

MBC Introduction to Bridge

Bridge Lessons for Beginners and Returning Players

Each Thursday from 8th Feb 2024:
10:00 – 12:00

127 St Vincent Street Ulladulla

Cost \$20 for Paul Marston's
Introduction to Bridge



Instructors Sue Myers-Bateman; Rae Duffy; John Reid

MBC Introduction to Bridge – About Us

- New and returning players always welcome
- Regular Beginner and Improver training and supervised sessions
- Friendly relaxed club environment
- Bridge games six times weekly, with social games Thursday night and Saturday afternoon and supervised play on Monday evening
- Regular social events: pizza nights, wine and cheese, BBQs, dinners and Christmas party
- Around 120 members
- Lots more on our website: <http://bridgewebs.com/mollymook> (or scan the code to the left with your phone)



MBC Introduction to Bridge – About this Course



When	What
Week 1	The play of the cards. Introduction to card play
Week 2	The bidding. Introduction to bidding
Week 3	Fit then game. Introduces distribution points and responder hand evaluation.
Week 4	Mid-ish term review and play some cards
Week 5	Searching for a fit in a major. Try try and try again 😊
Week 6	Opener has a balanced hand: opening no trumps
Week 7	They open the bidding
Week 8 (opt)	More advanced bidding. Opening 2s. Transfers. Stayman.

Each lesson includes a collection of additional resources which you might find valuable. We will send out an email after each lesson with a brief review and the links to the additional resources.

MBC Introduction to Bridge – Week 1: Overview

This week we work through **Chapter 1** of the book. We talk mostly about how the cards are played, and we briefly talk about bidding.

Playing the cards

- Card ranking
- The order of play, who plays when
- Declarer, dummy and defenders
- What is a trick
- Following suit and what to do if you cant
- Trumps
- Opening lead options



MBC Introduction to Bridge – Week 1: The play of the cards. Pt 1

1. What is a System ?
 - many different systems in the world, at MBC we mostly play standard 5 card major which is very common worldwide
 - a system is really just a set of agreements with your partner
2. A brief sidebar – suit order for bidding
 - from lowest to highest (see sidebar) Clubs < Diamonds < Hearts < Spades < No Trumps
3. Card ranking
 - Ace King Queen Jack 10 9 ... 2
4. Player identification
 - North, South, East and West
5. A hand is comprised of 1) your evaluation of your hand; 2) a bidding round (covered in more detail in session 2) then 3) the play of the cards and 4) scoring the result (covered in more detail later).
 - Bidding and card play both proceed in a clockwise direction – starting with?
6. What is a trick ?
 - each player plays one card from her hand in clockwise order. Winner takes all (virtually)
 - after the winner is determined, your card is then placed face down in front of you – orientation shows winner



MBC Introduction to Bridge – Week 1: The play of the cards. Pt 2

7. Any questions before we proceed ?

8. How is the winner of each trick determined ?

- highest card of the suit led, or highest trump played if this is a trump contract
- can one renege ? Inevitably - but you may not :p
- what if you cant follow suit ? Discard or trump.

9. What is a contract ?

- the final bid in an auction
- determines the trump suit (or no trumps)
- determines the minimum number of tricks which declarer needs to make

10. Declarer, Dummy and Defenders explained

11. What does it mean to establish one or more tricks

12. Generally which hand plays high and which plays low ? Why ?

13. Hand evaluation

- What is an honour ? What about a ten ?
- Ace (4); King (3); Queen (2); Jack (1).
- Thus there are a total of 40 points in the deck
- what is a good hand, no trumps vs trumps



MBC Introduction to Bridge – Week 1: Additional Resources

14. Any questions before we proceed ?

15. Trumps – what are they, how many do you want ?

- 13 cards in each suit. Seven for a majority, but eight is much more desirable

16. What to lead ?

- NT: top of sequence; low from a long suit with honour; partners bid suit
- T: non-trump singleton; top of sequence; partners suit; low from a long suit with honour

Any questions ?

Lets play some practice hands

Additional Resources

- Introduction to Bridge – Chapter 1
- Declarer Play: Solitaire minibridge: <https://www.acbl.org/minibridge/>
- Opening Leads: <https://kwbridge.com/leads.htm>
- Peter Hollands Learn to play bridge: <https://youtube.com/watch?v=idqIZoL5NKI>
- Card Play: The Principles of Card Play by Paul Marston – in library
- More Advanced Declarer Play: BBO Bridge Master: <https://www.bridgebase.com/v3/?bridgemaster>



MBC Introduction to Bridge – Week 1 Review

Concept	Comment	Concept	Comment
System	Standard five card major	Dummy	Declarers partner no play
Suit order	Bidding: NT > S > H > D > C.	Defender	
Card ranking	A K Q J T 9 -> 2	Discard	Cant follow suit
Order of play	Clockwise	HCP	High Card Points
Trick	All players play one card	Hand evaluation	
Contract	Last bid followed by three P	Honours	A K Q J 10 ?
Declarer	Person who first bid contract	Opening Leads	



Concepts:

MBC Introduction to Bridge – Week 2: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7



This week we look at content in **Chapter 2** of the book. We dip our toes into bridge bidding:

- Major suits and Minor suits explained
- The order of bidding (who goes first etc)
- What do you need to make the first bid and what should you bid
- What to do when your partner makes an opening bid
- What does it mean to find a fit
- When to play in no trumps

Card Play Tips

- Draw trumps

MBC Introduction to Bridge – Week 2: Opening the bidding

1. Contracts: for a 1 level contract you need to win 7 tricks; 2 -> 8 tricks ... 7 -> 13 tricks

2. Major and minor suits

3. How are points scored

- either by making your contract or bringing down your opponents in their contract
- you score more points for making a major contract than making a minor contract at same level
- you score the most points in a no trump contract at the same level

4. What is a fit ?

- partnership has 8+ cards in a suit

5. When to open the bidding

- 12-19 HCP. Five card (or more) major (M) first priority; otherwise longer minor (m)

6. When to overcall

- 12+ HCP and a good five card suit.

7. Any Questions ?

How would you bid these hands – you are first to bid (p16 2.1)

(a)	(b)	(c)	(d)	(e)
♠ Q 7 6 5 3	♠ A J 8 4	♠ K Q 6 3 2	♠ A Q 6	♠ A K Q J
♥ 5	♥ A K 2	♥ 8 5	♥ A K J	♥ K J 10 9 8
♦ A K Q 3	♦ Q 9 8 6	♦ 2	♦ 6 4 2	♦ A K Q
♣ J 4 3	♣ 7 6	♣ K 10 7 6 3	♣ K Q 4 2	♣ A

Lets play some practice hands – bidding only

MBC Introduction to Bridge – Week 2: Responder's options

8. Responder's (opener's partner) bid
 - pass with less than 6 points. Otherwise if six or more points:
 - support partners major suit opening with 3+ in her major
 - bid a 4+ card major (M) at the one level
 - with less than 10 pts bid 1NT
 - with 10 pts or more can bid a good suit at the 2 level
9. Advancer's bid
 - response options are the same as responder
10. When to bid no trumps
 - no major fit and some coverage in all suits
11. Any Questions ?



You are first to bid – what do you call ?
(pg 20 #1)

	(a)	(b)	(c)	(d)
♠	8	A 9 8 4	J 8 7 4 2	7 3
♥	A 9 2	A K 4	2	A J 8 7
♦	K Q 7 6 2	5 4	Q 5	A Q J 9 4
♣	9 8 6 2	J 4 3 2	A K Q J 4	7 4

MBC Introduction to Bridge — Week 2: Roles Review

<p>Suit Order</p> <p>Clubs</p> <p>Diamonds</p> <p>Hearts</p> <p>Spades</p> <p>No Trumps</p>	<p>Overcaller</p> <p>To bid needs 12+ HCP</p> <p>Open major: 5+ suit</p> <p>Open minor: 5+ suit</p> <p>Rebid:</p>	<p><i>Opening Leads</i></p> <p><i>Top of sequence</i></p> <p><i>Low from honour</i></p> <p><i>Singleton</i></p> <p><i>Partners Suit</i></p>
<p>Opener</p> <p>To bid needs 12+ HCP</p> <p>Open major: 5+ suit</p> <p>Open minor: 3+ suit</p> <p>Rebid:</p> <p>Support resp major: 4+ suit</p>	<p>A = 4</p> <p>K = 3</p> <p>Q = 2</p> <p>J = 1</p> <p>Fit = 8+</p>	<p>Responder</p> <p>To bid needs 6+ HCP</p> <p>Support op. major: 3+</p> <p>Bid major: 4+ in suit</p> <p>Bid NT if balanced</p> <p>Bid minor: 4+ in suit</p> <p>Keep bidding low if no fit.</p>
<p><i>Third player plays high</i></p>	<p>Advancer</p> <p>To bid needs 6+ HCP</p> <p>Support ocall suit: 3+</p> <p>Bid a new suit: 5+</p>	<p><i>2nd player plays low</i></p>



MBC Introduction to Bridge – Week 2: Additional Resources

Partner opens 1♣ – what do you respond?
(pg 20 #2)



(a)	(b)	(c)	(d)
♠ A J 6 2	♠ 9 8 5	♠ K J 9 7 5	♠ J 3
♥ Q 9 2	♥ Q 10 7 2	♥ A Q J 7	♥ A K J 7 6
♦ 9 3 2	♦ 3 2	♦ 2	♦ A J 5 4
♣ 9 4 3	♣ K J 8 5	♣ K 3 2	♣ 4 3



(a)	(b)	(c)	(d)
♠ K 8 7 6	♠ 8 6 4	♠ 7 6	♠ 6 4
♥ Q J 6	♥ K J 2	♥ 9 7	♥ 2
♦ A Q 5 2	♦ K 10 4 3	♦ A K J 6 5 2	♦ A Q J 10 4
♣ 9 2	♣ A Q 2	♣ A 8 4	♣ K Q 10 3 2



You open 1♦, partner responds 1♠
- what do you bid now?
(pg 20 #3)



Lets play some practice hands

Additional Resources

- Introduction to Bridge – Chapter 2
- Bidding practice SAYC Bridge: <http://www.saycbridge.com/bid/>
- Peter Hollands learn bridge bidding in 5 minutes: <https://www.youtube.com/watch?v=LsHEnTdMh7I>

MBC Introduction to Bridge – Week 2 Review



Concept	Comment	Concept	Comment
Major Suit	Spades or Hearts	Minor Suit	Diamonds or Clubs
Opener	Person who makes the first bid	Responder	Opener's partner
Overcaller	First opponent to bid	Advancer	Overcaller's partner
Fit	8+ cards in a suit		



Notes from Dianne Samuel:

There are 15 legal words in our bidding: “one, two, three, four, five, six, seven, spades, hearts, diamonds, clubs, no-trumps, pass, double, redouble”. These are the only words we may use to communicate with partner

Concepts:

MBC Introduction to Bridge – Week 3: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7



This Week we go through **Chapter 3** of the book – it is mostly about **responder's** bids:

Bidding

- What is Game and why should we bid it
- How do we account for shapely hands in our bidding system – distribution points and total points
- Responder's options when we have a fit
- Once we have a fit, both players should re-evaluate their hands
- The concept of a limit bid

Card Play Tips

- Honour from short hand

Concepts: Game; distribution pts; Total Points (TP); limit bids; re-evaluate

MBC Introduction to Bridge – Week 3: What is Game and why ?

Scoring

Suit	Pts per trick	Contract ≥ 100 pts
No Trumps	40 for first; 30 for each subsequent	3 NT
Major suit (H or S)	30	4 S or H
Minor suit (D or C)	20	5 D or C

Game

- Bidding and making a contract worth **100 points** or more (see above)
- Scores **300 bonus points** if not vulnerable and **500 bonus points** if vulnerable
- Your team generally needs a certain number of points to make game

	C	D	H	S	NT
1					
2					
3					25 hcp
4			25 tp	25 tp	
5	28 tp	28 tp			
6	31-33 tp	31-33 tp	31-33 tp	31-33 tp	33 hcp
7	34-37 tp	34-37 tp	34-37 tp	34-37 tp	37 hcp



MBC Introduction to Bridge – Week 3: Distribution points

NB: You may only count shortage points once you have found a fit

You may count points for each suit which has a shortage

# Cards	Term	Shortage Pts
2	Doubleton	1
1	Singleton	3
0	Void	5

Add your HCP and your shortage points to get **Total Points (TP)**

(a)	(b)	(c)	(d)
♠ A K 8	♠ 5 4 3 2	♠ K Q J	♠ J 8 5 3 2
♥ 4 3	♥ 9	♥ A J 3 2	♥ Q
♦ Q 8 7 6 3 2	♦ K J 4 2	♦ 10 9 8 5	♦ J 10 9 8 7 4
♣ 9 6	♣ J 8 7 4 3	♣ K 8	2 ♣

Your partner opened 1♠.
Calculate your TP for each of these hands

Why do we incorporate shortage points in trump contracts ?

What things should you consider when including shortage points ?

MBC Introduction to Bridge – Week 3: Responder's Hand Evaluation

If you have found a fit, responder may include distribution points and use TP for her response

Strength	TP range	Bid
Disappointing :p	0-5	Pass
Minimum	6-10	Raise one level (eg 2♥)
Invitational	11-12	Raise two levels (invite eg 3♥) and let partner decide.
Maximum	13+	Bid Game (eg 4♥)

- Bids such as these which constrain your hand to a small range of points are referred to as **LIMIT BIDS**.
- They are an essential tool for the team to determine their combined points, and thus whether to bid a part score or go for game.

Partner opens 1♥ how do you respond
(pg 29 3.1)

(a)	(b)	(c)	(d)
♠ 8 6 4	♠ 6 5 4	♠ 9 2	♠ K J 6
♥ Q 6 5	♥ Q 8 4	♥ K J 9 8 3	♥ A 6 5 3
♦ A J 10 5 4	♦ J 9 8	♦ 5	♦ 8 3 2
♣ 3 2	♣ J 8 7 4	♣ A J 10 8 2	♣ K 10 4



MBC Introduction to Bridge – Week 3: Opener's Re-evaluation

If there is a fit, **opener** should also re-evaluate her hand with shortage points to determine her total points:

(a)	(b)	(c)	(d)
♠ 6 5	♠ A 6 2	♠ J 5 3 2	♠ A 7 2
♥ A J 7 6 3	♥ A Q 9 4 3 2	♥ A K J 8 6	♥ K J 9 7 3
♦ A K 8 2	♦ A 8 7 4	♦ A 3	♦ 8
♣ 5 3	♣	♣ 9 6	♣ A K Q 3

You open 1♥ partner bids 2♥
what do you bid now? (pg 30 3.2)

Partner opens 1♠ what do you respond? (pg 32 #1)

(a)	(b)	(c)	(d)
♠ A K 8 2	♠ 5 3 2	♠ K J 7	♠ J 5 3
♥ 2	♥ Q 4	♥ A J 2	♥ 7 3
♦ Q 8 7 6 3 2	♦ K J 4	♦ 10 9 8 5	♦ A J 10 9 4
♣ 9 6	♣ J 8 7 4 3	♣ K 8 4	♣ 10 7 4

MBC Introduction to Bridge – Week 3: Additional Resources

8. Review

- Bidding game is where the big scores are made. If you think you have a good chance then go for it; if it depends just how good partner is then ask her to decide (invite)
- **If there is a fit**, responder can include distribution points and can then use a limit bid to provide partner with a limited point range for her hand
- **If there is a fit**; opener should re-evaluate her hand by including any distribution points
- What about distribution points for longer than promised trump suits ?

9. Any questions ?

Lets play some hands

Additional Resources

- Introduction to Bridge – Chapter 3
- Bidding practice SAYC Bridge: <http://www.saycbridge.com/bid/>
- Bidding: The Language of Bidding by Paul Marston in Library
- Peter Hollands Understanding Bidding https://www.youtube.com/watch?v=sC0_yxN1LGM
- Points Schmoints – Sartaj Hans https://www.abf.com.au/teaching/speakers/SartajHansPoints_Schmoints.pdf
- Bid and Made http://www.bidandmade.com/bridge_bid_and_play/Bridge_Bid_0012_Distribution_points.php

Concepts:

MBC Introduction to Bridge – Week 3 Review



Concept	Comment	Concept	Comment
Distribution points	After fit found pts for shortages	Total Points (TP)	HCP + distribution pts
Game	3NT; 4M; 5m. Bidding and making game provides a large boost in your score	Limit bid	A bid which tells partner your minimum and maximum point range
Invite	A bid which asks partner to choose whether to bid game or not		



Concepts:

MBC Introduction to Bridge – Week 4: Review of weeks 1 - 3



Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7

Concepts:



Suit Order
Clubs
Diamonds
Hearts
Spades
No Trumps

Opener
 To bid needs **12+ HCP**

- major: 5+ suit
- minor: 3+ suit

HCP
Ace = 4
King = 3
Queen = 2
Jack = 1



Overcaller
 To bid needs **12+ HCP**

- major: 5+ suit
- minor: 5+ suit

Opening Leads

- *Partners bid suit*
- *Top of sequence*
- *Low from honour*
- *Singleton (trumps)*
- *Top of rubbish*

Advancer
 To bid needs **6+ pts**
 Support ocall suit: 3+
 Bid a new suit: 5+



Points required for game:
 No Trumps 25 HCP
 Major 25 TP
 Minor 28 TP

Responder
 To bid needs **6+ pts**
 Support op. major: 3+
 Bid major: 4+ in suit
 Need **10+ HCP** to bid new suit at 2 level

Shortage Pts (*with fit*)
Doubleton = 1
Singleton = 3
Void = 5
 TP = HCP + shortage pts



MBC Introduction to Bridge – Week 4: Not all bids are born equal ...

What a **bid of a new suit** promises partner will often vary greatly depending on which position makes the bid – review the following bids for each position

Bid	By Opener	By Responder	By Overcaller	By Advancer
1♣				
1♦				
1♥				
1♠				
1 NT				

Concepts:

MBC Introduction to Bridge – Week 4: Not all bids are born equal ...

What a **bid of a new suit** promises partner will often vary greatly depending on which position makes the bid – review the following bids for each position

Bid	By Opener	By Responder	By Overcaller	By Advancer
1♣	12+ HCP 3+ ♣ (probably no 5+ M)	☺	☺	
1♦	12+ HCP 3+ ♦ (probably no 5+ M)	6+ HCP 4+ ♦ (probably no 4+ M)	12+ HCP* 5+ ♦	See responder
1♥	12+ HCP 5+ ♥	6+ HCP 4+ ♥	12+ HCP* 5+ ♥	See responder
1♠	12+ HCP 5+ ♠	6+ HCP 4+ ♠	12+ HCP* 5+ ♠	See responder
1 NT	12-15 HCP. Balanced	6-10 HCP (probably no 4+ M)	12-15 HCP. Balanced	See responder

MBC Introduction to Bridge – Week 4: How common IS game ?

Looking at 65,000 games played at the world bridge championships – **65% of contracts** were played at game or above...

	1	2	3	4	5	6	7
♣	0%	1%	3%	1%	2%	1%	0%
♦	0%	2%	3%	1%	3%	1%	0%
♥	0%	4%	3%	13%	2%	2%	0%
♠	1%	6%	4%	15%	1%	2%	0%
NT	6%	2%	20%	0%	0%	1%	0%



... looking at 240 games played at the clubhouse last Monday slightly **less than 35% of contracts** were game or above. It is common to either not find a fit or not find the points for game.

Concepts:

MBC Introduction to Bridge – Week 5: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7

This week we look at Chapter 4 of the book – we broaden our bidding system to include the bid of a new suit by responder

- We take a brief sidebar into suit shapes – and general concepts in how to bid them
- Responder's priorities in bidding a new suit at the 1-level
- What to bid if we **can** support responder's major suit
- Based on our shape and our strength and responder's bid, what to rebid next
- What is a forcing bid

How would you bid these hands. North is Dealer (see #3 not all bids are equal) :

North	South
♠ A J 8 3	♠ K Q 10 9
♥ K 5 4	♥ Q J 10 9 8
♦ Q J 9 4 2	♦ A 8 7
♣ J	♣ 9

North	South
♠ A J 8 3	♠ 10
♥ K 5 4	♥ Q J 10 9 8
♦ Q J 9 4 2	♦ A 8 7 4
♣ J	♣ 10 9 8

MBC Introduction to Bridge – Week 5: Responder's Priorities

If opener bids a minor; **or** bids a major **which you cant support** (< 3 of the suit) you should:

HCP range	Responder's Hand	Bid
0-5	Hmm how best to express this ...	Pass
6+	If you have a 4+M suit biddable at 1 level	Bid 1M
6-10	Else, unless there is a great reason not to ...	Bid 1NT
10+	Unbalanced: bid a good new suit at 2 level	2x (any new suit). Note 2M should be 5+
11+	Balanced 11-12: 2NT; Balanced 13+: 3NT	2NT or 3NT



Partner opens 1♠ - what do you respond with these hands ?
(pg 47. 4.3)

(a)	(b)	(c)	(d)
♠ 8 3	♠ 2	♠ 8 4	♠ 8 2
♥ K 5 4	♥ Q J 8 7 2	♥ A Q 10 2	♥ A K J 10 5
♦ Q J 4 2	♦ A 8 7 2	♦ Q 8 6	♦ 8 7
♣ J 9 8 5	♣ J 10 2	♣ K Q 4 3	♣ A K 8 3

Opener should note that any **new suit** by responder (ex 1NT) does NOT limit responder's hand. These bids are referred to as **FORCING**. Opener MUST make another bid.

MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14					
	15					
	16					
	17					
	18					
	19					



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15					
	16					
	17					
	18					
	19					

... pass 😊



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15	21	22	23	24	25
	16					
	17					
	18					
	19					

... pass



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15	21	22	23	24	25
	16	22	23	24	25	26
	17					
	18					
	19					

... ask partner how many points she has



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15	21	22	23	24	25
	16	22	23	24	25	26
	17	23	24	25	26	27
	18					
	19					

... good 17, go for game, otherwise ask ?



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15	21	22	23	24	25
	16	22	23	24	25	26
	17	23	24	25	26	27
	18	24	25	26	27	28
	19					

... game 😊



MBC Introduction to Bridge — Week 5: Openers Rebid after Fit

		Responder				
		6	7	8	9	10
Opener	14	20	21	22	23	24
	15	21	22	23	24	25
	16	22	23	24	25	26
	17	23	24	25	26	27
	18	24	25	26	27	28
	19	25	26	27	28	29

... game 😊



MBC Introduction to Bridge – Week 5: Hand Shapes

Hands can be classified as

- **Balanced**; or
- **Unbalanced**

Unbalanced Hands

fall into three categories:

Single suited hands (unbalanced and exactly one suit with four or more cards): Eg 6322; 6331; 7321 etc.

Single Suited

♠ 5
♥ A J 2
♦ K Q J 8 4 2
♣ J 5 4

Balanced hands:

- No voids
- No singletons
- No more than one doubleton

Possible shapes:
4333; 4432 and 5332

Balanced

♠ K 7
♥ A J 2
♦ K Q 7
♣ A J 7 4 3

Two Suited

♠ 3
♥ A 6 2
♦ A Q J 9 3
♣ Q 10 3 2

Two Suited Hands (unbalanced and exactly two suits with four or more cards): Eg 5422; 5432; 5521; 64xx; 65xx etc

Three Suited

♠ A J 7 6
♥ 4
♦ A 10 4 2
♣ A 5 3 2

Three Suited Hand: 4441

Your hand shape determines your bidding – in particular your **rebid** options.

- Balanced hands - No Trump
- Unbalanced Single suited – rebid your long suit
- Unbalanced Two suited – rebid your second suit
- Unbalanced Three suited – a few options depending on partner's bid (or sometimes opponents)



MBC Introduction to Bridge – Week 5: Opener's rebid

Strength	Point range
Minimum	12-15
Invitational	16-18
Maximum	19+

Evaluating Opener's hand. Just as responder can categorise her hand based on a point range, so can opener:



If opener can support responder's major suit (4+) bid she should:

- Immediately re-evaluate her total points (TP) including distribution points. Then
- With **minimum** TP values: bid one more of the suit
- With **invitational** TP values: jump a level in the suit
- With **maximum** TP values: bid game in the suit



You open 1♦ and partner responds 1♠. What do you bid now?



(a)	(b)	(c)	(d)
♠ A 9 7	♠ 3	♠ 5	♠ A J 7 6
♥ A 8 2	♥ A 6 2	♥ A J 2	♥ 4
♦ K J 7 6	♦ A Q J 9 3	♦ K Q J 8 4 2	♦ A 10 4 2
♣ J 6 5	♣ Q 10 3 2	♣ J 5 4	♣ A Q 2

MBC Introduction to Bridge – Week 5: Opener's Rebid

<p>Responder has supported your MAJOR (thus limiting her hand)</p>	<p>Pass if she has bid Game. Otherwise re-evaluate your hand. Calculate your team's TP range (add responder's TP range to your TP):</p> <ul style="list-style-type: none"> • If your team's min. TP ≥ 25 then bid GAME; • If your team's max. TP ≥ 25 then bid 3 (invite); else • Pass
<p>You have a fit (4+) with responder's new MAJOR</p>	<p>Re-evaluate your hand:</p> <ul style="list-style-type: none"> • 12-15 TP – raise responder's major by one • 16-18 TP – if responder is 6+; invite to game. If responder is 10+; bid game. • 19+ TP – bid GAME.
<p>Responder has bid a new suit BUT you still haven't found a fit.</p>	<ul style="list-style-type: none"> • With a single-suited hand, rebid your suit; • With a two-suited hand, rebid your second suit; • With a three-suited hand, if there is still a chance for a major fit, bid that major – otherwise bid No Trumps. • With a balanced hand, bid no trumps. • Note: with 16+HCP, you might jump a level to show partner your strength.
<p>Responder has bid No Trumps (thus limiting her hand)</p>	<p>If responder bid 1 NT (6-10 HCP):</p> <ul style="list-style-type: none"> • You should pass unless you have more than 15 HCP or a highly distributional hand. • If highly distributional - with a single-suited hand, rebid your suit and with a two-suited hand, rebid your second suit. • With 16+ HCP, add your HCP to your partner's range. If min HCP ≥ 25, bid 3NT, otherwise invite with 2 NT. <p>If responder bid 2 NT (11-12 HCP):</p> <ul style="list-style-type: none"> • You should pass with 12 HCP, make a judgement call with 13 HCP and bid 3NT with 14+ HCP.



MBC Introduction to Bridge – Week 5: Quizzes

You open 1♦ and partner responds 1♠. What do you bid now?
(pg 43. 4.1)



(a)	(b)	(c)	(d)
♠ A 9 7	♠ 3	♠ 5	♠ A J 7 6
♥ A 8 2	♥ A 6 2	♥ A J 2	♥ 4 3
♦ K J 7 6	♦ A Q J 9 3	♦ K Q J 8 4 2	♦ A 10 4 2
♣ J 6 5	♣ Q 10 3 2	♣ J 5 4	♣ A 5 2



(a)	(b)	(c)	(d)
♠ 8 5 4 2	♠ A Q 3	♠ 8 2	♠ A J 10
♥ Q 9 8 6	♥ Q J 7 2	♥ K Q J 10 8 3	♥ K J 10 5
♦ K J 3	♦ 8 7 2	♦ 10 9	♦ 8 6
♣ J 9	♣ K J 2	♣ 9 8 5	♣ A 6 4 2

Partner opens 1♦ and you respond 1♥. Partner rebids 2♣ - what do you bid now?
(pg 44. 4.2)



Partner opens 1♠ - what do you respond with these hands?
(pg 47. 4.3)

(a)	(b)	(c)	(d)
♠ 8 3	♠ 2	♠ 8 4	♠ 8 2
♥ K 5 4	♥ Q J 8 7 2	♥ A Q 10 2	♥ A K J 10 5
♦ Q J 4 2	♦ A 8 7 2	♦ Q 8 6	♦ 8 7
♣ J 9 8 5	♣ J 10 2	♣ K Q 4 3	♣ A K 8 3

MBC Introduction to Bridge – Week 5: Quizzes

Partner opens 1♦ what do you respond ?
(pg 48. #1)

(a)	(b)	(c)	(d)
♠ J 7 6 3	♠ A Q 4 2	♠ A 8 2	♠ K Q 9 8 2
♥ K 4	♥ K Q 10 5 4	♥ 7 2	♥ A K J 10
♦ Q 9 8 2	♦ 8 7	♦ 8 4	♦ J 5 3
♣ 9 8 5	♣ 3 2	♣ A K J 9 4 3	♣ 3



(a)	(b)	(c)	(d)
♠ 7 6	♠ A Q 2	♠ A 7 2	♠ 3
♥ A K Q 10 6	♥ A Q 9 7 2	♥ K Q J 9 6 2	♥ A J 9 7 2
♦ Q 9 2	♦ A 9 8	♦ Q 6 5	♦ A Q J 7 6
♣ Q 7 6	♣ K 8	♣ 7	♣ 9 2

You open 1♥. Partner responds 1NT - what do you bid now ?
(pg 48. #3)



NB Bridge bidding standards change quickly – where once people wouldn't open with less than 13 points, now people are opening with 12 or increasingly with 11. When you use other resources, just be aware that the point ranges may differ to those recommended here.

Additional Resources

- Introduction to Bridge – Chapter 4
- Bidding practice SAYC Bridge: <http://www.saycbridge.com/bid/>
- Karen's Bridge Library: <https://kwbridge.com/basics.htm>
- Counting Winners: <https://www.bridgebears.com/bridge-card-game/declarerplay/count-winners.html>

Concepts:

MBC Introduction to Bridge – Week 5 Review

Concept	Comment	Concept	Comment
Balanced Hand	No void, no singleton, max of one doubleton	Unbalanced Hand	Everything else 😊
One suited hand	One 6+ suit all rest 3 or less	Two suited hand	Unbalanced with two suits 4 or more in length
Three suited hand	Unbalanced with three suits of 4 or more: 4 4 4 1	Forcing	A bid which forces partner to bid. Note that if there is an intervening bid by opponents, partner may then pass (< 8 pts).
Bid low while you are looking for a fit			



MBC Introduction to Bridge – Week 6: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7

This week we look at **Chapter 5** of the text - balanced hands:

- how to open them
- how to respond



MBC Introduction to Bridge — Week 6: Opening a NT

Opening with a balanced hand (**why so many bids ?**) :

HCP	Opening Bid	Rebid
12-14		
15-17	1NT	
18-19		
20-21		
22+		

Balanced hands:

- No voids
- No singletons
- No more than one doubleton

Possible shapes:

4333; 4432 and 5332



MBC Introduction to Bridge – Week 6: Opening a NT

Opening with a balanced hand (why so many bids ?) :

HCP	Opening Bid	Rebid
12-14		
15-17	1NT	
18-19		
20-21	Week 8	
22+	Week 8	

Balanced hands:

- No voids
- No singletons
- No more than one doubleton

Possible shapes:

4333; 4432 and 5332

What do you open with these hands (pg 55. 5.1)

(a)	(b)	(c)	(d)
♠ K 7 6 4 2	♠ 8 7 6	♠ A 9	♠ A 8 5
♥ A J 2	♥ A K Q	♥ A Q 3 2	♥ Q 8 7
♦ K Q 7	♦ J 9 8	♦ Q 7	♦ K J 10 3
♣ A 7	♣ A Q 8 4	♣ A 9 6 5 4	♣ A 3 2

Any questions ?

MBC Introduction to Bridge – Week 6: Respond NT

Opening with a balanced hand (**why so many bids ?**) :

HCP	Opening Bid	Rebid
12-14	Bid your longest suit at the 1 level	1NT
15-17	1NT	
18-19	Bid your longest suit at the 1 level	2NT
20-21	Week 8	
22+	Week 8	

Balanced hands:

- No voids
- No singletons
- No more than one doubleton

Possible shapes:

4333; 4432 and 5332

What do you open with these hands (pg 55. 5.1)

(a)	(b)	(c)	(d)
♠ K 7 6 4 2	♠ 8 7 6	♠ A 9	♠ A 8 5
♥ A J 2	♥ A K Q	♥ A Q 3 2	♥ Q 8 7
♦ K Q 7	♦ J 9 8	♦ Q 7	♦ K J 10 3
♣ A 7	♣ A Q 8 4	♣ A 9 6 5 4	♣ A 3 2

Any questions ?

MBC Introduction to Bridge – Week 6: Quizzes

Responding to opener's 1NT opening call (15-17 HCP) with a balanced hand:

HCP range	Bid
0-7	Pass
8-9 (invite)	2NT
10+	3NT

	7	8	9	10
15	22	23	24	25
16	23	24	25	26
17	24	25	26	27

(a)	(b)	(c)	(d)
♠ J 3 2	♠ 9 7 2	♠ K 6 2	♠ K J 9 8 7 2
♥ 9 6 3	♥ A K 5	♥ 8 7	♥ 2
♦ A Q 7 2	♦ Q 7 6 3	♦ K Q J 8 4	♦ K 8 5
♣ 8 5 4	♣ 9 5 3	♣ Q 9 3	♣ 7 6 2

Partner opens 1NT how do you respond with these hands?
(pg 57. 5.2)

Partner opens 1♣, you bid 1♥ and partner rebids 1NT. What do you bid now?
(pg 60 #3)

(a)	(b)	(c)	(d)
♠ J 4 3	♠ Q 10 7	♠ 5 3 2	♠ Q 7 3
♥ K 9 3 2	♥ K Q 4 3	♥ Q J 8 7 6 2	♥ A K 9 7 3 2
♦ A Q 7	♦ A K 10	♦ A 7 2	♦ 7
♣ 10 6 2	♣ 9 8 3	♣ 2	♣ Q 10 2



MBC Introduction to Bridge – Week 6: Overview

Opener		Responder		Opener's Rebid	
HCP	Bidding	HCP	Bidding	HCP	Bidding
12-14	Open 1 of suit (per above). Rebid NT at the lowest level	0-10 11-12 13+	First Bid: As usual. Rebid (after opnrs 1NT): <ul style="list-style-type: none"> • Pass • Bid 2NT (invitational) => • Bid 3NT 	12 13 14	1 NT ¹ If Invited (ie 2NT response): <ul style="list-style-type: none"> • Pass • Bid 3NT • Bid 3NT
15-17	1NT	0-7 8-9 10+	<ul style="list-style-type: none"> • Pass • Bid 2NT (invitational) => • Bid 3NT 	15 16 17	If Invited (ie 2 NT response): <ul style="list-style-type: none"> • Pass – stay in 2NT • Bid 3NT • Bid 3NT
18-19	Open 1 of suit. Jump rebid NT	0-5 6+	First Bid: As usual. Rebid (after opnrs 2NT): <ul style="list-style-type: none"> • Pass • Bid 3NT 		2 NT
20-21	2NT	0-3 4+	<ul style="list-style-type: none"> • Pass • Bid 3NT 		
22+	2C				

¹ Or lowest biddable NT

MBC Introduction to Bridge – Week 6: Review

Any questions ?



Lets play some hands



Additional Resources

- Introduction to Bridge – Chapter 5
- All About No Trumps by Paul Marston – in library.
- No Trump Strategy: <https://www.youtube.com/watch?v=Qqfrs3LcWhc>
- How Not to play No Trumps by Tony Staw: <https://www.youtube.com/watch?v=3V5f5eOmbws>

Concepts:

MBC Introduction to Bridge – Week 6 Review



Concept	Comment	Concept	Comment
Balanced Hand	No void, no singleton, max of one doubleton	1NT	15-17 HCP
2NT	20-21 HCP	With 12-14 or 18-19 Open a suit first then bid NT	12 – 14 = rebid NT at lowest level 18-19 = jump a level in NT



Concepts:

MBC Introduction to Bridge – Week 7: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7
Opening 2s	Week 8		Week 8		Week 8



This week we look at **chapter 6** of the book - we talk about the overcaller

- Takeout Doubles
- open a bit lighter

MBC Introduction to Bridge – Week 7: Takeout Doubles

1. Takeout Doubles

- declarer opens and you have opening pts and support for other suits (usu shortage in their bid suit); but no other legal bid (ie no five card suit or insufficient HCP for 1NT)
- advancer bids her longest suit (you can assume a fit – and thus may include distribution points)
- in almost all cases, advancer must make a bid (unless opponents make an intervening bid) – if your strongest suit is the opponents suit – then 1NT may be the best response

Opponents open 1♦, **partner doubles**. What do you bid?
(pg 71 6.1)

	(a)	(b)	(c)	(d)
♠	7 3	7	J 8 3 2	A Q 10 7 3
♥	J 5	A Q J 7 6 4	10 3	6 2
♦	Q 9 8 6	7 3 2	Q 8 6	A J 7
♣	Q 7 6 4 3	A 8 4	K 4 3 2	Q 8 5

2. Doubler's rebid

- when you double, you ask partner to choose the suit and contract. You should NOT rebid unless you have significant values (16+ HCP)

3. Overcaller can choose between passing, doubling or overcalling



MBC Introduction to Bridge – Week 7: Overcall or Double

Overcall or double ? Opponent opens 1♥ – what do you do? (pg 73. 6.2)



(a)	(b)	(c)	(d)
♠ A K J 7 3	♠ A 5	♠ A J 8 2	♠ K Q J 10
♥ 6 2	♥ K Q 8 7 4	♥ 7	♥ 9 6
♦ A J 6	♦ J 8 7 3	♦ J 8 6 4 3	♦ K 8 3
♣ 8 6 3	♣ Q J	♣ A Q 3	♣ A J 10 8



4. To overcall opponents opening bid with 1NT, you still need 15-17 HCP, but you also need a stopper in the opponents bid suit(s)
 - a stopper is an honour card with enough support cards that it can stop the opponents run of the suit



(a)	(b)	(c)	(d)
♠ K Q 7 4 2	♠ A J 9 5	♠ A J 2	♠ J 7 6
♥ K 9 8	♥ A 8 3	♥ K Q J 10 5	♥ K Q 2
♦ 7 3	♦ 8 6	♦ 10 8 4 2	♦ A J 10
♣ A 8 5	♣ A 8 5 3	♣ 4	♣ K Q 6 3

The player on your right opens 1♦ – what do you do? (pg 77. #1)



MBC Introduction to Bridge – Week 7: Quizzes

(a)	(b)	(c)	(d)
♠ 9 7 3	♠ 9 7 3	♠ 9 7 3	♠ J 2
♥ Q 7 3 2	♥ 6 2	♥ A Q J 5 3	♥ 6 4
♦ K J 3 2	♦ Q J 7 3 2	♦ 2	♦ Q 10 7 6 3
♣ 6 3	♣ 8 7 2	♣ K 10 5 3	♣ K Q 6 3

On your left, 1♠, partner doubles, pass on your right.
What do you bid?
(pg 77. #2)



On your left, 1♥, partner doubles, pass on your right.
What do you bid?
(pg 77. #3)

(a)	(b)	(c)	(d)
♠ A 8 2	♠ Q 8 6 2	♠ 7 4	♠ A K J 4 2
♥ 7 5	♥ 5 3	♥ A J 10 7	♥ 8 3 2
♦ J 7 4	♦ K Q 6 3	♦ K 5 2	♦ K 10 9 3
♣ 9 8 5 4 2	♣ 10 7 3	♣ 9 8 6 2	♣ 9



MBC Introduction to Bridge – Week 7: Questions ?

Any questions ?



Lets play some hands



Additional Resources

- Introduction to Bridge – Chapter 6.
- Very good info about takeout doubles: <https://www.bridgebears.com/bridge-card-game/bidding/doubles.html>
- Oasis Bridge – takeout double: https://www.youtube.com/watch?v=GvNzaV6x_x4
- Oasis Bridge – response to t/o double: <https://www.youtube.com/watch?v=HsJbaJTqdmw>

Concepts:

MBC Introduction to Bridge – Week 7 Review



Concept	Comment
Takeout Doubles	You should be able to support whatever suit partner bids; to rebid after a takeout double you need 16+ HCP
Advancer (overcaller's partner)	Firstly calculate your TOTAL POINTS, as you can assume a fit in whatever you bid. If there is no intervening bid , you MUST make a bid. You will bid your longest suit which hasn't been bid by your opponents. If you have 8+ HCP, and cover in your opponents' suit(s) you could consider bidding 1NT. If there IS an intervening bid , you may pass *BUT* if you have 8+ points you could bid at the one level, and with 10+ points you could bid at the two level.
Advancer	If you have 13+ TP, you should consider bidding directly to game in a major, or 4 of a minor

MBC Introduction to Bridge – Week 8: Overview

Opening Bid		Responder's Bid		Opener's rebid	
Unbalanced	Week 2	Can support opener	Week 3		Week 3
		Can not support opener	Week 5	Can Support Responder	Week 5
				Can not support responder	Week 5
Balanced	Week 6		Week 6		Week 6
Overcaller	Week 7		Week 7		Week 7
Opening 2s	Week 8		Week 8		Week 8



This week we look at **the Appendix** of the book – and broaden our bidding system further

- Opening 2 bids
- Advanced responses to a no trump opening by partner
- Artificial bids

Concepts:

MBC Introduction to Bridge – Week 8: No Trumps Transfers

If partner opens with a No Trump and you have a **5+ card major**, you should use a special artificial bid called a **transfer** to tell your partner about your long major. In short, you will bid the suit **one BELOW** your major. So with 5+ hearts, bid diamonds and with 5+ spades bid hearts. Partner then bids your suit.

The reason to do this is so that the strong hand (the no trump hand) remains hidden from your opponents.

NB: the LESS points you have the more important to transfer
NBB: you may only bid a transfer bid if RHO passes. (system is OFF after interference).

Op.	Resp.		Op.	Resp.
1 NT	2♦	5+♥; 0+ HCP	2♥	0-7 HCP: pass
	2♥	5+♠; 0+ HCP	2♠	8-9 HCP: 2NT 10+ HCP: 3NT
2 NT	3♦	5+♥; 0+ HCP	3♥	0-3 HCP: pass
	3♥	5+♠; 0+ HCP	3♠	4 HCP: invite 5+ HCP: 3NT



How would you bid these hands (North is opener) ...

North	South
♠ A J 8	♠ K Q 10
♥ K Q	♥ Q J 10 9 8
♦ Q J 9 4 2	♦ A 8 7
♣ Q J 9	♣ 6

North	South
♠ A J 8	♠ 10 9 7 6 5
♥ K Q	♥ J 10 9 8
♦ Q J 9 4 2	♦ 8 7 5
♣ Q J 9	♣ 8

North	South
♠ A K Q 8	♠ 10 4 2
♥ K Q 7	♥ J 10 9 8 5
♦ K Q J 4	♦ 8 7 2
♣ J 9	♣ K 9

MBC Introduction to Bridge – Week 8: No Trumps Simple Stayman

If partner opens a No Trump and you have

- **8+ HCP** (for 1 NT; 4+ HCP for 2NT opening)
- A 4 card heart suit and/or a 4 card spade suit;
- Some shape in your hand (ie don't use stayman if you are 4333)

You can explore for a major suit fit by using Stayman

NOTE: you may only bid Stayman if RHO passes. (system is OFF after interference).

Open	Responder		Opener's Rebid	
1 NT	2♣	8+HCP; 4♥ and/or 4♠	2♦ 2♥ 2♠	Denies 4 card major 4+♥. May still have 4♠ 4+♠
2 NT	3♣	3+HCP; 4♥ and/or 4♠	3♦ 3♥ 3♠	Denies 4 card major 4+♥. May still have 4♠ 4+♠

How would you bid these hands (North is opener) ...

North	South
♠ A J 8	♠ K Q 10
♥ K Q 7	♥ J 10 9 8
♦ Q J 9 4	♦ A 8 7 4
♣ Q J 9	♣ 6 3

North	South
♠ A J 8	♠ K Q 10
♥ K Q 7	♥ J 10 9 8
♦ Q J 9 4	♦ A 8 7
♣ Q J 9	♣ 6 3 2

North	South
♠ A J 8 4	♠ K Q 10
♥ K Q 7 4	♥ J 10 9 8
♦ Q J 9	♦ A 8 7 6
♣ K J 9	♣ 6 2

North	South
♠ A K Q 8	♠ K 10 3
♥ K Q 7	♥ J 10 9 8
♦ K Q J 4	♦ 9 8 7 6 5
♣ J 9	♣ 6

MBC Introduction to Bridge – Week 8: Strong 2 Openings

There are two bids reserved for opener when she has a really strong hand with lots of points:

- **2NT** shows 20-21 HCP and a balanced hand
- **2♣** shows 20+ HCP. Note if you have a balanced hand and 22+ points, bid **2♣** and then rebid No Trumps. An opening **2♣** is an example of an **artificial bid**.
- **2♣** is game forcing

Responses to 2NT

Response	Promises
Pass	0-3 HCP
3♦	Transfer to ♥
2♥	Transfer to ♠
3♣	Stayman
3 NT	4-11 HCP; Denies 4+ M

Opener's Rebid

- Transfers and stayman are discussed later in this chapter

Responses to 2♣

Response	Promises
2♦	0-7 HCP (artificial bid)
2♥	8+ HCP; 5+ ♥
2♠	8+ HCP; 5+ ♠
3♣	8+ HCP; 5+ ♣
3♦	8+ HCP; 5+ ♦

Opener's Rebid

- With a balanced hand and 22-23 pts bid No Trumps; otherwise bid suit



MBC Introduction to Bridge – Week 8: Weak 2 Openings

The three remaining two level openings all show a weak hand with a long suit:

Response	Promises
2♦	6-10 HCP; 6+ ♦
2♥	6-10 HCP; 6+ ♥
2♠	6-10 HCP; 6+ ♠

Initially you may want to have at least two honours in the weak suit; but more commonly nowadays that is not expected. If you are vulnerable – you should err on the high side of the HCP range (eg 9 or 10 HCP).

Any questions? Lets play some cards 😊

Additional Resources

- Introduction to Bridge – Appendix.
- Karen’s Bridge: <https://kwbridge.com/weak2.htm>
- Oasis Bridge – Weak Two opening bids: <https://www.youtube.com/watch?v=4G4P2wicryg>
- Bridget Rampton– 2 club opening: https://www.youtube.com/watch?v=oho_3d5_L5I (volume is a bit low)
- Peter Hollands – how to play Stayman: https://www.youtube.com/watch?v=oho_3d5_L5I
- Peter Hollands – Learn to play Transfers: <https://www.youtube.com/watch?v=C4YdTpepLdw>



MBC Introduction to Bridge – Week 8 Review



Concept	Comment
Transfers	After partner opens a no trump, if you have a 5+ card major – bid the suit below for opener to accept the transfer by bidding your suit.
Stayman	After partner opens a no trump, if you have a four card major and enough points bid 2♣ asking partner if she has a four card major
Strong Twos	With 20+ HCP bid: 2NT with 20-21 and a balanced hand 2♣ otherwise.
Weak Twos	The remaining three two-level opening bids all show a weak hand (6-10 HCP) and a long suit (6+)

MBC Introduction to Bridge – About

This document created on behalf of the Mollymook Bridge Club based on Paul Marston's Introduction to Bridge



A copy of this document (PPT), a printer friendly PDF version of same, hand records for each lesson and a first draft bidding reference sheet are all available from this google drive

https://drive.google.com/drive/folders/1v3Rxl6e_svNGvfk_ZeUABEvYT7a9-zob?usp=drive_link



Version	Who	When	What
1.12	JR	Apr 2024	Minor updates. Used this version to generate a printable PDF

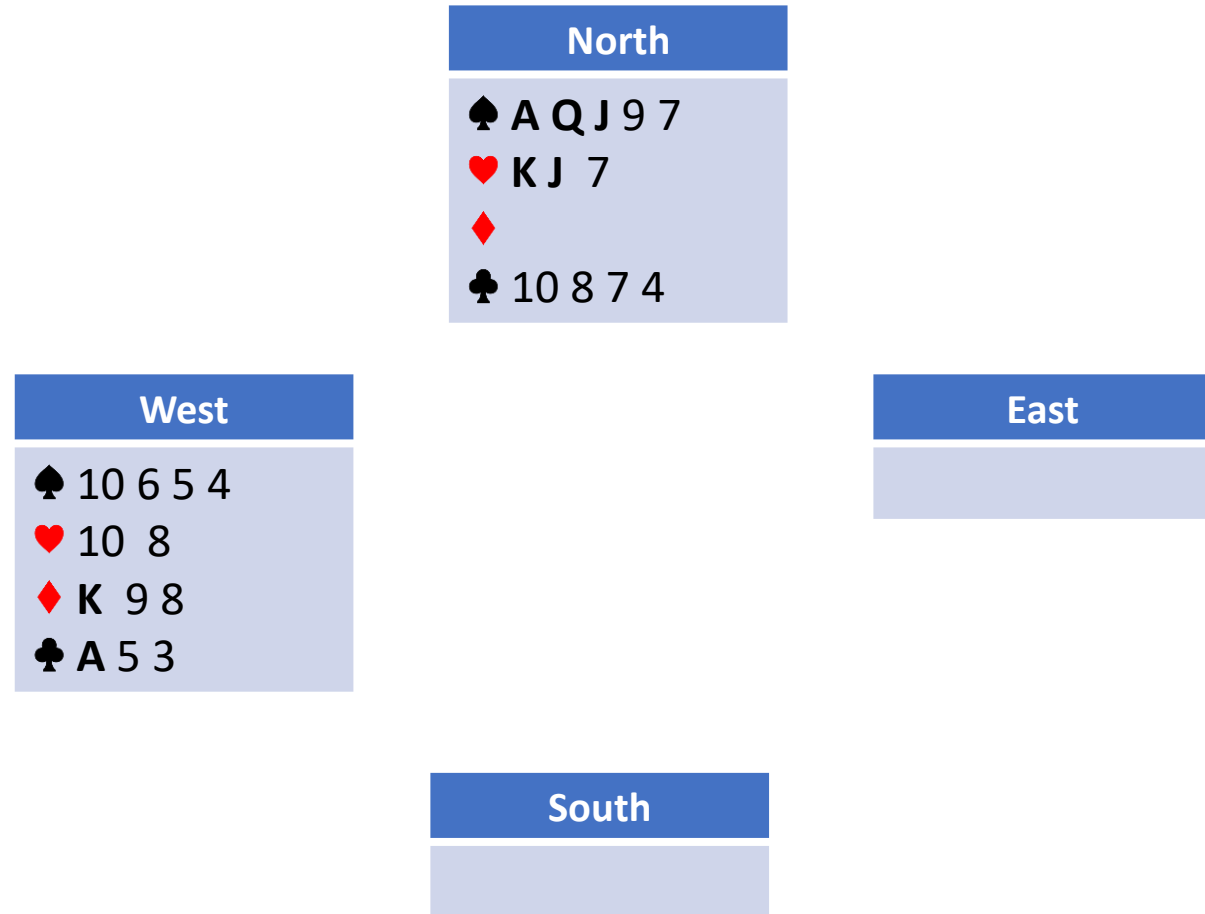
MBC Introduction to Bridge — Declarer: Hold Up Play

You are South, in 3NT. West leads the ♣5 to East's ♣K.
Plan the play



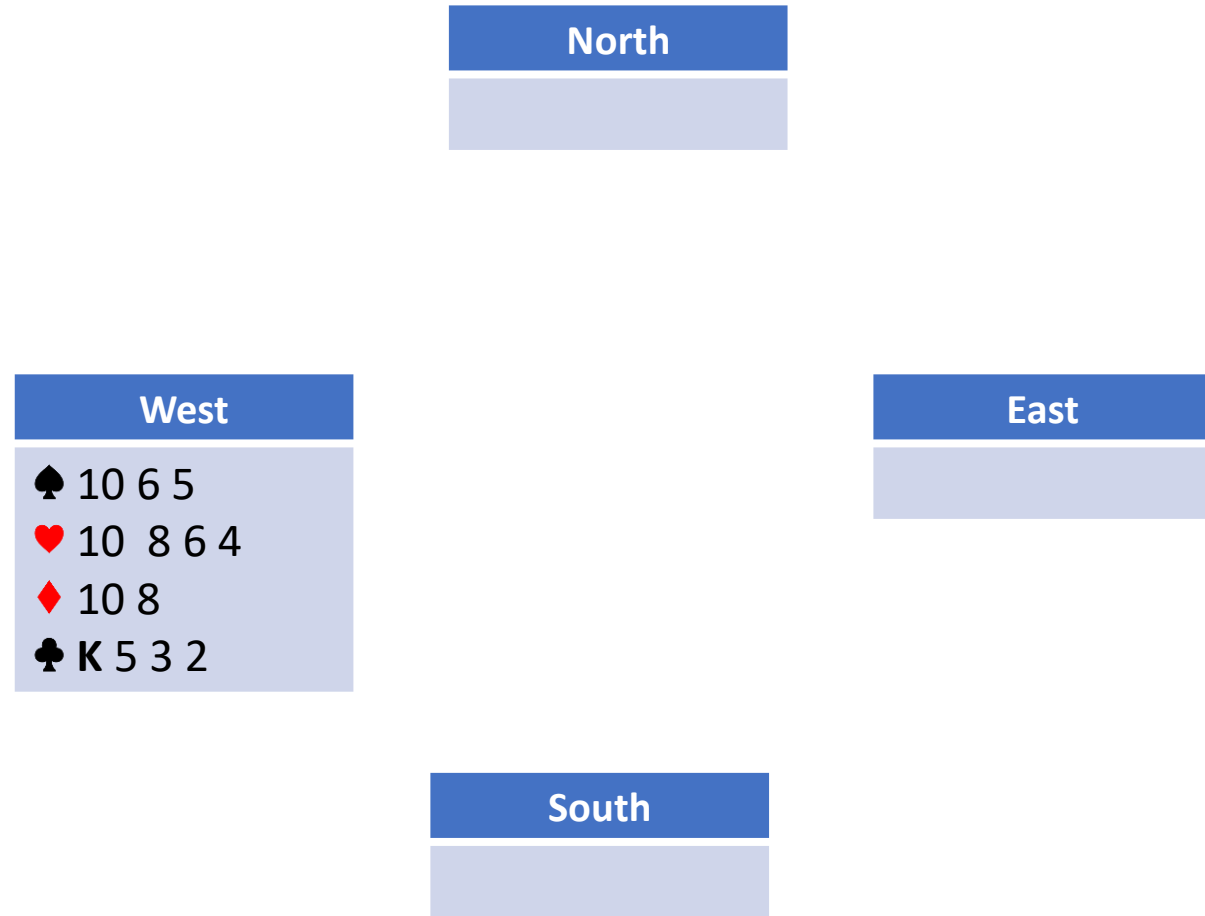
MBC Introduction to Bridge — Defender: Lead **THROUGH** strength

You are West defending against 4♥ by South. You won the first trick with your A♦. What do you play now



MBC Introduction to Bridge – Defender: Doubleton

You are West defending against 4♥ by South. Your partner bid diamonds. Which card do you lead ?





Suit Order
Clubs
Diamonds
Hearts
Spades
No Trumps



Overcaller
 To bid needs **12+ HCP**
 • major: 5+ suit
 • minor: 5+ suit

Points required for game:
 No Trumps 25 HCP
 Major 25 TP
 Minor 28 TP

Opener

To bid needs **12+ HCP**
 • major: 5+ suit
 • minor: 3+ suit

Opening Leads

- *Partners bid suit*
- *Top of sequence*
- *Low from honour*
- *Singleton (trumps)*
- *Top of rubbish*

Responder

To bid needs **6+ pts**
 Support op. major: 3+
 Bid major: 4+ in suit
 Need **10+ HCP** to bid new suit at 2 level

HCP

Ace = 4
King = 3
Queen = 2
Jack = 1

Advancer

To bid needs **6+ pts**
 Support ocall suit: 3+
 Bid a new suit: 5+

Shortage Pts (*with fit*)
Doubleton = 1
Singleton = 3
Void = 5
 TP = HCP + shortage pts



Responder's bids with fit

Strength	TP range	Bid
Disappointing :p	0-5	Pass
Minimum	6-10	Raise one level (eg 2♥)
Invitational	11-12	Invite (eg 3♥) and let partner decide.
Maximum	13+	Bid Game (eg 4♥)



Opener's Hand Strength

Strength	Point range
Minimum	12-15
Invitational	16-18
Maximum	19+

Good Points

Most of your **Honours in your team's suit(s)**

Royals work better together (! Harry).
You want your **honours clustered**

Length in a suit (5+)

Good pips: 10s, 9s and 8s

Sequences (Q J 10 8)

Honours in **unbid suits** are better than ..

Honours in **right hand opponents (RHO) suit** are better than ...

Bad Points

Honours in **opponents' suits**

Honours isolated across all suits

Flat hand (eg 4333)

Bad pips: 2s, 3s, 4s, 5s etc

Broken suits (K 7 5 2)

Unsupported honours (eg singleton queen)

Honours in opponents' suits

Honours in left hand opponents (LHO) suit