



Bridge – Year 1
Help Document

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GAMES: 25 pts - Major or NT 28 pts - Minor
33 pts - Small Slam 37 pts - Grand Slam

COUNTING HIGH-CARD POINTS (HCP) Aces - 4 Kings - 3 Queens - 2 Jacks - 1	Opener Bids 1H or 1S Responder Has Fit in Major Suit	5-3 Fits	Opener Bids 1C or 1D Responder Should Search for Major Suit	4-4 Fits
OPENING BIDS 1H or 1S 12-20 hcp and 5+ cards in Major Any 5 cards. 5-5: Open Spades 1NT 15-17 hcp and Balanced Hand No Voids, No Singletons, ≤ 1 Doubleton 4-3-3-3, 4-4-3-2, 5(minor)-3-3-2 1C or 1D 1C or 1D 12-20 hcp and 3+ cards in Minor As few as 3 cards to Open the Minor 4-4: Open Diamonds 3-3: Open Clubs	 <u>Responder has 3+ cards in Major.</u> The partnership has the 5-3 Major-suit Fit. Responder adds Distribution: 1-Doubleton, 2-Singleton, 3-Void Responder now bids in Major suit to show total Responding points.		 The Opener does not have a 5-card Major suit. Opener <i>might</i> have a 4-card Major. If Responder has a 4+-card Major suit, the partnership might find the 4-4 Major-suit Fit. <u>Responding in a New Suit on the 1-level</u> Responder needs 4+ cards in a Major suit and 6+ hcp <i>Responder is showing the bottom of points in Responding hand. There is no way to show the upper limit of points.</i> Therefore, A New Suit By Responder Is Forcing For Opener For One Round - Allowing The Auction To Return To Responder For More Bidding. <u>Responding in a New Suit on the 2-level</u> Responder needs 5+ cards in a Major suit and 10+ hcp <i>NOTE: Responder should ALWAYS bid on the 1-level if still available. Responder should only bid a new suit on the 2-level if the 1-level is used up. However, then Responder must meet 2-level bidding requirements.</i> <u>Opener's Rebid with a Fit in Responder's Major:</u> Opener bids in suit or Passes, depending on whether partnership has potential for game.	
Responders - General Thoughts: <u>Did Opener bid 1H or 1S?</u> *Look for 3-card Support to continue bidding the Major suit. This is the 5-3 Fit . Use the Responder Ranges to show Opener how much help you can give in the suit. <u>Did Opener bid 1C or 1D?</u> *Look for a 4+-card Major suit to bid in auction. You hope that Opener also has 4 cards in that Major suit. If so, you have found the 4-4 Fit . Use the Responder Ranges to show Opener how much help you can give in the suit. <u>Did Opener bid any 1-level suit?</u> *If you can't switch to a Major suit, look for a Fit with Opener's Minor suit. (if Opener bid a Minor suit). *If you can't switch to a Major suit and you can't raise Opener's Minor suit, bid NT. (See Opener and Responder Rebids for more information).	 RESPONDER RANGES With A Fit Minimum Resp 6-9 points Raise to 2-Level Medium/Inv Resp 10-12 points Raise to 3-Level Maximum Resp 13+ points See Opener's Rebid Now Opener knows the partnership has a Fit. Opener adds Distribution <u>Opener's Rebid:</u> Opener bids in suit or passes, depending on whether partnership has potential for game. OPENER RANGES With a Fit 12-15 points Can afford the 2-level 16-18 points Can afford the 3-level 19-20 points Can afford the 4-level		 <u>Opener's Rebid with a Fit in Responder's Major:</u> Opener bids in suit or Passes, depending on whether partnership has potential for game.	



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Opener Bids 1C, 1D, 1H or 1S
Responder Does NOT have a new Major Suit

BASIC NonFit Options

Opener bids 1C or 1D.
Responder does not have a 4+-card Major suit with which to explore a Fit.

Minor Suit Raise (with distribution)
Responder needs 5+ cards to go with Opener's 3+ cards in the Minor Suit Opening.

2C or 2D	6-9 points
3C or 3D	10-12 points
5C or 5D	The partnership needs 28 points.

The invitational level in a Minor suit is still the 3-level (just like the Major suit).

Opener bids any 1-level suit.
Responder cannot bid a new Major suit.
Responder cannot raise the Opener's Minor suit (if a Minor suit was bid).
Responder may bid NT.

Responding in NT:
This response says, "I don't think we have a chance of finding a trump suit together. Let's play in some level of NT."

6-9 hcp	1NT	"Junk Drawer"
10-12 hcp	2NT	Balanced Hand
13-16 hcp	3NT	Balanced Hand

Opener's Rebid:
Can you get to 25 points together? Get there.

1NT Openings and Responses
Opener bids 1NT: 15-17 hcp and Balanced Hand
Responder needs 10 points for a game; 8-9 Invite

Responder - Stayman
Bids 2C: 4-and-only-4 card Major and 8+ hcp

*Opener bids 2S, 2H to show 4 -card Major or
Opener bids 2D - No 4-card Major*

Responder continues to bid in Major-Suit Fit or
Returns to appropriate level of NT

Responder - Jacoby Transfer
Bids 2D as Transfer to Hearts: 5+ cards and 0+ hcp
Bids 2H as Transfer to Spades: 5+ cards and 0+ hcp

Opener bids transferred suit! Opener MUST bid Responder's Major.

Responder bids suit again or returns to NT based on shape and points:

Jacoby Responder 2nd bid

5-and-only-5 cards in Major		6+ cards in Major
Pass	0-7	Pass
2NT	8-9	3H / 3S
3NT	10+	4H/ 4S

*Opener may bid again.
If Responder returns to NT, Opener may correct back to suit with a sure 8-card Major-suit Fit.
If Responder does not bid game, Opener may continue to Game with a sure 25 points.*

Simple Overcalls

Opener bids a suit (not NT)

Opponent wants to bid a new suit (not NT)

Opponent needs
**5+ cards and 8-16 hcp for 1-level Overcall*
**5+ cards and 10-16 hcp for 2-level Overcall*
**6+ cards and 14-16 hcp for 3-level Overcall*

Opponent needs to have a very good Overcall suit if the point count is closer to 8 hcp.
Opponent may have any quality suit if point count is closer to 16 hcp.

Advancer: For now, treat Overcalling Partner as an Opening Partner.

FIT?	6-9 points (with Dist)	Raise to 2-level
	10+ points (with Dist)	Raise to 3-level

No FIT? Probably Pass unless Advancer has good 5+-card suit and Opening points

Simple Overcalls are NEVER a jump.
Simple Overcalls are ALWAYS made as cheaply as possible.



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Common Takeout Doubles

Opener bids a Suit (not NT).

Opponent first looks for a Simple Overcall (5+ cards and 8-16 hcp).

When Opponent does not have a Simple Overcall,
Opponent then looks for a Takeout Double to compete.

Takeout Double Requirements by Opponent:

- * 4-and-only-4 cards in any unbid Major (s)
- * 3+ cards in each of the unbid Minor (s)
- * Shortness in the Opener's suit (Void, Singleton, Doubleton)
- * Roughly Opening hcp or better (11 hcp are okay)

How Opponent Doubles? Plays the Red X card

Advancer Bidding:

Takeout Doubler's Partner MUST bid if the Opponent in between Passes.
Advancer MUST 'take out' the Double.

- * Advancer will bid in Doubler's implied Major Suit if Advancer has 4+ cards in that Major.
- * Advancer will bid in Doubler's implied Minor Suit if Advancer does not have 4+ cards in Doubler's Major but has 4+ cards in Doubler's Minor

There are other options for Advancer that we will learn down the road.

Does Doubler Bid Again?

12-16 points	Pass
17-19 points	Raise one Level to Show Fit
20-23 points	Jump to the 3-level
24-25 points	Jump to Game

Preemptive Weak Openers

- | | |
|--------------------------|---------------------------|
| *5-9 hcp | *Long Suit (6+ cards) |
| *Vulnerability Matters | *2/3 Honors or 3/5 Honors |
| *No outside 4-card Major | |
| 8 cards: 4C 4D 4H 4S | |
| 7 cards: 3C 3D 3H 3S | |
| 6 cards: --- 2D 2H 2S | |

Responder: Usually Passes. However, could respond with

Big FIT (10+ cards)? Bid Game
More nuance later

Regular Fit (8-9 cards)? Bid Based on Points

16+ Points	Bid Game because you think it will Make
0 – 8 Points	Bid Game as a Continued Sacrifice
9 – 15 Points	PASS. You cannot help.

No Fit? Pass

Preemptive Weak Overcalls

Opener bids a Standard 1-level suit Opening.

Opponent has

*5-9 hcp	*Long Suit (6+ cards)
*Vulnerability Matters	*2/3 Honors or 3/5 Honors
*No outside 4-card Major	

8 cards: 4C 4D 4H 4S
7 cards: 3C 3D 3H 3S
6 cards: --- 2D 2H 2S

Responder: Usually Passes.

Preemptive Overcalls are ALWAYS a jump.
from Opener's Standard 1-level suit opening bid.
The Jump is how your Partner will understand the difference between a Simple Overcall and a Preemptive Overcall.

MegaHand Bidding – 2NT Openers

Dealer has 20 – 21 hcp and a Balanced Hand
Just like a 1NT Opener – just a higher point count

Responder needs only 4 points for a Game.
*Even if Opener has only 20 hcp, 4 Responding points
 are enough because Opener's 20 points are worth a smidge more.
 When Opener holds ½ the hcp, they are worth just a bit more.*

Responder - Stayman

Bids 3C: 4-and-only-4 card Major and 4+ hcp
Bidding is one-level higher than after Partner's 1NT Opening

Opener bids 3S, 3H to show 4 -card Major or
Opener bids 3D - No 4-card Major

Responder continues to bid in Major-Suit Fit or returns to appropriate level of NT

Responder - Jacoby Transfer

Bids 3D as Transfer to Hearts: 5+ cards and 0+ hcp
Bids 3H as Transfer to Spades: 5+ cards and 0+ hcp

Opener bids transferred suit!

Responder bids suit again or returns to NT based on shape and points.

6+ cards – Add Distribution
Responder bids Game in suit with 4+ points.
Responder Passes with 0 – 3 points

5-and-only-5-cards – No Distribution
Responder bids 3NT with 4+ hcp
Responder Passes with 0 – 3 hcp



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<p><u>MegaHand Bidding – 2C Openers</u></p> <p>Dealer has one of three conditions to open 2C:</p> <ul style="list-style-type: none">* 21 hcp and Unbalanced Hand: 5+ card Major/6+-card Minor* 22+ hcp and Balanced Hand* 9 Winning Tricks in Hand <p><u>Opener bids 2C – Artificial – Does not mean Clubs</u> <i>This is forcing for Responder.</i></p> <p><u>Responder – Required to bid because 2C does not mean Clubs</u></p> <p>Most Common Response – 2D “Waiting” <i>“Waiting to Hear What Bigger Hand Bids Next”</i></p> <p>Less Common Response – Responder’s own Major Suit <i>Needs 5+ cards in Major and specific kinds of cards</i></p> <p><u>Opener Rebid:</u> Opener bids 5-card Major or 2NT (less commonly – 6-card Minor) <i>This is Opener’s first real bid. This is still forcing for Responder.</i></p> <p><u>Responder Rebid:</u> Hopefully, partnership has a Fit</p> <p>Opener Rebid in a Major? <i>Responder needs 3-card support. Adds Distribution.</i> <i>Responder needs 4 hcp for Game.</i></p> <p>Opener Rebid in 2NT? <i>Responder may bid Stayman or Jacoby.</i> <i>Responder needs 4 points for a Game.</i></p> <p>Partnership may play in a Game if Responder has 4+ points. Partnership may play in a Suit Contract with an 8+-card Fit.</p>	<p><u>MegaHand Bidding – Slam Bidding</u></p> <p>Partnership needs 33+ points for a Small Slam <i>6-level Suit or NT Contract</i></p> <p>Partnership needs 38+ points for a Grand Slam <i>7-level Suit or NT Contract</i></p> <p>Small Slams require 33ish points and at least 3 of 4 Aces. Grand Slams require 38 points, all 4 Aces, and all 4 Kings.</p> <p>BLACKWOOD Used if any suits have been bid in the auction.</p> <p>Either Partner may Ask for Aces.</p> <p>It’s the Partner who first realizes that there are 33ish points.</p> <p>4NT = “How many Aces do you have?”</p> <p>Answers: 5C = 0 or 4 Aces (Partner should be able to figure out) 5D = 1 Ace 5H = 2 Aces 5S = 3 Aces</p> <p>The player who Asks for Aces is the player who places the contract.</p> <p>Has at least 3 Aces? Bid 6-level Slam</p> <p>Fewer than 3 Aces? Bid on 5-level to stop the Slam</p>	<p><u>MegaHand Bidding – Slam Bidding</u></p> <p>Partnership needs 33+ points for a Small Slam <i>6-level Suit or NT Contract</i></p> <p>Partnership needs 38+ points for a Grand Slam <i>7-level Suit or NT Contract</i></p> <p>Small Slams require 33ish points and at least 3 of 4 Aces. Grand Slams require 38 points, all 4 Aces, and all 4 Kings.</p> <p>GERBER Used ONLY immediately after 1NT or 2NT Openers</p> <p>This is always the first bid by Responder. Responder is the one who realizes that there are 33ish points.</p> <p>IMPORTANT: Responder does not have 4+ cards in Major. There will be no Stayman and no Jacoby bidding. Responder does not have a Major Suit to offer. Immediately Asks for Aces.</p> <p>4C = “How many Aces do you have?”</p> <p>Answers: 4D = 0 or 4 Aces (Partner should be able to figure out) 4H = 1 Ace 4S = 2 Aces 4NT = 3 Aces</p> <p>This keeps the auction low in case there are not at least 3 Aces.</p> <p>The player who Asks for Aces is the player who places the contract. Has at least 3 Aces? Bid 6-level Slam Fewer than 3 Aces? Bid 4NT to stop the Slam</p>
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Opening Leads Against Trump Contracts

1. Top of Touching Honors

AK, KQ, QJ, JT

*You are attempting to push out the higher Honor cards from the Opponents' hands.
By doing so early, you have a better chance of **promoting your** remaining middle honor(s) as winners before Declarer runs out of this suit and begins trumping it.*

2. 4th Down from the Top in Your Longest, Strongest Suit

K 9 8 5, Q 8 6 4 3, J 9 8 2

Opening Leads Against NT Contracts

1. Top of a True Sequence

AK Q x, KQ J x, QJ T x, JT 9 x

*You are attempting to push out the higher Honor cards from the Opponents' hands.
By doing so early, you have a better chance of **promoting** a long run in your suit a little later.
Since your suit cannot be trumped, you might be able to force Declarer to discard important cards on your winning run.*

Other types of sequence Leads discussed in the future.

2. 4th Down from the Top in Your Longest, Strongest Suit

K 9 8 5, Q 8 6 4 3, A 9 8 2

Declarer Development Techniques:

There are Development tools that Declarers can use to develop extra or necessary tricks.

Promotion

A suit has connected middle honors but is missing the highest honor (s).

K Q J T Q J T x J T x

*Declarer bravely plays a high honor intending to lose it.
This forces the Opponents to play their higher honor.
Then the remaining connected middle honors are promoted to winners once Declarer regains the lead.*

Establishing Length

*A suit has 8+ cards (sometimes 7 cards are enough). The suit might not have honors.
Declarer plays a long suit and loses, perhaps more than once.
The Opponents will become void after 1, 2, 3 rounds of play.
Then any length remaining in Declarer's hands automatically become winners.*

Declarer A 9 8 3 2 Dummy 7 6 4

Win Ace. Then play suit and lose twice. Declarer's 2 remaining cards in suit are established winners.

Finesse

A suit has a couple / few honors but has missing honors in the middle.

A Q x or A J T x

*Start play from opposite side of table. Play a low card. Watch next Opponent play.
Force that next Opponent to Commit to a card.
If / When that Opponent plays a low card, bravely play the lower-ranking honor in the suit and hope that the next Opponent does not have the missing honor.*

You are hoping that the lower-ranking honor wins a trick.



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Declarer Makes a Plan in a Trump Contract

Opening Lead is made. Dummy comes down.

Declarer should stop and think about how to play this hand before calling / playing even a single card from Dummy.

Declarer is allowed a minute or so of quiet thinking time at the table – no one else interrupting. Then Declarer is supposed to play all 13 tricks in an even tempo for the remainder of the hand.

Counting Losers:

Determine the disposition of each of the 13 cards on one side of the table:

- * Outright Winner
- * Part of a Winning Combo
- * Loser

Playing the Hand

1. First Thoughts:

How many tricks are needed to make the contract? How many tricks can Declarer afford to lose? Count Losers.

2. Win an Early, Reasonable Trick.

Win a trick as soon as possible

3. Pull The Opponents' Trump cards.

For right now, Pull the Opponents' trump as your first job! Even if you are missing the high trump.

4. Develop Suits that need a Little Extra Help to Cultivate Winners

Leave your sure winners alone! Instead, work on suits that need some development. Force Opponents to take their high honors in suits early. Then Opponents will play back to your sure winners.

5. Play Remaining Winners.

Now take the rest of your winning tricks.

Declarer Makes a Plan in a NT Contract

Opening Lead is made. Dummy comes down.

Declarer should stop and think about how to play this hand before calling / playing even a single card from Dummy.

Declarer is allowed a minute or so of quiet thinking time at the table – no one else interrupting. Then Declarer is supposed to play all 13 tricks in an even tempo for the remainder of the hand.

Counting Winners:

Count true-blue, absolute winners off the top.

If each suit were played right now, how many winners could you take in a row?

Playing the Hand

1. First Thoughts:

How many tricks are needed to make the contract? How many tricks can Declarer afford to lose? Count Winners off the top

2. Win an Early, Reasonable Trick.

Win a trick as soon as possible.

3. Develop Suits that need a Little Extra Help to Cultivate Winners

Leave your sure winners alone! Instead, work on suits that need some development. Force Opponents to take their high honors in suits early. Then Opponents will play back to your sure winners.

4. Play Remaining Winners.

Now take the rest of your winning tricks.