

BRIDGE BEGINNERS

TERMS USED IN BRIDGE:

1. Bridge is a *PARTNERSHIP* Game - my partner and I together compete against an opposing partnership.
2. The aim of the game is to win *TRICKS*.
3. A partnership makes a *CONTRACT* to make a stated number of tricks.
4. One of the partners who make the contract becomes the *DECLARER*; the other partner becomes *DUMMY*.
5. The other partnership become *DEFENDERS*. The Defenders' aim is to prevent Declarer making the contract.
6. Frequently both partnerships, *NORTH-SOUTH* and *EAST-WEST*, compete to win the contract.
7. This is done by means of an *AUCTION*.
8. The auction is conducted by *BIDDING*. The partnership which bids the highest wins the contract and becomes the declaring side. Sometimes only one pair bids in the auction in order to get to the best possible contract.
9. If both players in the partnership have bid the same suit (or No-Trump) then *THE*
10. *PLAYER WHO FIRST BIDS THE SUIT (or No-Trump) BECOMES DECLARER*.

HAND ASSESSMENT: To evaluate a hand of cards we use a Point-Count system, 4-3-2-1 for Ace, King, Queen, Jack.

THE PROCEDURE:

- (a) At start of play the person on *DEALER*'s left *SHUFFLES* the cards; the person on
- (b) Dealer's right *CUTS* and Dealer *DEALS* the cards, one at a time, clockwise, starting with the player to the left.
- (b) *DEALER* makes the first *CALL* or *BID*..
- (c) To make an *OPENING BID* you need *12 POINTS* or better.
Dealer, with less than 12 points, says *PASS*.
The bidding then proceeds to the person on the left and so on. The first person, starting with Dealer, who has 12 or more points *OPENS THE BIDDING*.
- (d) Normally you begin by bidding your *LONGEST SUIT*, that is the *SUIT WITH MOST CARDS*, by saying *ONE CLUB* or *ONE DIAMOND* or *ONE HEART* or *ONE SPADE*.
So if your partner opens the bidding by saying One Heart she is telling you that she has at least 12 points and that she has at least four cards in the Heart suit.
- (e) Partner of the opening bidder is called *RESPONDER*. Responder responds to her partner's bid by making another bid and so on.
The partners, in that way, build up a picture of each other's hands, and in the light of the knowledge exchanged during the auction, decide on the number of tricks they will contract for.

THE ONE-NO-TRUMP OPENING BID:

Holding a *BALANCED HAND* and *12 to 14 POINTS* the correct opening bid is *ONE-NO-TRUMP* [1NT]

A Balanced hand: does not have a *VOID*
 does not have a *SINGLETON*
 does not have *TWO DOUBLETONS*
 does not have a good *5-CARD MAJOR* suit [Majors = ♠ and ♥]

A Balanced Hand: may have a 5-card *MINOR* suit [Minors = ♦ and ♣]

A Balanced hand: has 4333, 4432 or 5332 shape

♠ J1064	♠ QJ76	♠ 64	♠ 764	♠ AK4
♥ K95	♥ K987	♥ KQ65	♥ K5	♥ J5
♦ A93	♦ A93	♦ J63	♦ AQ1063	♦ 963
♣ KJ3	♣ K3	♣ AKJ3	♣ K103	♣ AJ832

Open 1NT with any of the hands above, but look at the hands below:

♠ 9864	♠ QJ76	♠ 64	♠ K76
♥ -	♥ K987	♥ Q5	♥ AJ9
♦ AK983	♦ 3	♦ KJ763	♦ A1052
♣ AQ63	♣ AK73	♣ AQJ3	♣ K83
This hand has a Void in Hearts. Do not open 1NT	This hand has a Singleton Diamond. Do not open 1NT	This hand has Two Doubletons. Do not open 1NT	This hand has 15 points. Do not open 1NT

and these

♠ 764	♠ AQJ86	♠ J9864
♥ AKJ94	♥ 987	♥ Q5
♦ Q103	♦ Q103	♦ KJ6
♣ K3	♣ A7	♣ AQ3
Good 5-card Major Do not open 1NT	Good 5-card Major Do not open 1NT	Poor quality 5-card Major Open 1NT

A useful rule-of-thumb to determine whether a 5-card major is good or poor quality:
 A suit with two of the top three Honour cards, Ace, King, Queen, is good quality.

N/B

EXERCISE following Lesson on Opening 1NT

With which of the following hands would you open the bidding with "1NT" ?
Place ✓ in the box where you should open 1NT.

When you would not open 1NT make sure you understand why not.

1. ♠ KJ8
♥ 765
♦ AK53
♣ QJ4

2. Q5
KQ42
AJ643
54

3. 92
KQJ
754
AK865

4. K87
Q93
K92
K543

5. ♠ 864
♥ AQJ4
♦ 6
♣ KQ987

6. AQ
KJ2
753
Q9863

7. Q6
AKQ108
964
J74

8. Q6
964
AKQ108
J74

9. ♠ KQ7
♥ KJ62
♦ QJ4
♣ K63

10. K975
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AKQ3
J6532

11. A64
8753
A98
A95

12. AK4
Q87
KQ43
AJ6

In cases where you would not open 1NT what suit do you think you should open ?
that is if you open the bidding at all.

1

2

3

4

5

6

7

8

9

10

11

12

PREPARED PRACTICE DEALS. 1NT OPENING BID & PLAY

1.

	♠ 764	
	♥ KQ5	
	♦ A963	
	♣ KQ3	
♠ AQ93		♠ KJ2
♥ J1082		♥ 974
♦ 75		♦ KQJ10
♣ J105		♣ 984
	♠ 1085	
	♥ A63	
	♦ 842	
	♣ A762	

In the case of every hand, 1 to 4, Dealer opens 1NT and everyone passes. Instruct the person on lead as to what card to lead, ♦K on board 1, ♠K on board 2, ♥K on board 3 and ♣K on board 4.

2.

	♠ 854	
	♥ J1092	
	♦ J98	
	♣ AQJ	
♠ A32		♠ 976
♥ Q43		♥ AK6
♦ K54		♦ AQ32
♣ 8432		♣ 1095
	♠ KQJ10	
	♥ 875	
	♦ 1076	
	♣ K76	

Each person at the table gets to play one hand as Declarer, becomes Dummy once and is on lead once.

After indicating what card to lead make sure that Dummy is properly down, that the correct hand plays first to the next trick and that quitted tricks are properly arranged.

3.

	♠ AK6	
	♥ 765	
	♦ Q432	
	♣ 1083	
♠ 975		♠ J1082
♥ KQJ10		♥ 432
♦ J98		♦ 1076
♣ Q97		♣ AKJ
	♠ Q43	
	♥ A98	
	♦ AK5	
	♣ 6542	

Do not assist in the play. Let them discover the pleasure of the play for themselves.

When a hand is over go among the tables asking "Who was Declarer here?" "How many tricks did you make?" Then comment, "Well done".

4.

	♠ 876	
	♥ 1073	
	♦ KJ4	
	♣ KQJ10	
♠ AK2		♠ Q543
♥ AK6		♥ Q54
♦ 9872		♦ 653
♣ 987		♣ A32
	♠ J109	
	♥ J982	
	♦ AQ10	
	♣ 654	

Note: In each of these hands there are eight tricks available to Declarer, with a suit breaking 3/3 in each case.

Do not draw attention to this. Don't put too much into the first lesson. However if anyone made eight tricks and understood why, take a mental note. You may have discovered a good player.