

The Lansdowne Club

Lansdowne Beginners' Bridge – Lesson 2

♠♥♦♣

AKQJ10 ... 2

ACOL

NT

♠

♥

♦

♣

Introduction to Scoring;

Bidding a **balanced** hand to game level; **Conventions** (transfers to majors and Stayman); Play: finesse.

Bidding an unbalanced hand to game; Counting distribution points with a FIT.

Tricks:	Declarer must make 6 tricks plus the bid contract		
Game:	3 No Trumps;	4 ♠♥ (major);	5 ♦♣ (minor)
	10 tricks	11 tricks	9 tricks
	25 pts		28 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 pts
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 pts

Count your points:

Ace	4 pts	Jack	1 pt
King	3 pts	Distribution:	
Queen	2 pts	1 pt for every card over 4 in a suit	

Distribution points change when you establish a suit 'fit' with partner – see below.

Shape:

Unbalanced: Shortage (**void** or **singleton**); 6+ card suit; 5+4 card suits
Extra points for distribution (cf above)

Balanced: not unbalanced – no voids or singletons and not less than 2 doubletons

Purpose of bidding is to agree correct contract.

In the process partners exchange information (point count; good / bad features of their hand) and

- ❖ explore a **FIT** (8+ cards between them in one suit which could be Trumps) preferably in a major; If no FIT, then aim for No Trumps (NT).
- ❖ Decide whether collectively, you have the required 25+ pts for **GAME**.

Introduction to scoring:

Bid and make a Game Contract: 100+ pts from

NT	1 st trick 40, thereafter 30 each	3 NT = Game – 100pts
Major (♠♥)	30 each trick	4♠♥ = Game – 120 pts
Minor (♦♣)	20 each trick	5♦♣ = Game – 100 pts

+ big bonus points for **bidding and making** GAME: 300-500 pts
 or 50 pts for bidding and making PART SCORE
 + super bonuses for slams

penalty per trick for not making contract minus 50-200 pts

Basic Rules of Bidding:

- Dealer begins bidding
- Players bid **clockwise**
- Must bid **up the line** (1NT - 2♣ - 2♠ - 2NT; NOT 1NT - 1♣; NOR 1NT - 2♠ - 2♣)
- Bidding is over when there have been **3 Passes** – the last positive bid is the agreed contract
- Declarer is the player **who first bid** the contract suit / NT, not the final bidder.
- (Rare) if 4 passes with no opening bid, then hand is 'Passed Out' – no further play.

Balanced hand opening bid (ie no one else has bid other than **Pass**):

<12 pts	PASS	
12-14 pts	1 NT	rebid entirely dependent on partner
15-19 pts	1 suit	expecting to rebid in NT depending on partner's response.
20-22 pts	2 NT	<i>covered later</i>

To 1 NT, Responder bids:

PASS	<11pts, no 5 card major	max 10 pts + 12-14 pts is less than 25pts needed for NT game
2 NT	11-12 pts and no 4 card major	invites partner to game if she is max
3NT	13+ pts and no 4 card major	(18+ pt responder for future lesson)

Hand 1.	2.	3.																														
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Pts: 13 10 1NT Pass Winners: ♠ A K; ♥ A and then J once ♥ Q has lost to ♥ K; ♦ A; ♣ 10 & 9 once 1 st 2 rounds lost to ♣A & K. Total : 7 Can make 7 tricks if finesse ♥K works (ie ♥K is in S); OR if ♠s split 3-3, may be possible to take a 4 th ♠ trick.	Pts: 13 13 1NT 3NT Pass Winners: 7 top tricks + hopefully 2-3 long ♦s. 3NT will be challenging if ♦ split is 5-0.	Pts: 13 11 1NT 2NT Pass Not having 14pts, or 13 with a 5 card suit / good intermediates (10s and 9s), W passes 2 NT. Winners: 6 top tricks + 1♥ + 1 from 3-3 split in either ♠s or ♦s.																														

But responding to 1NT with a less balanced hand:

Introduction to **Transfer**¹ (red suit transfers of transfers to the majors)
0-17 pts **with 5+ card major:**

purpose of Transfer is to enable the stronger hand to be hidden from the opposition. **Forcing** bid.

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

[Simplified] Responder then bids:

0-10 pts **PASS**

11-12 3 (♠♥) asking Opener to bid GAME if she is max & 3+ card suit

13-17 4 (♠♥) 25+ pts so bid game (and not enough for slam)

there are of course multiple other variants, which you can pick up later

Ex 4.	5.	6.																														
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Stayman

2♣ 11+ pts one or more 4+ card major

Stayman 2♣ asks partner if she has a 4+ card major, to see if there is a major suit FIT. **Forcing** bid. **Responses:**

(1 NT - 2♣ -) 2♦ means "I do not have a 4+ card major"

2♥ means I have a 4+ card ♥ suit (and I may also have a 4 card ♠ suit)

2♠ means I have a 4+ card ♠ suit (and I do not have a 4 card ♥ suit)

¹ aka 'Jacoby transfer'

To 2♦ from Opener, Responder bids:

(1 NT - 2♣ - 2♦ -) 2NT with 11-12 pts – Opener has the option to convert to 3NT if max.

3NT with 13+ pts

(1 NT - 2♣ - 2♦ -) 2♠/♥ with 11-12 pts and the **5 card major** (as opposed to just 4 cards) – expecting Opener to Pass. unless she is max with 3+ cards in the major - 4♠/♥

1 NT - 2♣ - 2♦ -) 3♠/♥ with 13+ pts and 5 card major – **FORCING**. Opener must bid 4 major with 3 cards and 3 NT if <3 cards.

To 2♠ from Opener, Responder bids:

(1 NT - 2♣ - 2♠ -) 2NT with 11-12 pts – No Fit as Responder’s major was ♥s. Opener has the option to convert to 3NT if max.

(1 NT - 2♣ - 2♠ -) 3NT 13+ pts and 4 card ♥. No Fit in majors, so NT Game is best. Opener Passes.

(1 NT - 2♣ - 2♠ -) 3♠ / 4♠ 11-12 / 13+ pts and 4 card ♠.

To 2♥ from Opener, Responder bids:

(1 NT - 2♣ - 2♥ -) 2♠ with 11-12 pts – No Fit in ♥s, but there may be a ♠ FIT is Opener has 4 ♠s.

- ❖ If max, Opener has the option to bid 4♠ if she has 4 ♠s, or convert to 3NT if not.
- ❖ If Opener is minimum, she passes with 4 ♠s, or converts to 2NT which is Passed.

(1 NT - 2♣ - 2♥ -) 3NT 13+ pts and 4 card ♠ suit. If Opener has a 4 card ♠ suit as well as her 4 card ♥ suit, then she bids 4 ♠. Otherwise Pass to play in 3NT.

(1 NT - 2♣ - 2♥ -) 3♥ / 4♥ 11-12 / 13+ pts and 4 card ♥.

There will be other combination: **CRITICAL**: Responder has to be able to cater for Opener bidding any of the 3 responses to 2♣. Sometimes possible to use Stayman with <11, but this is a little more advanced.

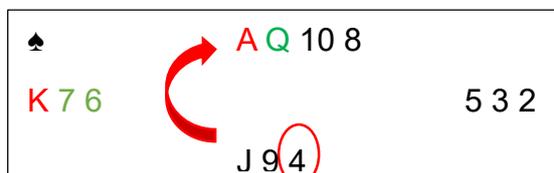
Ex 7.		8.		9.	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8	♠ Q 10 6 5
♥ A 10	♥ 2	♥ A K J 2	♥ 6 3	♥ A K 9 6	♥ 8 7 3 2
♦ Q J 8	♦ A K 7 6	♦ Q 6 2	♦ K 10 9 4	♦ 7	3♦ A K 5
♣ K 8 3 2	♣ Q J 10 4	♣ J 5 4	♣ A K 10	♣ Q J 10 5	♣ K 7
Pts: 13	13	Pts: 14	14	Pts: 14	12
1NT	2♣	1NT	2♣	1NT	2♣
2♠	4♠ Pass	2♥	3NT	2♥	3♥
		Pass		4♥	
3 NT could be risky as S has a singleton, so she asks if N has a 4 card ♠ suit, if not, they can exit in 2 NT, but if she does, then 4♠ sounds good.		W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT.		With only 12 pts, N can't sure be sure of game, so asks the question with 3♥. With 14 pts, N is sure so converts to game.	
Winners and Plan?		Winners and Plan?			

Stronger hands with 5-6 minors are considered in a future lesson.

Simple Finesse:

S is playing 3NT and has 5 tricks outside ♠s. This is the ♠ holding: S only has 1 quick winner, but needs 4 winners.

S is missing the King. If N is sitting on a tenace (A-Q), you can lead towards it (J♠):



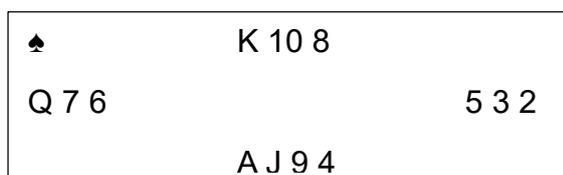
- if the King is 'under the tenace (as here) then S should make 4 tricks in the suit. The reason for this is that if W ducks (doesn't play the King, which is the usual play), then S can return to her hand in another suit and finesse again. Play the ♠4 from N. Then repeat the finesse.
- If the King is played by W, then ♠A from N. The rest of the spades can then be cashed (♠5 towards the ♠J, and then ♠9 to ♠Q, and then ♠10).
- If E has the King, then you only make 3 spade tricks.

If you are short of entries into the South hand, lead the ♠J: this means you can finesse again when W holds up the King. Note that if you do not hold the ♠9, you will need the distribution to be 'kind' (3-3 or 4-2 with 9 in the doubleton).

You can finesse any card (except the Ace): you need to lead towards a suit winner (above: ♠A, and if the Left Hand Opponent does not play the missing high card, then you can win with a lower one (above: ♠Q).

It is often a GUESS which hand has the missing honour: there may be clues in the bidding or in the play... eg, marked finesse - for later.

Here is a different distribution – N-S has ♠A K J 10, and needs to guess the location of ♠Q. If she guesses W then:



- S leads the ♠4 and plays ♠10 from N if W does not play ♠Q.
 - She then has to return to hand via ♠K and finesse again by playing ♠9.
- OR: S plays ♠K over ♠Q and cashes the rest of the suit winners.
- OR: S guessed wrong and E wins the ♠k. S can only take 3 ♠ tricks.
- If S had guessed that E held ♠Q, she would have played the suit the other way around, leading low from N towards the ♠A J in S.

Finessing is usually done by declarer because she can see both hers and her partner's hand. Sometimes Defenders will finesse if they know / are confident that partner has the tenace and that (say) Dummy has the missing honour.

TOP TIP when you are defender with the honour being finessed (West in above examples): **DO NOT HESITATE** in playing, usually low. If you hesitate Declarer will be more confident that you have missing honour.

Links to John Stell Videos: [Lesson 4](#) (Opening NT); [Lesson 5](#) (Playing out in NT); [Lesson 11](#) (Stayman); [Lesson 12](#) (Transfers)

Link to Youtube video on the Simple Finesse:
<https://www.youtube.com/watch?v=4n4WvkIJ46k>

Link to Lansdowne Bridgewebs, where you can find these notes and the hands from all the beginners sessions: https://www.bridgewebs.com/cgi-bin/bwoo/bw.cgi?club=lansdowne&pid=display_home

Or Google: Lansdowne Bridgewebs