

Lansdowne Beginners' Bridge – Lesson 3

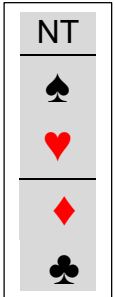
NT ♠ ♥ ♦ ♣

ACOL

Bidding a balanced hand – part 2: **Stsyman**

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

Game:	3 No Trumps	9 tricks	25+ HCP	100 pts
	4 ♠ ♥ (major);	10 tricks	25+ HCP	120 pts
	5 ♦ ♣ (minor)	11 tricks	28+ HCP	100 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 HCP	
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 HCP	



Balanced Hand: no voids. Singletons, and not 2+ doubletons

<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

Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

W	E
♠ K 6 4	♠ A 10 9 7
♥ A Q 8	♥ J 6 2
♦ A 3 2	♦ Q 10 5
♣ 10 6 5 2	♣ Q J 9
Pts: 13	10
1NT	Pass

0-17 pts, 5+ card major – **Transfer** to that major (♠ ♥):

Then responder bids:
1NT – 2♦ - 2♥ - ?

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

0-10 pts	PASS	
11-12	3 (♠♥)	inviting to GAME if max & 3+ card suit
13-17	4 (♠♥)	

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:**

Opener responds: (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)

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 1		2		3	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8 2	♠ 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♠ 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. Winners and Plan?	2♣ 4♣ Pass	1NT 2♥ Pass W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT. Winners and Plan?	2♣ 4♥	1NT 2♥ Hearing her partner open 1NT, S wants to be in game, but NY could be rocky with her singleton ♦. Much better to get more info about any major suit fit from partner - 2♣. When she hears that N has 4 ♥s, she has no hesitation in bidding game.
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Trump Contracts:

FIT; Declarer and Dummy have 8+ cards between them.

- (Almost) always prefer a major suit fit over a minor fit.
- Once you have found an 8+ card fit, you can **re-evaluate** your hand: instead of +1pt for each card over 4 in a suit, you can award points for shortages:

Void	3pts
Singleton	2pts
Doubleton	1pt

Limit Bidding with less balanced hands to Trump Game in Majors (♠ ♥)

Pt count	Suit count	Bid
12-14pts	5+ and 4+ card suit	} Bid 1 of longer (or higher ranking if equal) suits ignore if suit has no honours
15-19 pts	4+ card suit	

Responder:

• [Always] support partner's suit when you have 4+ card support

- <6pts no chance of GAME **PASS**
- 6-9pts and 4+ cards in partner's suit: 2 of partner's suit
 - Opener has 18-19pts jump to major game
 - 16-17pts rebid 3: inviting Responder to bid 4 (game) if max
 - <15 **PASS**
- 10-12 Bid 3
 - Opener has 15+pts Bid 4 (major game)
 - otherwise **PASS**
- 13+ pts 4¹ (GAME 12+13=25)

¹ You will unlearn this method at a later stage, but it should work for now.

Ex. 4		Ex. 5		Ex. 6	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 2	♠ A Q J 5 4	♠ 10 9 8 2
♥ Q J 10 6 2	♥ K 5 4 3	♥ A 8 7 5 4	♥ K 10 9 6	♥ A 5 4	♥ J 7 6
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3	♦ A 6	♦ K Q 2
♣ 5 2	♣ 10 6 4	♣ J 10 9 6	♣ A Q	♣ J 8 3	♣ K 4 2
Pts: 13-4	8 (+1)	Pts: 14-5	11 (+2)	Pts: 16-7	9
1♥	2♥	1♥	3♥	1♠	2♠
Pass		4♥	Pass	3♠	4♠
N can't open 1NT as she has 2 doubletons. With 2x 4+ card suits, she opens the longer. S has 4 card support but only 6-9 pts, so raises to 2♥. N needs 16+ pts to think about game, so signs off.		W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.		S has enough to ask if N is max – if she is, then game is on (16+9=25). With 6-7 pts, N would Pass, but she has 9pts, so bids game.	

Same limit rules apply to **minor suits** – but take care: you do not want to end up in minor suit game (5 ♦ ♣) unless unavoidable. 3NT is usually better (less points required and less tricks). So with 13+ points, Responder should try for NTs.

Exception: if Opener opens 1 minor, Responder should ALWAYS show a 4 card major at 1 level in preference to supporting partner's minor:

♠ K 6	♠ Q 7	1♦ - 1♥ -	Responder bids her 4 card major
♥ A 5	♥ K 10 9 6	2♣ - 2♦ -	Opener doesn't like it, so bids her 2 nd suit
♦ A 8 7 5 4	♦ 10 9 8 3	Pass	Responder doesn't like Opener's 2 nd suit, so reverts to ♦s at lowest level, which is passed
♣ J 10 9 6	♣ A Q		

- If Responder can't support partner's suit with 4+ card (ie no LIMIT bid)

<6pts **PASS**

6-9 pts and no higher ranking 4+ card suit 1NT ('Dustbin bid')oi9

6+pts 4+ card suit Change suit at 1 level ie: (1♥ -) 1♠ or (1♣ -) 1♥

10+pts 4+ card suit Change of suit at 2 level ie: (1♥ -) 2♣ or (1♣ -) 1♥

Change of suit is **FORCING** for one round

13+ pts whatever responder bids, make sure Opener is forced to respond – you do not want to end up below GAME.

Note:

❖ Unless 15+pts, do not **JUMP** in new suit ie: (1♥ -) 1♠ NOT (1♥ -) 2♠

Ex. 7 (compare to Ex 4)		Ex. 8 (compare to Ex 5)		Ex. 9	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 3	♠ K Q 10 9 5	♠ 8
♥ Q J 10 6 2	♥ K 4 3	♥ A 8 7 5 4	♥ 10 9 6	♥ A 5	♥ K Q 7
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3 2	♦ Q 10 6 5	♦ J 7 4 3
♣ 5 2	♣ 10 6 4 3	♣ J 10 9 6	♣ A Q	♣ J 6	♣ K Q 9 8 7

Pts: 13-4 8 1♥ 1♠ 2♦ 2♥ Pass	Pts:14-5 8 1♥ 1NT 2♣ 2♥ Pass	Pts: 12 11 1♠ 2♣ 2♦ 3♦ Pass
S cannot support N's ♥s, but can bid her ♠ suit at the one level, N can't support this so shows her second suit with 2♦. S then shows suit preference : she prefers N's ♥s – if she had more ♦s, she Passes to show preference for ♦s.	W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.	S N has enough to bid her ♣s at the 2 level, but when shown a 2 nd suit, she can support partner's ♦s. With 11 pts, N is too strong to pass without asking whether S has extra points for GAME – she doesn't.

Opener rebids:

Responder's Change of suit is FORCING

Support partner if there is a FIT.

With 5+ card suit, Opener may rebid that suit, or try her 2nd suit.

15+pts, Opener should rebid NT (if balanced) or 2nd suit (especially if major) even over 1♦ / ♣ - 2♦ / ♣

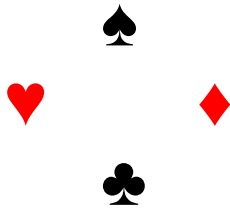
1♣ - 1 any suit	15-16 pts	1NT	
	17-18 pts	2NT	
	19 PTS	3nt	
1♣ - 2 any suit	15-17pts	2NT	Responder PASS if min or 3NT if max
	18+ pts	3NT	

Tips for playing Trump contract

- When a player can't follow suit, he can play a trump card (aka 'ruff').
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
 - Work out most likely distribution of trumps
 - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.
- Try two further NT trump hands – these are further explained in John Stell video Lesson 1 – see link at end of notes on Bridgewebs site.

Example Videos:

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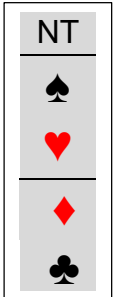
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Balanced Hand: no voids. Singletons, and not 2+ doubletons

<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

Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

W	E
♠ K 6 4	♠ A 10 9 7
♥ A Q 8	♥ J 6 2
♦ A 3 2	♦ Q 10 5
♣ 10 6 5 2	♣ Q J 9
Pts: 13	10
1NT	Pass

0-17 pts, 5+ card major – **Transfer** to that major (♠ ♥):

Then responder bids:
1NT – 2♦ - 2♥ - ?

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

0-10 pts	PASS	
11-12	3 (♠♥)	inviting to GAME if max & 3+ card suit
13-17	4 (♠♥)	

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:**

Opener responds: (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)

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 1		2		3	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8 2	♠ 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♠ 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. Winners and Plan?	2♣ 4♣ Pass	1NT 2♥ Pass W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT. Winners and Plan?	2♣ 4♥	1NT 2♥ Hearing her partner open 1NT, S wants to be in game, but NY could be rocky with her singleton ♦. Much better to get more info about any major suit fit from partner - 2♣. When she hears that N has 4 ♥s, she has no hesitation in bidding game.
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Trump Contracts:

FIT; Declarer and Dummy have 8+ cards between them.

- (Almost) always prefer a major suit fit over a minor fit.
- Once you have found an 8+ card fit, you can **re-evaluate** your hand: instead of +1pt for each card over 4 in a suit, you can award points for shortages:

Void	3pts
Singleton	2pts
Doubleton	1pt

Limit Bidding with less balanced hands to Trump Game in Majors (♠♥)

Pt count	Suit count	Bid
12-14pts	5+ and 4+ card suit	} Bid 1 of longer (or higher ranking if equal) suits ignore if suit has no honours
15-19 pts	4+ card suit	

Responder:

• [Always] support partner's suit when you have 4+ card support

- <6pts no chance of GAME **PASS**
- 6-9pts and 4+ cards in partner's suit: 2 of partner's suit
 - Opener has 18-19pts jump to major game
 - 16-17pts rebid 3: inviting Responder to bid 4 (game) if max
 - <15 **PASS**
- 10-12 Bid 3
 - Opener has 15+pts Bid 4 (major game)
 - otherwise **PASS**
- 13+ pts 4¹ (GAME 12+13=25)

¹ You will unlearn this method at a later stage, but it should work for now.

Ex. 4		Ex. 5		Ex. 6	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 2	♠ A Q J 5 4	♠ 10 9 8 2
♥ Q J 10 6 2	♥ K 5 4 3	♥ A 8 7 5 4	♥ K 10 9 6	♥ A 5 4	♥ J 7 6
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3	♦ A 6	♦ K Q 2
♣ 5 2	♣ 10 6 4	♣ J 10 9 6	♣ A Q	♣ J 8 3	♣ K 4 2
Pts: 13-4	8 (+1)	Pts: 14-5	11 (+2)	Pts: 16-7	9
1♥	2♥	1♥	3♥	1♠	2♠
Pass		4♥	Pass	3♠	4♠
N can't open 1NT as she has 2 doubletons. With 2x 4+ card suits, she opens the longer. S has 4 card support but only 6-9 pts, so raises to 2♥. N needs 16+ pts to think about game, so signs off.		W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.		S has enough to ask if N is max – if she is, then game is on (16+9=25). With 6-7 pts, N would Pass, but she has 9pts, so bids game.	

Same limit rules apply to **minor suits** – but take care: you do not want to end up in minor suit game (5 ♦ ♣) unless unavoidable. 3NT is usually better (less points required and less tricks). So with 13+ points, Responder should try for NTs.

Exception: if Opener opens 1 minor, Responder should ALWAYS show a 4 card major at 1 level in preference to supporting partner's minor:

♠ K 6	♠ Q 7	1♦ - 1♥ -	Responder bids her 4 card major
♥ A 5	♥ K 10 9 6	2♣ - 2♦ -	Opener doesn't like it, so bids her 2 nd suit
♦ A 8 7 5 4	♦ 10 9 8 3	Pass	Responder doesn't like Opener's 2 nd suit, so reverts to ♦s at lowest level, which is passed
♣ J 10 9 6	♣ A Q		

- If Responder can't support partner's suit with 4+ card (ie no LIMIT bid)

<6pts **PASS**

6-9 pts and no higher ranking 4+ card suit 1NT ('Dustbin bid')oi9

6+pts 4+ card suit Change suit at 1 level ie: (1♥ -) 1♠ or (1♣ -) 1♥

10+pts 4+ card suit Change of suit at 2 level ie: (1♥ -) 2♣ or (1♣ -) 1♥

Change of suit is **FORCING** for one round

13+ pts whatever responder bids, make sure Opener is forced to respond – you do not want to end up below GAME.

Note:

❖ Unless 15+pts, do not **JUMP** in new suit ie: (1♥ -) 1♠ NOT (1♥ -) 2♠

Ex. 7 (compare to Ex 4)		Ex. 8 (compare to Ex 5)		Ex. 9	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 3	♠ K Q 10 9 5	♠ 8
♥ Q J 10 6 2	♥ K 4 3	♥ A 8 7 5 4	♥ 10 9 6	♥ A 5	♥ K Q 7
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3 2	♦ Q 10 6 5	♦ J 7 4 3
♣ 5 2	♣ 10 6 4 3	♣ J 10 9 6	♣ A Q	♣ J 6	♣ K Q 9 8 7

Pts: 13-4 8 1♥ 1♠ 2♦ 2♥ Pass S cannot support N's ♥s, but can bid her ♠ suit at the one level, N can't support this so shows her second suit with 2♦. S then shows suit preference : she prefers N's ♥s – if she had more ♦s, she Passes to show preference for ♦s.	Pts:14-5 8 1♥ 1NT 2♣ 2♥ Pass W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.	Pts: 12 11 1♠ 2♣ 2♦ 3♦ Pass S N has enough to bid her ♣s at the 2 level, but when shown a 2 nd suit, she can support partner's ♦s. With 11 pts, N is too strong to pass without asking whether S has extra points for GAME – she doesn't.
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Opener rebids:

Responder's Change of suit is FORCING

Support partner if there is a FIT.

With 5+ card suit, Opener may rebid that suit, or try her 2nd suit.

15+pts, Opener should rebid NT (if balanced) or 2nd suit (especially if major) even over 1♦ / ♣ - 2♦ / ♣

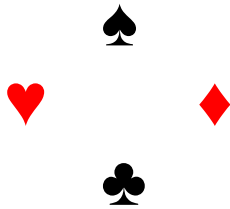
1♣ - 1 any suit	15-16 pts	1NT	
	17-18 pts	2NT	
	19 PTS	3nt	
1♣ - 2 any suit	15-17pts	2NT	Responder PASS if min or 3NT if max
	18+ pts	3NT	

Tips for playing Trump contract

- When a player can't follow suit, he can play a trump card (aka 'ruff').
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
 - Work out most likely distribution of trumps
 - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.
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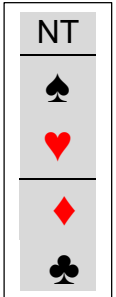
NT ♠ ♥ ♦ ♣

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<12 pts	PASS	
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Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

W	E
♠ K 6 4	♠ A 10 9 7
♥ A Q 8	♥ J 6 2
♦ A 3 2	♦ Q 10 5
♣ 10 6 5 2	♣ Q J 9
Pts: 13	10
1NT	Pass

0-17 pts, 5+ card major – **Transfer** to that major (♠ ♥):

Then responder bids:
1NT – 2♦ - 2♥ - ?

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

0-10 pts	PASS	
11-12	3 (♠♥)	inviting to GAME if max & 3+ card suit
13-17	4 (♠♥)	

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:**

Opener responds: (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)

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 1		2		3	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8 2	♠ 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♠ 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. Winners and Plan?	2♣ 4♣ Pass	1NT 2♥ Pass W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT. Winners and Plan?	2♣ 4♥	1NT 2♥ Hearing her partner open 1NT, S wants to be in game, but NY could be rocky with her singleton ♦. Much better to get more info about any major suit fit from partner - 2♣. When she hears that N has 4 ♥s, she has no hesitation in bidding game.
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Trump Contracts:

FIT; Declarer and Dummy have 8+ cards between them.

- (Almost) always prefer a major suit fit over a minor fit.
- Once you have found an 8+ card fit, you can **re-evaluate** your hand: instead of +1pt for each card over 4 in a suit, you can award points for shortages:

Void	3pts
Singleton	2pts
Doubleton	1pt

Limit Bidding with less balanced hands to Trump Game in Majors (♠♥)

Pt count	Suit count	Bid
12-14pts	5+ and 4+ card suit	} Bid 1 of longer (or higher ranking if equal) suits ignore if suit has no honours
15-19 pts	4+ card suit	

Responder:

• [Always] support partner's suit when you have 4+ card support

- <6pts no chance of GAME **PASS**
- 6-9pts and 4+ cards in partner's suit: 2 of partner's suit
 - Opener has 18-19pts jump to major game
 - 16-17pts rebid 3: inviting Responder to bid 4 (game) if max
 - <15 **PASS**
- 10-12 Bid 3
 - Opener has 15+pts Bid 4 (major game)
 - otherwise **PASS**
- 13+ pts 4¹ (GAME 12+13=25)

¹ You will unlearn this method at a later stage, but it should work for now.

Ex. 4		Ex. 5		Ex. 6	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 2	♠ A Q J 5 4	♠ 10 9 8 2
♥ Q J 10 6 2	♥ K 5 4 3	♥ A 8 7 5 4	♥ K 10 9 6	♥ A 5 4	♥ J 7 6
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3	♦ A 6	♦ K Q 2
♣ 5 2	♣ 10 6 4	♣ J 10 9 6	♣ A Q	♣ J 8 3	♣ K 4 2
Pts: 13-4	8 (+1)	Pts: 14-5	11 (+2)	Pts: 16-7	9
1♥	2♥	1♥	3♥	1♠	2♠
Pass		4♥	Pass	3♠	4♠
N can't open 1NT as she has 2 doubletons. With 2x 4+ card suits, she opens the longer. S has 4 card support but only 6-9 pts, so raises to 2♥. N needs 16+ pts to think about game, so signs off.		W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.		S has enough to ask if N is max – if she is, then game is on (16+9=25). With 6-7 pts, N would Pass, but she has 9pts, so bids game.	

Same limit rules apply to **minor suits** – but take care: you do not want to end up in minor suit game (5 ♦ ♣) unless unavoidable. 3NT is usually better (less points required and less tricks). So with 13+ points, Responder should try for NTs.

Exception: if Opener opens 1 minor, Responder should ALWAYS show a 4 card major at 1 level in preference to supporting partner's minor:

♠ K 6	♠ Q 7	1♦ - 1♥ -	Responder bids her 4 card major
♥ A 5	♥ K 10 9 6	2♣ - 2♦ -	Opener doesn't like it, so bids her 2 nd suit
♦ A 8 7 5 4	♦ 10 9 8 3	Pass	Responder doesn't like Opener's 2 nd suit, so reverts to ♦s at lowest level, which is passed
♣ J 10 9 6	♣ A Q		

- If Responder can't support partner's suit with 4+ card (ie no LIMIT bid)

<6pts **PASS**

6-9 pts and no higher ranking 4+ card suit 1NT ('Dustbin bid')oi9

6+pts 4+ card suit Change suit at 1 level ie: (1♥ -) 1♠ or (1♣ -) 1♥

10+pts 4+ card suit Change of suit at 2 level ie: (1♥ -) 2♣ or (1♣ -) 1♥

Change of suit is **FORCING** for one round

13+ pts whatever responder bids, make sure Opener is forced to respond – you do not want to end up below GAME.

Note:

❖ Unless 15+pts, do not **JUMP** in new suit ie: (1♥ -) 1♠ NOT (1♥ -) 2♠

Ex. 7 (compare to Ex 4)		Ex. 8 (compare to Ex 5)		Ex. 9	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 3	♠ K Q 10 9 5	♠ 8
♥ Q J 10 6 2	♥ K 4 3	♥ A 8 7 5 4	♥ 10 9 6	♥ A 5	♥ K Q 7
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3 2	♦ Q 10 6 5	♦ J 7 4 3
♣ 5 2	♣ 10 6 4 3	♣ J 10 9 6	♣ A Q	♣ J 6	♣ K Q 9 8 7

Pts: 13-4 8 1♥ 1♠ 2♦ 2♥ Pass S cannot support N's ♥s, but can bid her ♠ suit at the one level, N can't support this so shows her second suit with 2♦. S then shows suit preference : she prefers N's ♥s – if she had more ♦s, she Passes to show preference for ♦s.	Pts:14-5 8 1♥ 1NT 2♣ 2♥ Pass W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.	Pts: 12 11 1♠ 2♣ 2♦ 3♦ Pass S N has enough to bid her ♣s at the 2 level, but when shown a 2 nd suit, she can support partner's ♦s. With 11 pts, N is too strong to pass without asking whether S has extra points for GAME – she doesn't.
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Opener rebids:

Responder's Change of suit is FORCING

Support partner if there is a FIT.

With 5+ card suit, Opener may rebid that suit, or try her 2nd suit.

15+pts, Opener should rebid NT (if balanced) or 2nd suit (especially if major) even over 1♦ / ♣ - 2♦ / ♣

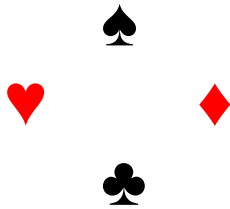
1♣ - 1 any suit	15-16 pts	1NT	
	17-18 pts	2NT	
	19 PTS	3nt	
1♣ - 2 any suit	15-17pts	2NT	Responder PASS if min or 3NT if max
	18+ pts	3NT	

Tips for playing Trump contract

- When a player can't follow suit, he can play a trump card (aka 'ruff').
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
 - Work out most likely distribution of trumps
 - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.
- Try two further NT trump hands – these are further explained in John Stell video Lesson 1 – see link at end of notes on Bridgewebs site.

Example Videos:

John Stell – [Lesson 6](#) (Suit Bidding - Limit Bids); [Lesson 7](#) (playing in a suit contract); [Lesson 8](#) – Suit Bidding – change of suit forcing); [Lesson L13](#) – No trump rebids; [Lesson 19](#) (Bidding unbalanced hands);



Lansdowne Beginners' Bridge – Lesson 3

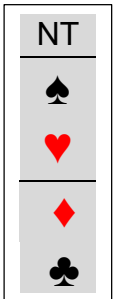
NT ♠ ♥ ♦ ♣

ACOL

Bidding a balanced hand – part 2: **Stsyman**

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

Game:	3 No Trumps	9 tricks	25+ HCP	100 pts
	4 ♠ ♥ (major);	10 tricks	25+ HCP	120 pts
	5 ♦ ♣ (minor)	11 tricks	28+ HCP	100 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 HCP	
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 HCP	



Balanced Hand: no voids. Singletons, and not 2+ doubletons

<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

Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

W	E
♠ K 6 4	♠ A 10 9 7
♥ A Q 8	♥ J 6 2
♦ A 3 2	♦ Q 10 5
♣ 10 6 5 2	♣ Q J 9
Pts: 13	10
1NT	Pass

0-17 pts, 5+ card major – **Transfer** to that major (♠ ♥):

Then responder bids:
1NT – 2♦ - 2♥ - ?

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

0-10 pts	PASS	
11-12	3 (♠♥)	inviting to GAME if max & 3+ card suit
13-17	4 (♠♥)	

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:**

Opener responds: (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)

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 1		2		3	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8 2	♠ 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♠ 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. Winners and Plan?	2♣ 4♣ Pass	1NT 2♥ Pass W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT. Winners and Plan?	2♣ 4♥	1NT 2♥ Hearing her partner open 1NT, S wants to be in game, but NY could be rocky with her singleton ♦. Much better to get more info about any major suit fit from partner - 2♣. When she hears that N has 4 ♥s, she has no hesitation in bidding game.
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Trump Contracts:

FIT; Declarer and Dummy have 8+ cards between them.

- (Almost) always prefer a major suit fit over a minor fit.
- Once you have found an 8+ card fit, you can **re-evaluate** your hand: instead of +1pt for each card over 4 in a suit, you can award points for shortages:

Void	3pts
Singleton	2pts
Doubleton	1pt

Limit Bidding with less balanced hands to Trump Game in Majors (♠♥)

Pt count	Suit count	Bid
12-14pts	5+ and 4+ card suit	} Bid 1 of longer (or higher ranking if equal) suits ignore if suit has no honours
15-19 pts	4+ card suit	

Responder:

• [Always] support partner's suit when you have 4+ card support

- <6pts no chance of GAME **PASS**
- 6-9pts and 4+ cards in partner's suit: 2 of partner's suit
 - Opener has 18-19pts jump to major game
 - 16-17pts rebid 3: inviting Responder to bid 4 (game) if max
 - <15 **PASS**
- 10-12 Bid 3
 - Opener has 15+pts Bid 4 (major game)
 - otherwise **PASS**
- 13+ pts 4¹ (GAME 12+13=25)

¹ You will unlearn this method at a later stage, but it should work for now.

Ex. 4		Ex. 5		Ex. 6	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 2	♠ A Q J 5 4	♠ 10 9 8 2
♥ Q J 10 6 2	♥ K 5 4 3	♥ A 8 7 5 4	♥ K 10 9 6	♥ A 5 4	♥ J 7 6
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3	♦ A 6	♦ K Q 2
♣ 5 2	♣ 10 6 4	♣ J 10 9 6	♣ A Q	♣ J 8 3	♣ K 4 2
Pts: 13-4	8 (+1)	Pts: 14-5	11 (+2)	Pts: 16-7	9
1♥	2♥	1♥	3♥	1♠	2♠
Pass		4♥	Pass	3♠	4♠
N can't open 1NT as she has 2 doubletons. With 2x 4+ card suits, she opens the longer. S has 4 card support but only 6-9 pts, so raises to 2♥. N needs 16+ pts to think about game, so signs off.		W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.		S has enough to ask if N is max – if she is, then game is on (16+9=25). With 6-7 pts, N would Pass, but she has 9pts, so bids game.	

Same limit rules apply to **minor suits** – but take care: you do not want to end up in minor suit game (5 ♦ ♣) unless unavoidable. 3NT is usually better (less points required and less tricks). So with 13+ points, Responder should try for NTs.

Exception: if Opener opens 1 minor, Responder should ALWAYS show a 4 card major at 1 level in preference to supporting partner's minor:

♠ K 6	♠ Q 7	1♦ - 1♥ -	Responder bids her 4 card major
♥ A 5	♥ K 10 9 6	2♣ - 2♦ -	Opener doesn't like it, so bids her 2 nd suit
♦ A 8 7 5 4	♦ 10 9 8 3	Pass	Responder doesn't like Opener's 2 nd suit, so reverts to ♦s at lowest level, which is passed
♣ J 10 9 6	♣ A Q		

- If Responder can't support partner's suit with 4+ card (ie no LIMIT bid)

<6pts **PASS**

6-9 pts and no higher ranking 4+ card suit 1NT ('Dustbin bid')oi9

6+pts 4+ card suit Change suit at 1 level ie: (1♥ -) 1♠ or (1♣ -) 1♥

10+pts 4+ card suit Change of suit at 2 level ie: (1♥ -) 2♣ or (1♣ -) 1♥

Change of suit is **FORCING** for one round

13+ pts whatever responder bids, make sure Opener is forced to respond – you do not want to end up below GAME.

Note:

❖ Unless 15+pts, do not **JUMP** in new suit ie: (1♥ -) 1♠ NOT (1♥ -) 2♠

Ex. 7 (compare to Ex 4)		Ex. 8 (compare to Ex 5)		Ex. 9	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 3	♠ K Q 10 9 5	♠ 8
♥ Q J 10 6 2	♥ K 4 3	♥ A 8 7 5 4	♥ 10 9 6	♥ A 5	♥ K Q 7
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3 2	♦ Q 10 6 5	♦ J 7 4 3
♣ 5 2	♣ 10 6 4 3	♣ J 10 9 6	♣ A Q	♣ J 6	♣ K Q 9 8 7

Pts: 13-4 8 1♥ 1♠ 2♦ 2♥ Pass	Pts:14-5 8 1♥ 1NT 2♣ 2♥ Pass	Pts: 12 11 1♠ 2♣ 2♦ 3♦ Pass
S cannot support N's ♥s, but can bid her ♠ suit at the one level, N can't support this so shows her second suit with 2♦. S then shows suit preference : she prefers N's ♥s – if she had more ♦s, she Passes to show preference for ♦s.	W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.	S N has enough to bid her ♣s at the 2 level, but when shown a 2 nd suit, she can support partner's ♦s. With 11 pts, N is too strong to pass without asking whether S has extra points for GAME – she doesn't.

Opener rebids:

Responder's Change of suit is FORCING

Support partner if there is a FIT.

With 5+ card suit, Opener may rebid that suit, or try her 2nd suit.

15+pts, Opener should rebid NT (if balanced) or 2nd suit (especially if major) even over 1♦ / ♣ - 2♦ / ♣

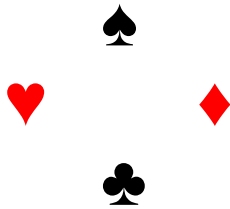
1♣ - 1 any suit	15-16 pts	1NT	
	17-18 pts	2NT	
	19 PTS	3nt	
1♣ - 2 any suit	15-17pts	2NT	Responder PASS if min or 3NT if max
	18+ pts	3NT	

Tips for playing Trump contract

- When a player can't follow suit, he can play a trump card (aka 'ruff').
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
 - Work out most likely distribution of trumps
 - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.
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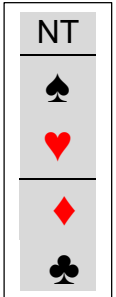
NT ♠ ♥ ♦ ♣

ACOL

Bidding a balanced hand – part 2: **Stsyman**

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

Game:	3 No Trumps	9 tricks	25+ HCP	100 pts
	4 ♠ ♥ (major);	10 tricks	25+ HCP	120 pts
	5 ♦ ♣ (minor)	11 tricks	28+ HCP	100 pts
Small Slam:	6 suit / No Trumps	12 tricks	31-3 HCP	
Grand Slam:	7 suit / No Trumps	13 tricks	35-37 HCP	



Balanced Hand: no voids. Singletons, and not 2+ doubletons

<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

Responses to 1NT:

Pass	<11 pts, no 5 card major (-> Transfer)
2NT	11-12 pts, no 4 card major (-> Stayman)
3NT	13+, no 4 card major

W	E
♠ K 6 4	♠ A 10 9 7
♥ A Q 8	♥ J 6 2
♦ A 3 2	♦ Q 10 5
♣ 10 6 5 2	♣ Q J 9
Pts: 13	10
1NT	Pass

0-17 pts, 5+ card major – **Transfer** to that major (♠ ♥):

Then responder bids:
1NT – 2♦ - 2♥ - ?

(1NT) - 2♦ asks Opener to bid 2♥

(1NT) - 2♥ asks Opener to bid 2♠

0-10 pts	PASS	
11-12	3 (♠♥)	inviting to GAME if max & 3+ card suit
13-17	4 (♠♥)	

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:**

Opener responds: (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)

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 1		2		3	
N	S	W	E	S	N
♠ Q J 8 5	♠ K 9 7 6	♠ K 8 6	♠ A 7 4 3	♠ K J 8 2	♠ 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♠ 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. Winners and Plan?	2♣ 4♣ Pass	1NT 2♥ Pass W has a 4 card ♥ suit, but when E indicates only a 4 card ♠ suit, she can't support, so passes 3NT. Winners and Plan?	2♣ 4♥	1NT 2♥ Hearing her partner open 1NT, S wants to be in game, but NY could be rocky with her singleton ♦. Much better to get more info about any major suit fit from partner - 2♣. When she hears that N has 4 ♥s, she has no hesitation in bidding game.
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Trump Contracts:

FIT; Declarer and Dummy have 8+ cards between them.

- (Almost) always prefer a major suit fit over a minor fit.
- Once you have found an 8+ card fit, you can **re-evaluate** your hand: instead of +1pt for each card over 4 in a suit, you can award points for shortages:

Void	3pts
Singleton	2pts
Doubleton	1pt

Limit Bidding with less balanced hands to Trump Game in Majors (♠ ♥)

Pt count	Suit count	Bid
12-14pts	5+ and 4+ card suit	} Bid 1 of longer (or higher ranking if equal) suits ignore if suit has no honours
15-19 pts	4+ card suit	

Responder:

• [Always] support partner's suit when you have 4+ card support

- <6pts no chance of GAME **PASS**
- 6-9pts and 4+ cards in partner's suit: 2 of partner's suit
 - Opener has 18-19pts jump to major game
 - 16-17pts rebid 3: inviting Responder to bid 4 (game) if max
 - <15 **PASS**
- 10-12 Bid 3
 - Opener has 15+pts Bid 4 (major game)
 - otherwise **PASS**
- 13+ pts 4¹ (GAME 12+13=25)

¹ You will unlearn this method at a later stage, but it should work for now.

Ex. 4		Ex. 5		Ex. 6	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 2	♠ A Q J 5 4	♠ 10 9 8 2
♥ Q J 10 6 2	♥ K 5 4 3	♥ A 8 7 5 4	♥ K 10 9 6	♥ A 5 4	♥ J 7 6
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3	♦ A 6	♦ K Q 2
♣ 5 2	♣ 10 6 4	♣ J 10 9 6	♣ A Q	♣ J 8 3	♣ K 4 2
Pts: 13-4	8 (+1)	Pts: 14-5	11 (+2)	Pts: 16-7	9
1♥	2♥	1♥	3♥	1♠	2♠
Pass		4♥	Pass	3♠	4♠
N can't open 1NT as she has 2 doubletons. With 2x 4+ card suits, she opens the longer. S has 4 card support but only 6-9 pts, so raises to 2♥. N needs 16+ pts to think about game, so signs off.		W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.		S has enough to ask if N is max – if she is, then game is on (16+9=25). With 6-7 pts, N would Pass, but she has 9pts, so bids game.	

Same limit rules apply to **minor suits** – but take care: you do not want to end up in minor suit game (5 ♦ ♣) unless unavoidable. 3NT is usually better (less points required and less tricks). So with 13+ points, Responder should try for NTs.

Exception: if Opener opens 1 minor, Responder should ALWAYS show a 4 card major at 1 level in preference to supporting partner's minor:

♠ K 6	♠ Q 7	1♦ - 1♥ -	Responder bids her 4 card major
♥ A 5	♥ K 10 9 6	2♣ - 2♦ -	Opener doesn't like it, so bids her 2 nd suit
♦ A 8 7 5 4	♦ 10 9 8 3	Pass	Responder doesn't like Opener's 2 nd suit, so reverts to ♦s at lowest level, which is passed
♣ J 10 9 6	♣ A Q		

- If Responder can't support partner's suit with 4+ card (ie no LIMIT bid)

<6pts **PASS**

6-9 pts and no higher ranking 4+ card suit 1NT ('Dustbin bid')oi9

6+pts 4+ card suit Change suit at 1 level ie: (1♥ -) 1♠ or (1♣ -) 1♥

10+pts 4+ card suit Change of suit at 2 level ie: (1♥ -) 2♣ or (1♣ -) 1♥

Change of suit is **FORCING** for one round

13+ pts whatever responder bids, make sure Opener is forced to respond – you do not want to end up below GAME.

Note:

❖ Unless 15+pts, do not **JUMP** in new suit ie: (1♥ -) 1♠ NOT (1♥ -) 2♠

Ex. 7 (compare to Ex 4)		Ex. 8 (compare to Ex 5)		Ex. 9	
N	S	E	W	S	N
♠ A 7	♠ K J 10 2	♠ K J	♠ Q 7 3	♠ K Q 10 9 5	♠ 8
♥ Q J 10 6 2	♥ K 4 3	♥ A 8 7 5 4	♥ 10 9 6	♥ A 5	♥ K Q 7
♦ A Q 7 2	♦ J 9	♦ A J	♦ 10 9 8 3 2	♦ Q 10 6 5	♦ J 7 4 3
♣ 5 2	♣ 10 6 4 3	♣ J 10 9 6	♣ A Q	♣ J 6	♣ K Q 9 8 7

Pts: 13-4 8 1♥ 1♠ 2♦ 2♥ Pass S cannot support N's ♥s, but can bid her ♠ suit at the one level, N can't support this so shows her second suit with 2♦. S then shows suit preference : she prefers N's ♥s – if she had more ♦s, she Passes to show preference for ♦s.	Pts:14-5 8 1♥ 1NT 2♣ 2♥ Pass W is nearly strong enough with distribution points to bid 4♥. When she bids 3♥, asking if E is max, E has no hesitation to bidding up to game. As it turns out, 4♥ is only just makeable with a fair wind.	Pts: 12 11 1♠ 2♣ 2♦ 3♦ Pass S N has enough to bid her ♣s at the 2 level, but when shown a 2 nd suit, she can support partner's ♦s. With 11 pts, N is too strong to pass without asking whether S has extra points for GAME – she doesn't.
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Opener rebids:

Responder's Change of suit is FORCING

Support partner if there is a FIT.

With 5+ card suit, Opener may rebid that suit, or try her 2nd suit.

15+pts, Opener should rebid NT (if balanced) or 2nd suit (especially if major) even over 1♦ / ♣ - 2♦ / ♣

1♣ - 1 any suit	15-16 pts	1NT	
	17-18 pts	2NT	
	19 PTS	3nt	
1♣ - 2 any suit	15-17pts	2NT	Responder PASS if min or 3NT if max
	18+ pts	3NT	

Tips for playing Trump contract

- When a player can't follow suit, he can play a trump card (aka 'ruff').
- Decide when to **draw trumps** – usually best to do this EARLY to stop defenders to ruff your side suit winners
 - Work out most likely distribution of trumps
 - BUT: can you take more trump tricks by Croos-Trumping (aka 'cross-ruffing') side suit losers? This is where shortages are really valuable.
- Try two further NT trump hands – these are further explained in John Stell video Lesson 1 – see link at end of notes on Bridgewebs site.

Example Videos:

John Stell – [Lesson 6](#) (Suit Bidding - Limit Bids); [Lesson 7](#) (playing in a suit contract); [Lesson 8](#) – Suit Bidding – change of suit forcing); [Lesson L13](#) – No trump rebids; [Lesson 19](#) (Bidding unbalanced hands);