major, and you do not have a balanced hand, your third choice would be to try to find a fit with your partner's minor suit. When your partner opens a minor suit he may only have three cards in that suit, so you are required to have five cards in his minor suit in order to raise his suit. If you are going to raise your partner's minor suit, with:

6-9 points	-	Bid 2♣ or 2♦
10-12 points	-	Bid 3♣ or 3♦
13+ points	-	Bid a new suit

- If you do not have a four-card major, you do not have a balanced hand and you do not have a fit with your partner's minor suit then your last three choices would be to bid:

A 4+ card minor (diamonds) at the one level with 6+ HCP, or

A 5+ card minor (clubs) at the two level with 10+ HCP, or

Bid 1NT, regardless of your distribution, with 6-9 HCP.

***Remember***

***Bidding a new suit at the two-level promises 10 HCP.***

***At your first opportunity to bid, if you do not have 10 HCP,  
you should not bid a new suit at the two-level.***

# Partner Opens 1♣ or 1♦

## Your Response:

**0-5 points**

Pass

Bid 1 of a MAJOR with 4 or more cards in the major suit

**6-9 points**

Weak

Bid 1 No Trump (6 – 10 points)

Raise your partner's suit to the 2 level with 5 or more trumps

**10-12 points**

Invitational

Bid 1 of a MAJOR with 4 or more cards in the major suit

Jump to 2 No Trump (11-12 points) with a balanced hand

Raise your partner's suit to the 3 level with 5 or more cards in trumps

Bid the other minor suit

**13+ points**

Game

Bid 1 of a MAJOR with 4 or more cards in the major suit

Jump to 3 No Trump with balanced hand

Bid a new suit



**LBIAD?® Practice Exercise #7****RESPONDING to Opening Bids of 1 of a Suit**

What Would You Bid with Each of the Following Hands  
Assuming Your Partner Has Opened 1♣?

	<u>Points</u>	<u>Bid</u>
1) ♠QJ75 ♥9543 ♦K5 ♣932	_____	_____
2) ♠963 ♥AQ742 ♦74 ♣A73	_____	_____
3) ♠A65 ♥J93 ♦AQ74 ♣J32	_____	_____
4) ♠93 ♥32 ♦J9543 ♣KJ74	_____	_____
5) ♠AKJ94 ♥QJ943 ♦5 ♣73	_____	_____

**If Your Partner Opened a Major Suit - 1♥ or 1♠**

If your partner opens a major suit he will have at least five cards in that suit. If you have three or more cards in his suit you have a 'fit' and will raise partner.

**With a fit:**

- 6-9 points - Bid 2♥ or 2♠ (showing a fit)
- 10-12 points - Bid 3♥ or 3♠
- 13+ points - Bid a new suit and then raise partner

**Without a fit:**

- If your partner opened 1♥ and you do not have a fit, your first choice would be to bid 1♠ with 6+ points and 4+ cards in spades.
- If you do not have a fit with your partner's major suit, but you have a five-card minor suit with at least 10 points, bid that five-card suit at the two level (this can occasionally be done with a four-card suit if you have an unbalanced hand).

**Remember: A bid of a new suit at the  
two level promises 10+ points.**

- If you do not have a fit with partner's major and you have a balanced hand, you will bid No Trump. With:
  - 6-10 points - Bid 1NT
  - 11-12 points - Bid 2NT
  - 13-15 points - Bid 3NT
- If you have less than 10 points, you do not have a fit with partner and you do not have a four-card or longer suit that can be bid at the one level you will be required to bid No Trump even if your hand is unbalanced

# Partner Opens 1♠ or 1♥

## Your Response:

### 0-5 points

Pass

### 6-9 points

Weak

Raise your partner's suit to the  
2 level with 3+ cards in trumps

Bid a new suit at the one level

Bid 1 No Trump (6-10 pts)

### 10-12 points

Invitational

Raise your partner's suit to the  
3 level with 3+ cards in trumps

Bid a new major suit

Jump to 2 No Trump with a  
balanced hand (11-12 pts)

If unbalanced, bid a  
minor suit with 4+ cards

### 13+ points

Game

Bid a new suit  
(if you bid hearts you must have 5+ to bid  
at the two level)

Jump to 3 No Trump with a balanced hand  
and no four card major that you can bid  
at the one level



**LBIAD?<sup>®</sup> Practice Exercise #8**

**What Would You Bid with Each of the Following Hands  
Assuming Your Partner Has Opened 1♥?**

	<u>Points</u>	<u>Bid</u>
1) ♠QJ75 ♥9543 ♦K5 ♣932	_____	_____
2) ♠963 ♥AQ742 ♦74 ♣A73	_____	_____
3) ♠A65 ♥J93 ♦AQ74 ♣J32	_____	_____
4) ♠93 ♥32 ♦J9543 ♣KJ74	_____	_____
5) ♠AKJ94 ♥QJ943 ♦5 ♣73	_____	_____

***Taken from Whirlwind Bridge, Workbook 2 – Responding to Opening  
Bids of One in a Suit***



## **A Few Additional Points About Bidding Suits**

### **Responding with a New Suit at the Two Level**

If you are a responder and want to bid a new suit which is lower in rank than partner's opening suit, you must bid that new suit at the two level. A new suit bid by a responder at the two level promises partner at least 10 HCP and promises one more bid in most cases. **A responder MAY NOT bid a new suit at the two level with less than 10 points.**

### **A Reminder: The Purpose of Bidding**

Never forget why you are bidding. You are trying to find what suit (or NT) you should play and how high you should bid. When you reach a point in the bidding that you have discovered the necessary information – make the final bid. Every bid should tell your partner something he does not know yet, and it should be something he needs to know!

### **Forcing Bids**

If you need more information from partner and need him to keep talking to you, there are certain bids which "force" your partner to bid again. Here are the most common examples of forcing bids which can be made by the opener and by the responder.

#### By Opener –

- If opener skips a level of bidding ('Jumps' the bidding) and bids a new suit, Responder is forced to continue bidding until a game bid is reached.
- If opener bids a new suit that will force you to bid at a higher level to support his first suit ('Reverses'), you are forced to bid one more time.

#### By Responder –

- If responder bids a new suit, opener is forced to bid one more time.

**How Strong is Your Hand?**

A variety of factors influence the value of your hand in bridge. Obviously the first factor you learn is the number of high card points as we have already discussed. But HCP do not tell the entire story. Over time you will come to understand the nuances represented by distribution, 'purity', and 'texture':

Distribution describes relative length or shortness among your suits. The value, of a bridge hand is enhanced by extra length in trumps, shortness in other suits, and a two-suited hand. After you have established that you and your partner have a fit, additional points can be added to your hand for these features:

- Void (no cards in an outside suit) + 3 points
- Singleton (1 card in an outside suit) + 2 points
- Doubleton (2 cards in an outside suit) + 1 point

*Note: Don't get carried away by adding value for both high card points and distribution points in short suits.*

Purity describes a hand in which your points are concentrated in your long suit(s), and/or your points in your short suits are high honors (Aces and Kings). Pure hands are more valuable than other hands with the same number of high card points.

Texture describes situations where the cards in your hand are 'just richer' than the points might indicate. For example: If your interior cards (those lower in value than high cards) are 10's, 9's, and 8's, this hand is more valuable than a hand with the same number of HCP and interior cards of 3's, 4's and 6's. Or, if you have an Ace in a long suit or your partner's suit, this hand is more valuable than if you have a singleton Ace.

# HOW STRONG IS MY HAND?

	OPENER	RESPONDER
MINIMUM	12 - 14/15 pts	6 - 9/10 pts
MEDIUM	15 - 17/18 pts	10 - 12 pts
MAXIMUM	18+ pts	13+ pts

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## NO TRUMP OPENING BIDS

### Opener

No Trump opening bids promise that you have a balanced hand, which means no singletons, no voids, and no five card major suit.

An opening bid of 1NT shows 15-17 high card points

An opening bid of 2NT shows 20-21 high card points

An opening bid of 3NT shows 25-27 high card points

With 18-19 points and a balanced hand, make your normal suit opening bid and jump to 2NT as your rebid (unless responder bids a major suit, and you have a fit in that suit. In this case, your rebid would be in that major suit). *Note: If responder has bid a new suit at the two level a bid of 2NT would show a balanced minimum hand.*

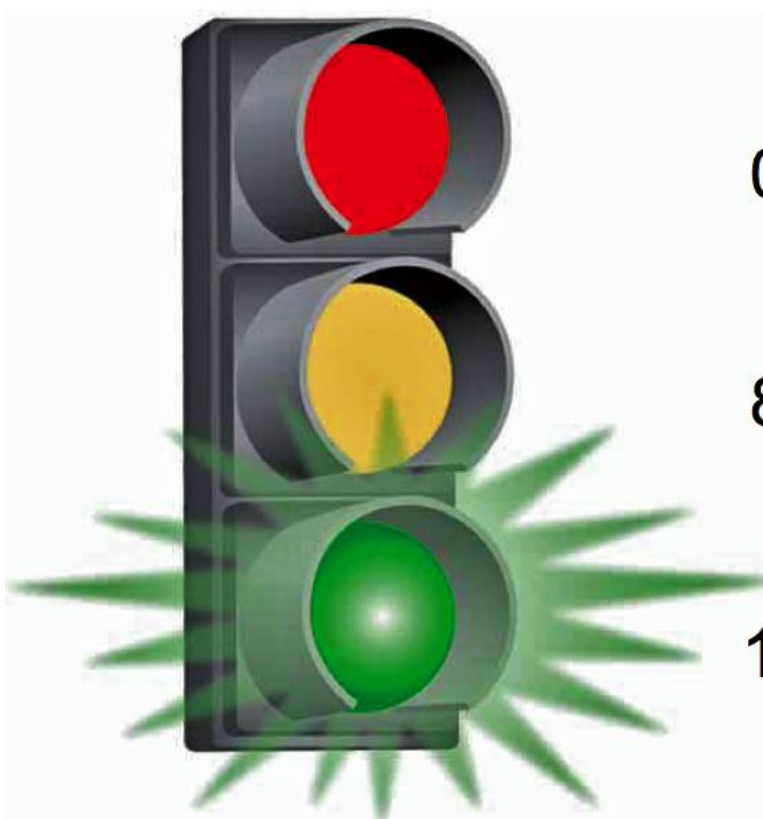
### Responder

As Responder with:

- 0 - 7 points and no 5-card or longer major - Pass
- 8 - 9 points and no 4-card or longer major - Bid 2NT (you want to invite partner to game)
- 10 - 14 points and no 4-card or longer major - Bid 3NT

As you grow in your knowledge of bridge, you will learn that there are other responses to a NT opening bid. These alternatives are designed to find out if you and your partner might have an 8-card fit in a major suit. For example, after partner opens NT, if you have a four-card major you will bid a convention called "Stayman". If you have a five-card or longer major you will bid a convention called "Jacoby Transfer". These bids are beyond the scope of this workshop, but they are important and effective bids to be learned later.

# Partner Opens 1 No Trump



**Stop**

0-7 Points

**Invite**

8-9 Points

**GO**

10+ Points





# RESPONDING TO OPENING BID OF 1 NT

	Balanced Hand	Unbalanced Hand
0-7 points - STOP	Pass	Will Learn Later
8-9 points – INVITE Game	2NT	Will Learn Later
10-15 points - GO To Game	3NT	Will Learn Later

## OVERCALLS

### General Information

As we said earlier, an overcall is a bid made by one of the opponents of the opener.

After an overcall has been made, the partner of the person who overcalled becomes 'Advancer'.

The requirements for an overcall are less stringent than for an opening bid. However, the quality of your suit should be better. In general, the requirements for an overcall are:

- 10 high card points (or more)
- Five-card suit or longer
- Your suit should have two of the top four honors, or very good texture in your suit.

### **Think '10 – 5 – 2'**

Your suit might look like one of these hands:

- A Q 8 5 4
- K J 9 6 2
- A K 5 4 2
- Q J 10 9 3
- Q 10 9 8 7 4 2

One of the reasons you need a good suit is that if you overcall, and the opponents end up winning the bid (declaring the hand), your partner will almost always lead the suit you bid.

**Responding to an Overcall**

In responding to an overcall, the requirements are much the same as when partner has opened the bidding, just remember that partner only has to have 10 points to overcall, so you should use discretion when raising.

For example, if you have only 6 HCP, only 3 trumps and your distribution is 4-3-3-3, it is probably better to pass rather than raise partner's overcall.

However, if you have 6 HCP (an Ace and the Queen of trumps), and four trumps and your distribution is 4-4-3-2, it is probably right to raise partner's suit.

In general, if you do not have a fit with Overcaller's suit, it is often right to pass. With experience you'll learn how best to respond to partner's overcall.

If advancer chooses to bid a new suit after partner has overcalled, it is forcing for one round of bidding (Overcaller must bid one more time) and advancer would show a five-card or longer suit and a constructive hand (8+ hcp).

Remember in overcalling and responding to the overcall, the longer and better your suit the less high card points you have to have. The worse and shorter your suit, have more high card points or better distribution.



**DEFINITIONS**

**Bid** - A call by which a player shares information about his hand with his partner and eventually proposes a contract that his side will win at least as many tricks as his bid specifies

**Bidding** - The period following the deal, and ending after the third successive pass of any bid

**Book** - The first six tricks won by a declarer contract - The undertaking by declarer's side to win, at the denomination named, the number of tricks specified in the final bid

**Contract** - The undertaking by declarer's side to win, at the denomination named, the number of tricks specified in the final bid

**Declarer** - The player who first bid the suit (or no trump) which became the final bid.

**Distribution** - The manner in which the cards of a suit are dispersed among the four hands of a deal, or the manner in which the number of cards in the four suits are distributed in one hand

**Dummy** - The declarer's partner after he has placed his cards face up on the table immediately after the opponent to declarer's left has made their opening lead

**Final Bid** - The last bid in the auction, followed by three consecutive passes. The final bid becomes the contract

**Finesse** - The attempt to gain power for lower-ranking cards by taking advantage of the favorable position of higher ranking cards

**Game Contract** - An undertaking of a contract which, if successful, will earn enough points to make the 100 points necessary for a game and award a 300 to 500 point bonus

**Lead** – The first card played to a trick

**Opening Lead** – The first card played by the person to declarer's left

**Opponent** - A member of the adverse team at bridge

**Partner** - The player with whom one is paired in a game of bridge

**Trick** - Consists of four cards played in rotation after an initial lead of one of the cards by the player whose turn it was to lead

**Trick-Score** - The value of each trick of fulfilled contracts towards the winning of the game

**Trump** - The suit named in the final bid, other than No Trump. Such suit is called the 'trump suit' and a card of the trump suit, when played, is a winner over any card of another suit

**Vulnerable** – a term indicating that the values of premiums and the severity of penalties are greatly increased.

## HOW TO KEEP SCORE

### CHICAGO STYLE SCORING

These pages describe Chicago Style scoring as interpreted by the Davis Square Bridge Club in Somerville, Massachusetts. To make the scoring more similar to Duplicate Bridge rules, the standard Chicago Scoring rules have been changed slightly to remove any carryover from hand to hand.

There are four hands per game. Scores for particular pairings are recorded. (This is to allow for extra people cycling in and out, which happens most weeks.) People cycle in and out once per 4-hand game, in that way experiencing all of the combinations of vulnerability. Individuals cut for "North", which deals first; the deal then passes clockwise around the table. In each game, the four possible combinations of Vulnerability are enumerated as follows:

Hand #1: Neither Vulnerable

Hand #2: East-West Vulnerable, North-South Not Vulnerable

Hand #3: North-South Vulnerable, East-West Not Vulnerable

Hand #4: Both Vulnerable.

This amounts to the rule that in the first hand (in which North deals), nobody is vulnerable; for the next two hands, the dealer's side is vulnerable; and in the last hand, both sides are vulnerable.

The scoring follows Duplicate rules, in turn derived from Rubber rules.

- Trick Points:
  - 20 points per trick over trick 6 in a Minor suit.
  - 30 points per trick over trick 6 in a Major suit.
  - 40 points for trick 7 in No Trump, 30 points per trick over trick 7.
- Part Score Contract Made:
  - Bonus: 50 points
- Game Contract Made:
  - 100 points required for Game.
  - Bonus, Not Vulnerable: 300 points
  - Bonus, Vulnerable: 500 points

- Small Slam Contract Made:
  - 12 tricks required for Small Slam.
  - Bonus, Not Vulnerable: 500 points
  - Bonus, Vulnerable: 750 points
- Grand Slam Contract Made:
  - 13 tricks required for Grand Slam.
  - Bonus, Not Vulnerable: 1000 points
  - Bonus, Vulnerable: 1500 points.
- Doubling:
  - Doubling doubles the value of a made contract and increases the penalty for a set contract (see below).
  - Redoubling quadruples the value of the contract and doubles the (doubled) penalty for a set contract.
  - Bonus for making a doubled or redoubled contract: 50 points
- Overtricks:
  - Not vulnerable: Trick Value
  - Vulnerable: Trick value
  - Doubled, not vulnerable: 100 points
  - Redoubled, not vulnerable: 200 points
  - Doubled, vulnerable: 200 points
  - Redoubled, vulnerable: 400 points
- Undertricks:
  - Not vulnerable: 50 points
  - Vulnerable: 100 points
  - Doubled, not vulnerable:
    - First trick: 100 points
    - Second trick: 300 points
    - Third trick: 500 points
    - Fourth trick: 800 points
    - Fifth trick: 1100 points
    - Sixth trick: 1400 points
  - Redoubled, not vulnerable:
    - First trick: 200 points
    - Subsequent tricks: 400 points
  - Doubled, vulnerable:
    - First Trick: 200 points
    - Subsequent Tricks: 300 points
  - Redoubled, vulnerable:
    - First Trick: 400 points
    - Subsequent Tricks: 600 points

**LBIAD?® Practice Exercise #6 Answers****OPENING EXERCISE**

What would you open with the following hands?

- 1) ♠AQ975 ♥K54 ♦Q2 ♣K75     \_\_\_14 HCP     1♠\_\_\_
- 2) ♠KJ43 ♥Q109 ♦J542 ♣KJ     \_\_\_11 HCP     Pass\_
- 3) ♠10 ♥KQ542 ♦AJ3 ♣AJ42     \_\_\_15 HCP     1♥\_\_\_
- 4) ♠KQJ5 ♥7 ♦7532 ♣AK98     \_\_\_13 HCP     1♦\_\_\_

***Taken from Whirlwind Bridge, Workbook 1 – Opening Bids***

**LBIAD?® Practice Exercises #7 and #8 - ANSWERS****What Would You Bid with Each of the Following Hands  
Assuming Your Partner Has Opened 1♣?**

- 1) ♠QJ75 ♥9543 ♦K5 ♣932  
**1♥. I have 6 points and two four-card majors. I will bid my majors 'Up the Line'**
- 2) ♠963 ♥AQ742 ♦74 ♣A73  
**1♥. I have 10 points and a five-card major.**
- 3) ♠A65 ♥J93 ♦AQ74 ♣J32  
**2NT. I have 12 points, no four-card or longer major, and a balanced hand.**
- 4) ♠93 ♥32 ♦J9543 ♣KJ74  
**Pass. I have less than 6 points.**
- 5) ♠AKJ94 ♥QJ943 ♦5 ♣73  
**1♠. I have 11 points and two five-card majors. I will bid my highest in rank first. 'High Five'**

**What Would You Bid with Each of the Following Hands  
Assuming Your Partner Has Opened 1♥?**

- 6) ♠QJ75 ♥9543 ♦K5 ♣932  
**2♥. I have 6 points and a fit with partner's major.**
- 7) ♠963 ♥AQ742 ♦74 ♣A73  
**3♥. I have 10 points and a fit with partner's major.**
- 8) ♠A65 ♥J93 ♦AQ74 ♣J32  
**3♥. I have 12 points and a fit with partner's major.**
- 9) ♠93 ♥32 ♦J9543 ♣KJ74  
**Pass. I have less than 6 points.**
- 10) ♠AKJ94 ♥QJ943 ♦5 ♣73  
**1♠. I have 11 points and a fit with partner – including two honors. I also have a singleton. Adding points for my distribution I have enough for us to play Game. I'll make a temporizing bid and raise to Game in hearts at my next bid if opener does not show a very strong hand.**

**Board 1**  
North Deals  
None Vul

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

♠ Q 10 4 2  
♥ Q 7 2  
♦ K 8 7  
♣ Q 6 4

N		E
W		S

♠ K 7 6 5  
♥ J 6  
♦ Q 9 6 4 3  
♣ 7 3

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

West	North	East	South
	1 ♣	Pass	1 ♥
Pass	3 ♥	Pass	4 ♥
Pass	Pass	Pass	

**Board 2**  
East Deals  
N-S Vul

♠ J 10 9  
♥ 7 5 3  
♦ Q 10 5  
♣ Q 5 4 3

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

N		E
W		S

♠ A 6 2  
♥ K 8 6  
♦ K 9 6 3  
♣ A 9 8

♠ K 4 3  
♥ A 4 2  
♦ J 8 7 2  
♣ J 7 6

West	North	East	South
		1 ♦	Pass
1 ♥	Pass	1 N	Pass
2 N	Pass	3 N	Pass
Pass	Pass		

1♣ shows at least 12 points and at least 3 clubs and no five card major

1♥ shows at least six points and at least four hearts

3♥ shows 16-18 points and four hearts

4♥ shows at least eight points

1♦ shows 12+ points, no five card major and 3+ diamonds

1♥ shows 6+ points and 4+ hearts

1N shows a balanced hand, less than four hearts, less than four spades and 12-14 points

2N shows 11-12 points and a balanced hand

3NT shows 14 points - I have enough points for us to try for game

**Board 3**  
South Deals  
E-W Vul

♠ A K J 9 2  
♥ A 10  
♦ A 5  
♣ Q J 7 3

♠ 10 8 3  
♥ K 8  
♦ 10 9 8 6 4  
♣ 8 5 4

N		E
W		S

♠ 6 4  
♥ Q 9 7 6 3  
♦ K Q 2  
♣ K 10 9

♠ Q 7 5  
♥ J 5 4 2  
♦ J 7 3  
♣ A 6 2

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

**Board 4**  
West Deals  
Both Vul

♠ A 9 5  
♥ J 10  
♦ 9 8 5 4  
♣ Q J 10 4

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

N		E
W		S

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

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

West	North	East	South
		3 ♥	Pass
1 ♥	Pass		
Pass	Pass		

1♠ shows at least 12 points and at least 5 spades

2♠ shows 6-9 points and at least 3 spades

4♠ says with your six points we have enough to make game (26 points)

1♥ shows at least 12 points and at least five hearts

3♥ shows 10-12 points and at least three hearts

Pass says I do not have enough for us to try for game

# Whirlwind Bridge

Instruction and practice for players at all levels

**FUN - FAST – FUNDAMENTALS**



*Patty Tucker* has been playing bridge since age 11, teaching bridge full time since 1986 and has become one of the best known teachers in Atlanta. A Grand Life Master, an American Bridge Teacher Association (ABTA) Master Teacher and a North American Open Pairs National champion, Patty presently serves as the ABTA President. She is also an ACBL Accredited Teacher, a member of District 7 and ACBL's National Goodwill Committee and an ACBL Director. [Patty@WhirlwindBridge.com](mailto:Patty@WhirlwindBridge.com)

*Melissa Bernhardt* has been playing recreational bridge for 35 years. During this time she has also served as Managing Director of Woodbridge Group, a consulting firm that provides corporate education and strategic solutions for a variety of local and national organizations. She recently decided to combine her professional background with her enjoyment of bridge. Melissa is a member of the American Bridge Teachers Association and teaches several groups of beginning and intermediate students in the Atlanta area.

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Questions, suggestions or comments?  
Email us or send us a note.

## Whirlwind Bridge

**P.O. Box 80280  
Atlanta, GA 30366**



***LEARN BRIDGE IN A DAY?®***

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*Welcome...*

Please sit at any table

***Details...***

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*Learn Bridge in a Day?*

- Background and Objectives
- Facilitators
- Materials
- Logistics

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***BASICS***

Pages 3-4

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**Basics**

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WHO

- Inventors and Evolution
- Partners
- Opponents

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## Basics

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### WHAT

- Standard Deck: 52 cards, 4 suits
- A,K,Q,J and 10 – 2
- 'Hand': 13 cards, arranged by suit
- 'Tricks: each player plays one card following suit

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## Basics

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### HOW

- Object of the Game
- Three Parts of the Game
  - Bidding
  - Play of the Hand
  - Scoring

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# PLAY

Pages 3-4

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## PLAY - Mechanics

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- Deal and sort
- Lead
- Following suit
- Winning tricks
- Placing the cards



\_\_\_ *Practice Exercise #1* \_\_\_

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## PLAY - Adding a Trump Suit

- What's a trump?
- Who decides?
- When can I play one?
- Do I have to play one?

\_\_\_ *Practice Exercise #2* \_\_\_

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## PLAY - More on Trumps

- 'Fit'
- More Trumps are Best

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## PLAY – A Few More Details

- End of Bidding
- ‘Contract’
- ‘Book’
- ‘Declarer’ and ‘Defenders’
- Opening Lead
- Dummy



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## PLAY - REVIEW

- |            |                        |
|------------|------------------------|
| ▪ Hand     | ▪ Contract             |
| ▪ Partners | ▪ Opening Lead         |
| ▪ Tricks   | ▪ Declarer – Defenders |
| ▪ Trumps   | ▪ Book                 |

\_\_\_ *To Scoring* \_\_\_

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**SCORING**

Pages 5-9

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**SCORING – Basics**

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- Only 1 side scores each hand
- How Declarer Scores:
  - Contract must be made
  - Per Trick – for each above book
  - Bonus – Part-score, Game, Slam
- How Defenders Score:
  - Each trick ‘set’

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## SCORING – Basics

- Ranking of Contract Value
  - Majors (Hearts or Spades)
  - No Trump
  - Minors (Diamonds or Clubs)
  
- ‘Game’ = high level bid
  - 4 level in a major suit
  - 3 level in NT
  - 5 level in a minor suit

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## SCORING – Trick Points – page 6

### TRICK POINTS

No Trump  
40 points for the first trick  
30 points for every other trick

Spades and Hearts  
30 points for each trick

Diamonds and Clubs  
20 points for each trick

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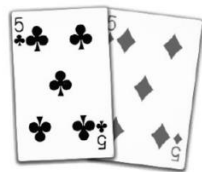
16



SCORING – Game Bonus – page 7

**GAME SCORE**

(300 or 500 point bonus)



**5 Clubs or 5 Diamonds**  
28/29 HCP



**4 Hearts or 4 Spades**  
25/26 HCP



**3 No Trump**  
25/26 HCP

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Practice Exercise #3 – page 9

<u>Contract</u>	<u>Trumps</u>	<u>Tricks</u>	<u>Bonus</u>
2 Clubs	<i>Clubs</i>	6+2=8	<i>Part-score</i>
3 Hearts			
4 Spades			
2 NT			
5 Clubs			
6 Hearts			

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## REVIEW

- **PLAY**

- Tricks
- Trumps
- Contract
- Declarer
- Dummy
- Defenders
- Opening Lead

- **SCORING**

- Book
- Trick Points
- Setting Tricks
- Game
- Bonus Points

---

## *BIDDING*

*Getting Started*

Pages 10 - 12

## BIDDING - Basics

- Bid: a coded statement to describe a hand
  - 'Strength' (high cards)
  - 'Distribution' (length of suits)
- Dealer starts
- Bidding is a process

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## BIDDING - Getting Started p.11

- First, count high card points



Ace =  
**4 points**



Queen =  
**2 points**



King =  
**3 points**



Jack =  
**1 point**

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## BIDDING - More...

- High card vs. Scoring 'points'
- 10 HCP per suit
- 40 HCP in deck

\_\_\_ Practice Exercise #4 \_\_\_

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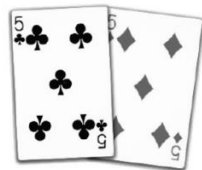
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## SCORING – Game Bonus - page 7

### GAME SCORE

(300 or 500 point bonus)



5 Clubs or 5 Diamonds  
28/29 HCP



4 Hearts or 4 Spades  
25/26 HCP



3 No Trump  
25/26 HCP

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## BIDDING - Basics

- Priorities – based on scoring
  1. Major suits
  2. NT
  3. Minor suits
  
- Trying to find a fit
- Trying to get a game bid

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## BIDDING - Basics

- Dealer Starts
- Others follow clockwise
- First to bid = ‘opener’
  
- Subsequent bids must follow the rank order of suits

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## BIDDING - Basics

- Rank order of suits:

- NT
- Spades
- Hearts
- Diamonds
- Clubs



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## BIDDING

### Opening a Suit

Page 13

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## OPENING THE BIDDING AT THE ONE LEVEL

### Priority in Opening the Bidding

- Majors
- No Trump
- Minors

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## OPENING MAJOR Suit at 1 Level

- 12 – 21 HCP's
- 5+ cards in hearts or spades
  - Open longer suit first typically
  - If 5-5 Spades (higher rank) 'High Five'

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## OPENING MINOR Suit at 1 Level

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- 12 – 21 HCP's
- No 5+ card major
- 3+ cards in clubs or diamonds
  - Open longer suit first typically
  - 5-5 Open diamonds 'High Five'
  - 4-4 Open diamonds 'Four Points'
  - 3-3 Open clubs 'Three Petals'

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## WHAT WOULD YOU OPEN?

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### Exercise 6 Page 15

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♠ AQ975 ♥ K54 ♦ Q2 ♣ K75

♠ KJ43 ♥ Q109 ♦ J542 ♣ KJ

♠ 10 ♥ KQ542 ♦ AJ3 ♣ AJ42

♠ KQJ5 ♥ 7 ♦ 7532 ♣ AK98

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**REVIEW: Opening Bids – 1 of a Suit**

- 12 – 21 HCP's
- Major suits first priority
  - With 5+ cards
- Minor suits last choice
  - With 3+ cards

---

***BIDDING***

*Responding to MINOR Open at 1 Level*

Pages 16 – 17

Chart Page 18

## RESPONDING to MINOR Open

- Bid with 6+ HCP's    Pass with 0-5 HCP's
  
- Thinking
  1. Could we have a major fit?
  2. Could we play NT?
  3. Could we have a minor fit?

*Think: "Majors, NT, Minors (as last resort)"*

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## RESPONDING to MINOR Open

### First Choice

6+ HCP's

4+ cards in a major suit

- One 4+ card major, bid it at 1 level
- 4 - 4 in majors, bid 1 heart – 'Four on Floor'
- 5+ - 4 in majors, bid 5+ major
- 5 - 5 in majors, bid 1 spade - 'High Five'

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## RESPONDING to MINOR Open

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### Second Choice

6+ HCP's

No 4+ card major suit

- Balanced? (4-4-3-2, 5-3-3-2, 4-3-3-3)  
- Bid NT at appropriate level
- 6 – 10 HCP's Bid 1NT
- 11 – 12 HCP's Bid 2NT
- 13 – 15 HCP's Bid 3NT

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## RESPONDING to MINOR Open

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### Third Choice

- Unbalanced?  
- Fit with partner's suit? Raise minor
- 6 – 9 HCP's Raise to 2 level
- 10 – 12 HCP's Jump to 3 level
- 13+ HCP's Bid a new suit  
( 'Temporize' )

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## RESPONDING to MINOR Open

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### Last Choice

- Unbalanced?
  - No fit with partner  
Bid NT – or – other minor

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## Practice Exercise #7 – page 19

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Your Partner Has Opened 1♣ ?  
How would you respond?

	<u>Points</u>	<u>Bid</u>
1) ♠ QJ75 ♥ 9543 ♦ K5 ♣ 932		
2) ♠ 963 ♥ AQ742 ♦ 74 ♣ A73		
3) ♠ A65 ♥ J93 ♦ AQ74 ♣ J32		
4) ♠ 93 ♥ 32 ♦ J9543 ♣ KJ74		
5) ♠ AKJ94 ♥ QJ943 ♦ 5 ♣ 73		

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## Practice Hands

- Two practice boards
- Only opener and responder involved
- Opponents will 'pass'
- Can turn cards face up if helpful
- Second bid for opener and responder:
  - How much do I like my hand?
  - Have we found our suit/NT?
  - How close are we to game?
- Play the hand after a final contract is reached

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## Practice Hands #1 and #2 p.18

Play 2 Hands

### Partner Opens 1♣ or 1♦

Your Response:

0-5 pts

Pass

Bid 1 of a MAJOR: ♣ or ♥ with 4+ cards in the major suit

6-9 pts

weak

Bid 1 No Trump (6 – 10)

Raise your partner's suit to the 2-level with 5 or more trumps

10-12 pts

Invitational

Bid 1 of a MAJOR: ♣ or ♥ with 4+ cards in the major suit

Jump to 2 No Trump (11-12 pts) with a balanced hand

Bid a new suit

Raise your partner's suit to the 3-level with 5 or more trumps

13+ pts

game

Bid 1 of a MAJOR: ♣ or ♥ with 4+ cards in the major suit

Jump to 3 No Trump with a balanced hand

Bid a new suit

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## RESPONDING to MINOR Open

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### Other Considerations...

- New suit by responder is ‘forcing’
- With 13+ points -  
Bid a new suit to force opener to bid again and elicit more information a ‘Temporizing Bid’

---

## ***BIDDING***

### *Responding to MAJOR Open at 1 Level*

Pages 20  
Chart Page 21

## RESPONDING to MAJOR Open

---

- Bid with 6+ HCP's      Pass with 0-5 HCP's
- Thinking
  1. Do we have a fit in this major?
  2. Could we have a fit in other major?
  3. Could we play NT?
  4. Could we have a fit in a minor?

*Think: "Majors, NT, Minors (as last resort)"*

## RESPONDING to MAJOR Open p. 16

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### First Choice

FIT with opener's major suit (3+ cards)

- 6-9 HCP's      Raise to 2 level
- 10 – 12 HCP's      Jump to 3 level
- 13+ HCP's      Bid a new suit  
   ('Temporize')

## RESPONDING to MAJOR Open

### Second Choice

No fit in opener's major – but 4+ in other major

- 6+ HCP's Bid 1 of other major with 4+ cards
- 10+ HCP's Bid 1 of other major with 4+ cards  
*Can* bid 2 of other major if required AND  
Only bid 2 of other major with 5+ cards

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## RESPONDING to MAJOR Open

### Third Choice

No fit - No other biddable major  
Balanced hand

- 6 – 10 HCP's Bid 1NT
- 11 – 12 HCP's Bid 2NT
- 13 – 15 HCP's Bid 3NT

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## RESPONDING to MAJOR Open

### Last Choice

No fit - and no other biddable major  
Unbalanced hand

- 6 – 9 HCP's Bid 1 NT anyway...
- 10+ HCP's Can bid 2 of a minor suit with 4+ cards

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## Practice Exercise #8 - page 22

Your Partner Has Opened 1♥?

How would you respond?

	<u>Points</u>	<u>Bid</u>
1) ♠QJ75 ♥9543 ♦K5 ♣932		
2) ♠963 ♥AQ742 ♦74 ♣A73		
3) ♠A65 ♥J93 ♦AQ74 ♣J32		
4) ♠93 ♥32 ♦J9543 ♣KJ74		
5) ♠AKJ94 ♥QJ943 ♦5 ♣73		

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## Practice Hands #3 and #4

- Two practice boards
- Only opener and responder involved
- Opponents will 'pass'
- Can turn cards face up if better teaching
  
- Opener's second bid:
  - How much do I like my hand?
  - Have we found our suit/NT?
  - How close are we to game?
  
- Bid and play out

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## Practice Hands

p. 21

Play 2 Hands

**Partner Opens 1♠ or 1♥  
Your Response:**

<b>0-5 points</b>	Pass
<b>6-9 points</b> Weak	Raise your partner's suit to the 2 level with 3+ cards in trumps Bid a new suit at the one level Bid 1 No Trump (6-10 pts)
<b>10-12 points</b> Invitational	Raise your partner's suit to the 2 level with 3+ cards in trumps Bid a new major suit Jump to 2 No Trump with a balanced hand (11-12 pts) If unbalanced, bid a minor suit with 4+ cards
<b>13+ points</b> Game	Bid a new suit if you bid hearts you must have 5+ to bid at the two level) Jump to 3 No Trump with a balanced hand and no four card major that you can bid at the one level



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## BIDDING - Additional Thoughts

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- Distribution
- Purity
- Texture

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## REVIEW

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- PLAY
- SCORING
- BIDDING – Opening and Responding
  - Minor Suits at 1 level
  - Major Suits at 1 level

\_\_\_ *Next:* \_\_\_  
No Trump Bidding

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***BIDDING***  
*No Trump – Opening and Responding*

Pages 26-28

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**Opening No Trump**

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- No suit as trumps
- Shows a balanced hand – no 5+ card major
- Shows limited range of HCP' s:
  - 15-17 and balanced                      Open 1NT
  - 20-21 and balanced                      Open 2 NT
  - 25-27 and balanced                      Open 3 NT

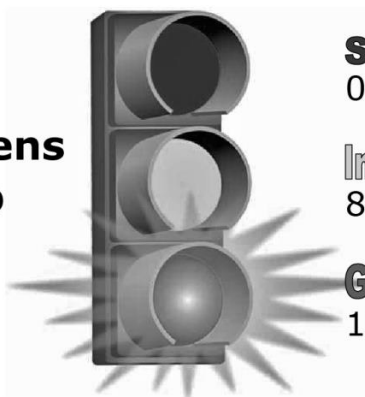
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## RESPONDING to NT Open p.27

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**Partner Opens  
1 No Trump**



**Stop**  
0-7 Points

**Invite**  
8-9 Points

**GO**  
10+ Points

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## RESPONDING to NT Open

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- Try to push to major suit (learn later)
- Raise NT as follows:
  - 0-7 HCP's, no 5+ card major      Pass
  - 8-9 HCP's, no 4+ card major      2NT
  - 10-14 HCP's, no 4+ card major    3NT

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# ***BIDDING***

## *Overcalling*

Page 29-30

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## Overcalling

- First bid by Opener's opponents
- Ex: North opens 1♠ – East bids 2♣
- 2 clubs bid by East (opponent) is an overcall
- Guideline: '10 – 5 – 2'
  - **10** points, **5** cards in a suit - with
  - 2** of the 5 being A,K,Q, or J

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## RESPONDING to Overcall

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- Fit with partner's suit
  - 6-9 points                      Raise to 2
  - 10-12 points                  Jump to 3
  - 13+ points                    Bid new suit
  
- No Fit
  - Generally pass
  - 10+ points and 5+ cards      Bid new suit
  - 8+ points, balanced hand    Bid 1NT - w/stopper

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## Closing

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## REVIEW

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- PLAY
- SCORING
- BIDDING – Opening and Responding
  - Minor Suits at 1 level
  - Major Suits at 1 level
  - No Trump
  - ‘10-5–2’ Overcalls

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## CONTINUE LEARNING...

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- Read LBIAD Student Manual
- Find a club or group and play
- Take lessons:
  - ‘Find a Teacher’ at [www.acbl.org](http://www.acbl.org)
- Practice
  - *Whirlwind Bridge* Workbook Series  
at Apple App Store or Amazon
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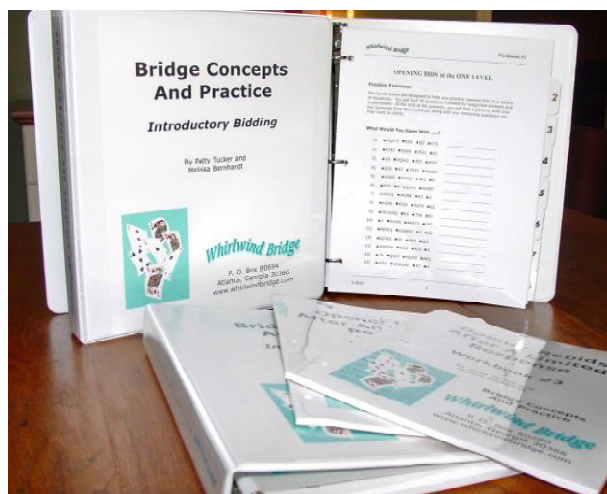


**CLOSING**

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- Workbook #5 - Responder Rebids
- Workbook #6 - No Trump: Bidding and Responding – Including Stayman and Jacoby Transfer
- Workbook #7 - Weak Two and Pre-Empts: Bidding and Responding
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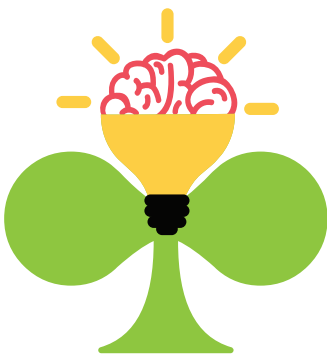
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