

Bridge Lesson 2

Review of Basic Bidding – 2 Practice Boards

Finding a Major Suit Fit after partner opens 1NT opener, part I:

Stayman Convention – 2 Practice Boards

Fundamental Cardplay Concepts Part I: Promotion, Finesses

Planning the play

2 Practice Boards

Basic Bidding

Review

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

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'

OPENING **MINOR** Suit at 1 Level

- 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'

Opening No Trump

- 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

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

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’) HINT: 32-33 points for a small slam

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

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

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

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) ”

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’

RESPONDING to **MINOR** Open

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

RESPONDING to MINOR Open

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’)

RESPONDING to MINOR Open

Last Choice

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

**Partner Opens
1 No Trump**



Stop
0-7 Points

Invite
8-9 Points

GO
10+ Points

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

2 Practice Boards

- Table helpers: do NOT tell players 'the answers' in bidding or play
- Ask them questions... what are the priorities... what do we know about partner's hand...
- Goal is to bid the hands reasonably given the basic bidding rules
- We will discuss play of the hand shortly... for now let them play naturally

♠ A K 10 9 8
♥ K Q
♦ J 10 9 8
♣ 3 2

♠ 3 2
♥ 5 4 3 2
♦ 7 4 3
♣ 7 6 5 4



♠ 7 6 5
♥ 10 9 8
♦ A 2
♣ Q J 10 9 8

♠ Q J 4
♥ A J 7 6
♦ K Q 6 5
♣ A K

NS 6N; NS 6♠; NS 6♥; NS 6♦; NS 2♣; Par +990

North Deals

None Vul

♠ 4 3 2

♥ Q J 9

♦ 10 9 8

♣ Q J 10 9

♠ K 7 6

♥ A 4 3 2

♦ 6

♣ K 5 4 3 2



♠ A 5

♥ 10 8 7 6 5

♦ A 5 4 3 2

♣ A

6
10 12
12

♠ Q J 10 9 8

♥ K

♦ K Q J 7

♣ 8 7 6

EW 5♥; EW 2N; EW 2♠; EW 2♦; EW 2♣;

Par -450

The Stayman Convention

- Convention: An artificial bid or series of bids that say nothing about the suit bid, but rather have special pre-agreed meanings
- Most common and popular convention, played nearly universally, is “Stayman”

• 1NT (pass) 2 

Stayman says nothing about ♣ s.

Stayman says “I have a 4 card Major and at least 8 points”.

The purpose of Stayman is to find a ‘golden’ (8-card) fit in a Major suit rather than play in No Trump

Opener must now bid his 4-card Major if he has one (up the line if he has both)

If he doesn't he bids 2 ♦ (artificial, says nothing about diamonds)

Responder now has additional information, usually enough to place the contract.

Stayman gives up the use of 2 ♣ as a natural bid, but this isn't considered very important

Examples

Opener
1NT
2♥²

Responder
2♣¹

- (1) “Do you have a 4-card major?”
- (2) “Yes, I have four hearts.”

Opener
1NT
2♦²

Responder
2♣¹

- (1) “Do you have a 4-card major?”
- (2) “No.”

Follow-ups...

Game requires about 25-26 points, and opener has 15-17 points, so

- 8-9 points: invite game, in NT or major ($15+8=23$, $17+8=25$)
- 10+ points: bid game, in NT or major ($15+10=25$)

Opener accepts invitation with maximum (good 16 or 17 points)

Opener declines invitation and passes with minimum (15 or bad 16 points)

♠ 3 2
 ♥ 10 9 6 5
 ♦ A 6 5
 ♣ A 8 7 2

♠ —
 ♥ —
 ♦ —
 ♣ —



♠ —
 ♥ —
 ♦ —
 ♣ —

♠ A K
 ♥ K 4 3 2
 ♦ Q 3 2
 ♣ K 10 4 3

West

North

East

South

Pass

2 ♣

Pass

1 NT
 2 ♥

Pass

3 ♥

All pass

♠ 3 2
 ♥ 10 9 6 5
 ♦ A K 5 4
 ♣ A 7 2



♠ A K
 ♥ K 4 3 2
 ♦ Q 3 2
 ♣ K 10 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 NT
Pass	2 ♣	Pass	2 ♥
Pass	4 ♥	All pass	

♠ 3 2
 ♥ 10 9 6 5
 ♦ A K 5 4
 ♣ J 7 2

♠ —
 ♥ —
 ♦ —
 ♣ —



♠ —
 ♥ —
 ♦ —
 ♣ —

♠ A K 4
 ♥ K 3 2
 ♦ Q 3 2
 ♣ K 10 4 3

West

North

East

South

Pass

2 ♣

Pass

2 ♦

Pass

2 NT

All pass

by South

1 NT

♠ 3 2
 ♥ 10 9 6 5
 ♦ A K 5 4
 ♣ J 7 2

♠ —
 ♥ —
 ♦ —
 ♣ —



♠ —
 ♥ —
 ♦ —
 ♣ —

♠ A K Q
 ♥ K 4 3 2
 ♦ Q 2
 ♣ K 10 4 3

West

North

East

South

Pass

2 ♣

Pass

2 ♥

Pass

3 ♥

Pass

4 ♥

All pass

1 NT

Special Considerations

- What is a 'good' or 'bad' 16 points?
 - Texture, shape, touching honors are good
 - Flat, isolated honors, 'quacks', lots of small cards is bad
 - Scoring method also affects: IMPs we stretch for a game, Matchpoints we don't

Good:

♠ A K J
♥ A 2
♦ Q J 10 9 2
♣ J 10 9

Bad:

♠ K 5 4
♥ A 3 2
♦ K J 3 2
♣ A J 3

tip: 4-3-3-3 is the
"Death Shape"

Special Considerations

If responder has a 4 card Major but has the “Death Shape” (4-3-3-3), experts do NOT use Stayman. Why?

Can be used over 2NT opening (requires 5 points—why?)

If opener has BOTH majors:

Opener will bid her lowest Major (hearts). If Hearts weren't partner's Major, opener will correct partner when she tries to sign off in NT

♠ K 9 7 2
 ♥ K 9
 ♦ J 10 9 6
 ♣ K 8 6

♠ —
 ♥ —
 ♦ —
 ♣ —



♠ —
 ♥ —
 ♦ —
 ♣ —

♠ A Q 8 5
 ♥ Q 10 6 2
 ♦ K 8
 ♣ A 7 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 NT
Pass	2 ♣	Pass	2 ♥
Pass	3 NT	Pass	4 ♠
All pass			

Summary

- Everyone uses Stayman and you should too
- After 1NT opening, 2 ♣ asks for a 4-card major
- Must have at least 8 points to use
- Opener bids a 4 card major, or 2 ♦ if none.
- Follow-ups use the information gained to invite or place the contract
- Memorization isn't required: use logic and simple addition
- Now you know Stayman better than some of our club players!

Practice Board: Board 1

- 15-17 points with balanced hand: open 1NT
- 4 card major and 8+ points: respond 2♣ to ask opener to bid a 4 card major if she has one, or 2♦ if she doesn't
- If there's no fit, responder will bid NT: 2NT to invite or 3NT with 10 points
- Opener accepts invitation with a good 16 or 17 points
- If opener has both majors and partner thinks there's no fit, correct her NT bid to the other major
- 10 min to bid and play

♠ A J 8 7
♥ K Q J 10
♦ K Q 9
♣ 3 2

♠ 10 6 3 2
♥ A 7 6
♦ J 10 8
♣ 10 9 8



♠ 5
♥ 5 4 3 2
♦ 7 6 3 2
♣ A K Q J

♠ K Q 9 4
♥ 9 8
♦ A 5 4
♣ 7 6 5 4

♠ A J 8 7
 ♥ K Q J 10
 ♦ K Q 9
 ♣ 3 2

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



♠ 5
 ♥ 5 4 3 2
 ♦ 7 6 3 2
 ♣ A K Q J

♠ K Q 9 4
 ♥ 9 8
 ♦ A 5 4
 ♣ 7 6 5 4

NS 4♠; NS 2N; NS 2♥; NS 2♦; NS 1♣; Par +420

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 NT	Pass	2 ♣
Pass	2 ♥	Pass	2 NT
Pass	4 ♠	All pass	

Cardplay Fundamentals

- learning to play the cards is the most important thing to learn and master
- Many top players use only simple conventions, but they know how to play the cards perfectly
- Conventions come in and out of style, and there isn't agreement on which are best. For new players, too many just cause problems
- Focus most of your learning on cardplay—it never changes and is always a big part of doing well
- Bidding decisions are based on what is expected to happen in the play.
- If you understand the relationship of honors—and also of lower cards—in the play, your bidding should then become more imaginative and more accurate.
- Even if you aren't bidding, good cardplay can get you a top score!

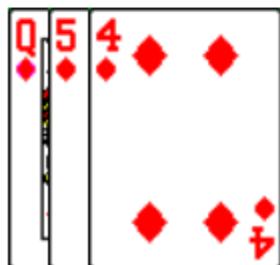
The Meaning of Rank

- as each round of a suit is played, the rank of the *remaining cards* changes. If the Ace and King of a suit are played on the first round, the Queen becomes the highest card of the suit—the Queen is promoted to the position of first command. The Queen now controls the next round of the suit; that is, the holder can win the next round with the Queen, if he wishes.
- *Whenever an honor is played to a trick, each lower card automatically goes up one position in rank*

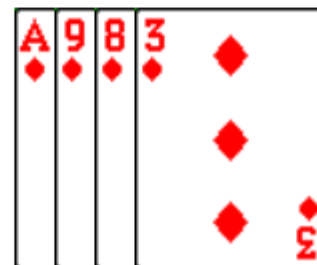
Board A
Dealer: South
Vulnerable: Neither



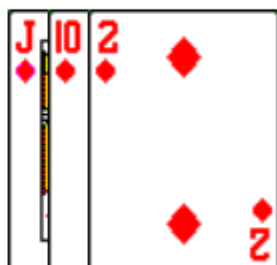
North: Partner



West:



East:



South: You

Suppose that yours is the South holding (\spadesuit J 10 2). Ordinarily you would not regard the Jack as being of much value.

Board A
Dealer: South
Vulnerable: Neither



North: Partner



West:



South: You



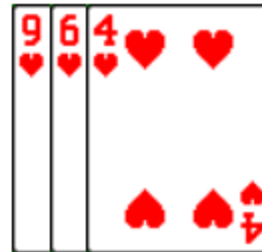
East:

- The order in which the cards of a suit are played may greatly affect the rank of the cards in the suit.
- if three honors are played to a trick, the card next below the lowest of the three played honors gains three positions in rank.
- Thus, in the preceding example, the Ten, Queen, and King having been played on the first round, East's nine is promoted three positions, from the sixth rank to the third.
- Before any rounds of the suit were played, the rank of the cards was A K Q J 10 9; after the first round, as given, the rank became A J 9 8 7 6.
- Though the nine-spot is not an honor, it can become the third highest card of a suit after the first round has been played.

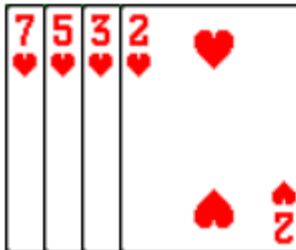
- you can realize the importance of promoting the rank of your lower cards as often as possible.
- *Whenever you win or attempt to win a trick, you should try to gain as many positions of rank as possible for your lower cards in the suit*
- if you play your top cards first, the opponents will play low and you won't promote any of your cards
- Therefore best way to promote your lower cards in rank is to force an opponent to lead a high card which can be captured by your own higher card
- Thus if you win an opponent's Ace with your King, you bring your Queen up two positions in rank—to the highest rank
- Even if you hold the Jack, you promote it up 2 positions in rank
- If you play an Ace, it's like trying to stab an enemy in the dark. They will hold on to their high cards, which have now been promoted in rank by you leading your Ace. "Aces were meant to capture Kings."

- *in trying to promote lower cards of a suit, remember that it is easier to capture adverse higher cards whenever you play after one or both Opponents*

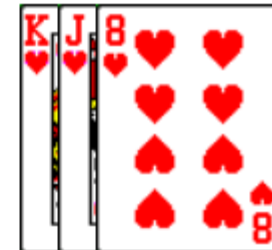
Board B
Dealer: South
Vulnerable: Neither



North:



West:



East:



South: You

Suppose that you are sitting South with ♥ A Q 10, and it is your turn to lead.

Board C
Dealer: South
Vulnerable: Neither



North:



West:



East:



South: You

If you are sitting in the South position with $\spadesuit A J 10$, and you lead the Ace before any other cards of the suit have been played, East and West will hold on to their King and Queen, with which they will win your Jack and Ten on the second and third rounds of the suit.

- when the honors have been played, still lower cards attain the rank of honors.
- You must get in the habit of thinking not only of the five or six highest cards, remember each suit contains thirteen cards.
- Thus, if three rounds are played when every player follows suit, only twelve cards are played, leaving the thirteenth card still outstanding (and top in rank).

♥543

♥876

♥J109

♥AKQ2

♥654

♥987

♥QJ10

♥AK32

The only difference between this example and the preceding one is that in this example you lose 1 trick in the process of developing the deuce into a trick winner. A card thus developed into a trick winner is also said to be *established*

♦43

♦985

♦J1076

♦AKQ2

Your holding is the same as the previous example, except you only have 2 cards in Dummy instead of 3.

You can lead the Ace, King, and Queen, but you will never develop your deuce into a trick winner.

The reason is that your Opponents now hold seven diamonds against your six. Since the most the Opponents can play on three rounds is six diamonds.

Their seventh card of that suit is bound to become established.

♣K763

♣1085

♣J92

♣AQ4

- In the process of developing lower cards into trick winners—that is to say, establishing lower cards—the honor strength does not need to be all in one hand

- The more cards you have between your side's combined hands, the more likely you are to be able to establish the suit
- With 7, you can only hope the opponent's 6 cards are divided evenly (3-3) (a 36% chance).
- With 8, your odds rise to 2/3 that they will divide 3-2 rather than 4-1. If you have 5 cards and your partner has 3, likely after 3 rounds, the last 2 will be established
- With 9 cards your odds rise higher.

♠9752

♠AK

♠QJ

♠108643

Control

- **To have control of a suit means to hold the highest unplayed card in that suit.**
- secondary control
- **Once primary control of a suit is relinquished, the Opponents will lose no time in proceeding to capture tricks with their lesser honors and lower cards. To prevent the Opponents from doing just this, you must keep primary control as long as possible, in order to have freedom and time to increase the rank of your lower cards in other suits.**
- In fact,
 - **you should never surrender control of a suit without an excellent reason for doing so.**

Summary

- *-Whenever you win or attempt to win a trick, try to gain as many positions of rank as possible for your lower cards in that suit.*
- *In trying to promote lower cards, remember that it is easier to capture adverse higher cards whenever you play after one or both Opponents.*
- *-Never surrender control of a suit without a good reason for so doing.*

The Positional Value of Honours

- with several honours in a row “in sequence”

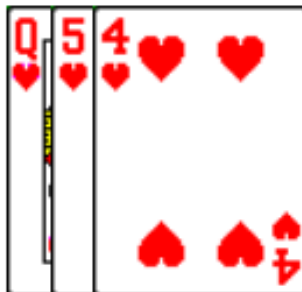
K Q J

makes no difference which hand leads the suit or which of the honours is played first

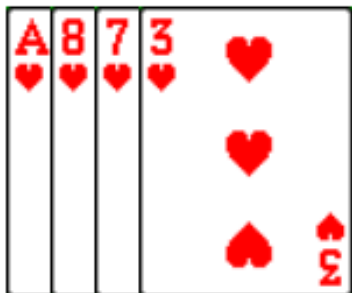
will certainly take 2 tricks (barring the possibility of being ruffed).

The same is true if the three honors are divided between the two partnership hands, as in the following heart distribution:

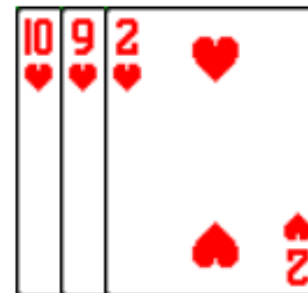
Board 1
Chapter II
Dealer: East
Vulnerable: Neither



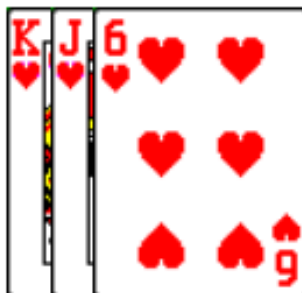
North:



West:

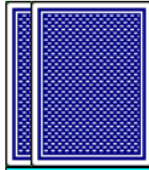


East:

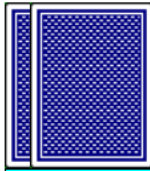


South: You

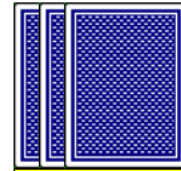
Board 2
Chapter II
Dealer: East
Vulnerable: Neither



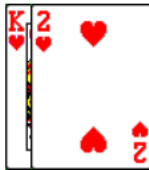
North:



West:



East:



South: You

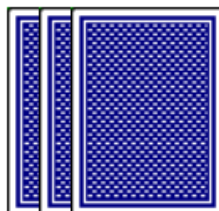
- But suppose you have the ♥K2 opposite 2 small ♥s in Dummy. If you play the King, it will lose to the Ace, and opponents' Queen will take the next ♥ trick.
- If you play the deuce, it will lose to a higher spot card, and then when opponents play their Ace, your King will fall
- Played from this hand, the King can never take a trick.

- But if you lead from the hand containing the small cards, the King has a 50% chance of winning.

Board 3
Chapter II
Dealer: South
Vulnerable: Neither



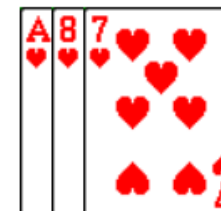
North:



West:



South: You

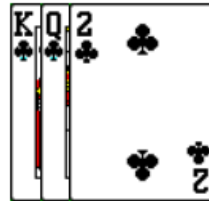


East:

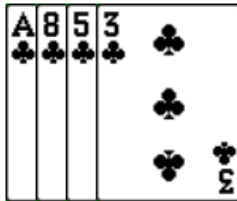
1NT West

- But what if the other opponent held the Ace?
- A 50% chance is better than 0%
- To lead the King is futile, to lead up to the King may win
- The same is true when 2 honours are held in sequence:

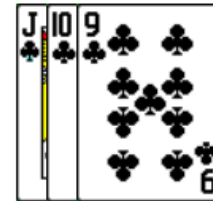
Board 5
Chapter II
Dealer: East
Vulnerable: Neither



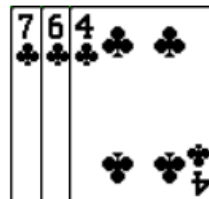
North:



West:



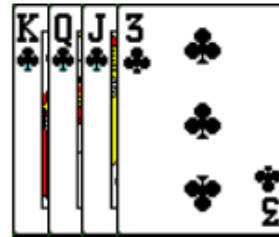
East:



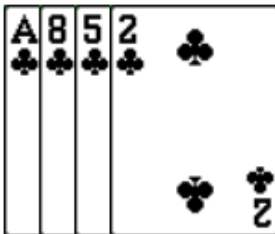
South: You

- As a general rule, whenever you have an honour combination that is not in complete sequence, lead from the weak hand toward the stronger.

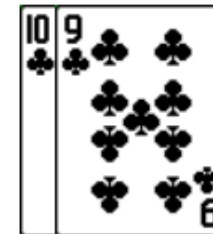
Board 6
Chapter II
Dealer: East
Vulnerable: Neither



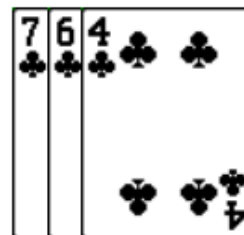
North:



West:



East:



South: You

How to play Tenaces – the Finesse

- A tenace is a sequence of honours with one or more honour missing, such as AQ, AJ, KJ, etc.
- A finesse is to play up to this sequence, playing the lower card if the missing card(s) don't appear
- You finesse the lower card, you finesse against the missing card
- The sequence is worth 2 tricks if the King is in West, and 1 trick if it is in East. Played from the strong hand first, it can only be worth 1 trick.

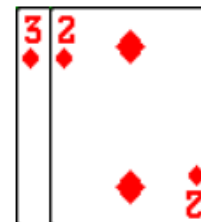
Board 6A
Chapter II
Dealer: East
Vulnerable: Neither



North:



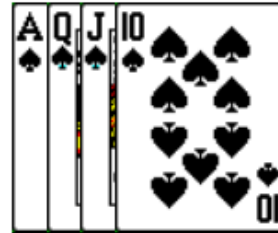
West:



South: You

- Why doesn't West play her King if she has it?
- Isn't a finesse just Gambling?

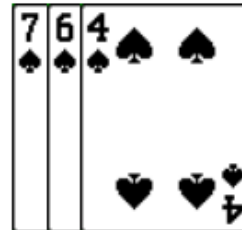
Board 8
Chapter II
Dealer: East
Vulnerable: Neither



North:

West:

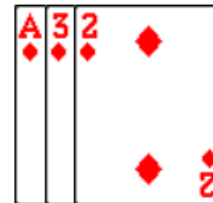
East:



South: You

- You can finesse by leading a high card first. In this case, again only one opponent has a chance to win the trick (if they have the missing card) instead of both. If you play from the other direction, both opponents have the chance to win the trick with the missing card.

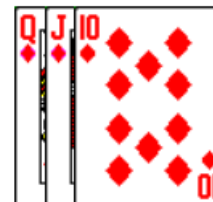
Board 9a
Chapter II
Dealer: East
Vulnerable: Neither



North:

West:

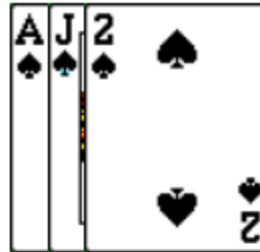
East:



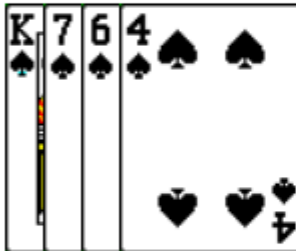
South: You

- Similar if the honours are mixed in both hands:

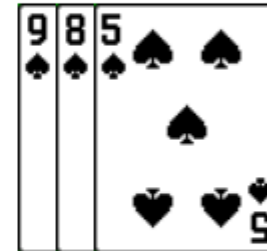
Board A1
Chapter II
Dealer: East
Vulnerable: Neither



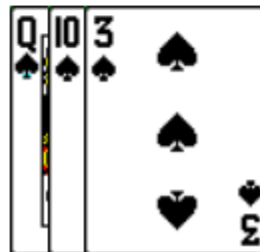
North:



West:



East:

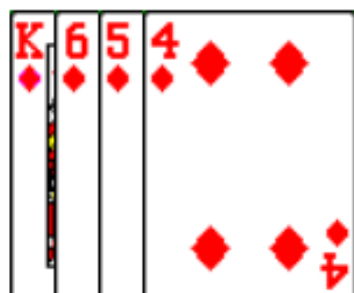


South: You

Board A2
Chapter II
Dealer: East
Vulnerable: Neither

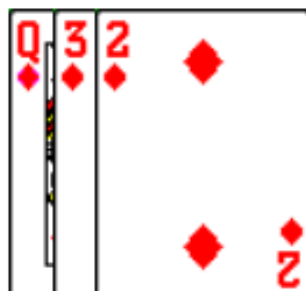


North:



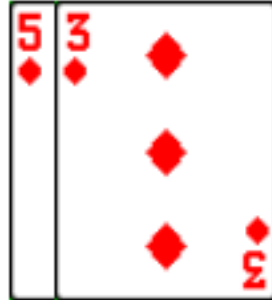
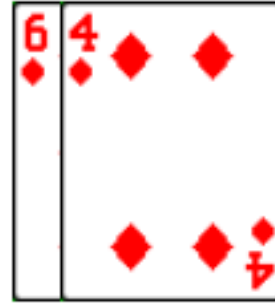
West:

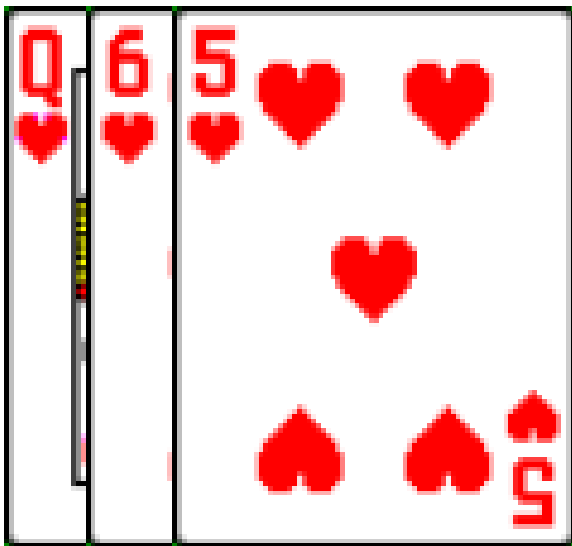
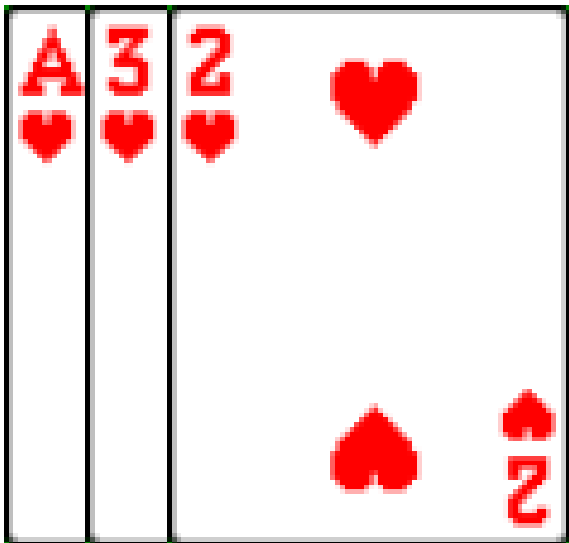
East:



South: You

Finessing against cards lower than the King





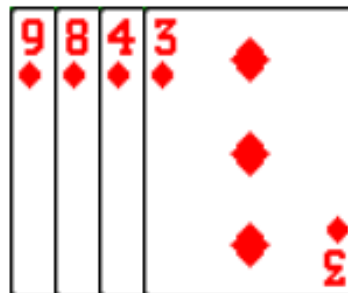
Board B4
Chapter II
Dealer: West
Vulnerable: Neither
Play Mode



North:



West:



East:



South: You

1NT West

Summary

- the trick-taking power of honors depends on their position in relation to the other cards of the suit distributed around the table.
- You have learned the elementary ways of finessing, or encircling a card adversely held so that that card cannot deprive you of a trick you might win by finessing.
- Whenever you play an honor combination that is not in continuous sequence, plan to lead from the weak hand toward the strong hand.
- You can profitably finesse a card by leading it, only when you hold another card in sequence with it.


Implications

- Unless leading from a sequence, usually first and second hands play low, usually 3rd and 4th hands will play high
- When leading, lead 'through strength' and 'towards weakness'
- Do not lead from a tenace
- Especially in No Trump, each side will try to 'establish' their longest combined suit by continuing to play it until their small cards are winners. It can be a race between the two opposing sides

Planning the Play

- At No Trump
 - Count your fast winners
 - If you have enough to make your contract, take them
 - If you don't, make a plan to get more (promotion, finesses)
- In a suit contract
 - count your losers
 - If you don't have too many, then pull trump and make your contract
 - If you have too many, make a plan to get rid of them (trumping losers, throwing losers on winners in Dummy)

Example

- 3 No Trump:
- (opening lead  Q)

Dummy

 K5

 Q43

 963

 KQJT9

Declarer

 8763

 AKT

 AK4

 532

Contract: 6♠
Declarer: South
Lead: ♥K

North

♠ AQ642

♥ 7

♦ QJ1096

♣ J7

West

♠ 10

♥ KQ1053

♦ 84

♣ A9652

East

♠ 98

♥ J9842

♦ K73

♣ Q103

South

♠ KJ753

♥ A6

♦ A52

♣ K84

Practice Boards 4 and 5

- 2 boards, 10 minutes each
- Each will test the bidding and play skills you've learned today
- We will briefly discuss both hands once played
- Next lesson: Weak 2's, choosing an opening lead, defensive signals, part 2 of Fundamental Cardplay Techniques

♠ A K 7 6 5

♥ 9 8 7 6

♦ J

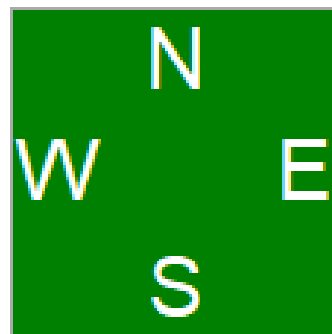
♣ 10 9 5

♠ 8 4 3 2

♥ 4 3 2

♦ 6 5 3 2

♣ A K



♠ 10 9

♥ A K 5

♦ Q 10 9 4

♣ J 4 3 2

♠ Q J

♥ Q J 10

♦ A K 8 7

♣ Q 8 7 6

♠ A K 7 6 5
 ♥ 9 8 7 6
 ♦ J
 ♣ 10 9 5

♠ 8 4 3 2
 ♥ 4 3 2
 ♦ 6 5 3 2
 ♣ A K



♠ 10 9
 ♥ A K 5
 ♦ Q 10 9 4
 ♣ J 4 3 2

♠ Q J
 ♥ Q J 10
 ♦ A K 8 7
 ♣ Q 8 7 6

NS 2♠; NS 2♥; NS 1N; NS 2♣; EW 1♦; Par +110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	1 NT
Pass	2 ♣	Pass	2 ♦
Pass	2 ♠	Pass	2 NT
All pass			

North Deals

None Vul

♠ A K Q
♥ K Q
♦ Q J 10
♣ 9 8 7 6 5

♠ 10 9 8 2
♥ J 10 9 7
♦ A K 2
♣ Q 2



♠ 4 3
♥ 6 5 4 3 2
♦ 5 4 3
♣ A J 10

17
10 5
8

♠ J 7 6 5
♥ A 8
♦ 9 8 7 6
♣ K 4 3

NS 2N; NS 2♠; NS 3♣; NS 2♦; EW 1♥;
Par +120

Learn to Play Bridge - Table of Contents

Learn To Play Bridge

- Introduction to this Program
- Introduction to Bridge
- Taking Tricks
- More on Taking Tricks
- The Trump Suit
- Planning the Play
- Introduction to Bidding
- More on Bidding
- About the ACBL
- About Bridge Base Inc.
- Appendices




Learn to Play Bridge - More on Taking Tricks


More on Taking Tricks

- The finesse against a King
- Example deal 1 - The finesse against a King in action!
- The finesse against an Ace
- Example deal 2 - The finesse against an Ace in action!
- The pseudo-finesse - A good time not to finesse
- A new kind of finesse against a King [Click to go to this topic](#)
- Example deal 3 - The new finesse against a King in action!
- The finesse against a Queen
- The finesse or the drop - 8 ever, 9 never
- Example deal 4 - 8 ever, 9 never in action!
- Other combinations where the Queen is missing
- Example deal 5 - The 2-way finesse in action!
- Review of finesses

- Bridge Master deal 1
- Bridge Master deal 2
- Bridge Master deal 3
- Bridge Master deal 4
- Bridge Master deal 5




Learn to Play Bridge - More on Taking Tricks - Bridge Master deal 1



North

4	K	9	Q
3	3	8	6
2	2	7	5
A	3	6	4
♠	♥	♣	♦

West



East

South


A	K	Q	A	2	A	Q	J	10	A	K	3	2
♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

Tricks won NS 0 EW 0

Bridge Master deal 1

You, South, are the declarer. Play cards for your own hand and dummy. Try to win as many tricks as you can!

HELP! Help on playing Bridge Master deals
Replay from start (or go to previous topic)
Take back last play (or go to previous page)
Read the answer
Go to next topic



Learn To Play Bridge Software

- <https://web3.acbl.org/newmembers/free-learn-software>
- Or Email harthousebridgeclub@gmail.com for the link

Thank you!

- Feel free to ask questions after class
- Regular club game this Tuesday 630pm (arrive early). Lasts 3h. Don't have to be good, but have to play quickly (7.5 min per board).
- Email if you need a partner
- Please sign up now for next week's lesson, or email harthousebridgeclub@gmail.com
- Next week:
 - How to find a major suit fit after partner opens 1NT (part II: Jacoby Transfers)
 - Takeout and Negative Doubles
 - choosing an opening lead
 - defensive attitude signals
 - finesses (part II)