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| --- | --- | --- |
| **High Card Points** (HCP): **Ace** = 4; **King** = 3; **Queen** = 2; **Jack** = 1 | Game in **No Trumps** (3NT) needs 25+ **HCP**  Game in **Major** suit (4♥| 4♠) needs 25 **TP**  Game in M**inor** suit (5♣|5♦) needs 28+ **TP** | **Balanced Hand**: no void; no singleton; < 2 Doubletons: 4333; 4432; 5432 |
| **Total Points** (TP) = HCP + Shortage points (\*only\* after a fit [8+] )  **Shortage points** **Void** = 5; **Singleton** = 3; **Doubleton** = 1. | **Single-Suited**: unbal and exactly ONE suit of length 4+ 6xxx; 7xxx etc. |
| **Two Suited:** unbaland exactly TWO suits of length 4+ 54xx; 55xx; 64xx etc |
| **Three Suited:** unbaland exactly THREE suits of length 4+ 4441. |

## Opening Bids

|  |  |  |  |
| --- | --- | --- | --- |
| Bid | HCP | Shape | Comments |
| 1♣ | 12-21 | Promises 3+ ♣. **Denies** 5+ ♥ and ♠. | NOTE that with 4 ♣ and 4 ♦, bid 1♦ |
| 1♦ | 12-21 | Promises 3+ Diamonds. **Denies** 5+ ♥ and ♠. | NOTE that with 3 ♣ and 3 ♦ bid 1♣. 90% of the time this will be 4 ♦. |
| 1♥ | 12-21 | Promises 5+ ♥. | NOTE that with 5 ♥ and 5 ♠– bid ♠ first and then rebid ♥. |
| 1 ♠ | 12-21 | Promises 5+ ♠. | Does not deny 5 ♥ |
| 1 NT | 15-17 | Balanced. No void, no singleton; 0 or 1 doubleton | NOTE with balanced hand and **12-14 HCP** bid a suit then 1NT; with **18-19 HCP** bid a suit and then 2NT |

## Responders Options

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| --- | --- | --- | --- |
| Pts | **Options if partner opens a suit** | HCP | **Options if partner opens 1NT** |
| 0-5 | Pass | 0-7 | Pass |
| 6-10 | **If you can support Openers MAJOR suit**; Evaluate TP. RAISE PARTNERS MAJOR BY 1; else  **If you have a 4+ major** that you can bid at one level – **BID ONE of your MAJOR**; else  **Bid 1NT** | 8-9 | If you can support no trumps - Invite by bidding 2NT; else  Pass. |
| 11-12 | **If you can support openers MAJOR suit**; Evaluate TP; RAISE PARTNERS MAJOR by 2 (invite); else  You can bid a 4+ major at the one level; or a 5+ SUIT at the two level; else  **Bid 2NT** | 10+ | If you can support no trumps – bid game (3NT); else bid your long suit at the 2-level |
| 13+ | **If you can support openers MAJOR suit**; calculate your TP; bid GAME; else  You can bid a 4+ major at the one level; or a 5+ SUIT at the two level; else  **Bid 3NT** |  |  |

## Opener’s Rebid (unbalanced Hands – see 1NT opening bid for balanced options)

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| --- | --- |
| Responder has supported your **MAJOR** | Re-evaluate your hand. Calculate your team’s TP range (add responder’s TP range to your TP):  If your team’s **min**. TP >= 25 then bid GAME;  If your team’s **max**. TP >= 25 then bid 3 (invite); else  Pass |
| You have a fit (4+) with responder’s new **MAJOR** | Re-evaluate your hand. Your bid depends on whether responder is **6+** or **11+** (ie she bid 2):  12-14 TP – raise responder’s major by one  15-18 TP – if responder is 6+, raise responder’s major by two else if she is 11+ BID GAME  19+ TP – BID GAME. |
| Responder has bid a new suit – you still haven’t found a fit. | With a **single-suited han**d, 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.  Note: with 16+HCP, you may now jump a level to show partner your strength. |
| Responder has bid No Trumps (thus limiting her hand) | With a weakish hand you should probably just pass (say 12-13 pts). Otherwise calculate your team’s HCP range by adding your HCP to your partner’s HCP range.  If your team’s min HCP >= 25 and you can support no trumps then bid 3NT; otherwise  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 |

## Card Play Guidelines – **General**

|  |  |
| --- | --- |
| Principle | Comments |
| Play low to an honour | Generally do not lead honours from your hand – lead low from the other hand to the honour (let your opponents make mistakes) |
| Opening a new suit | Other than the opening lead - be cautious about leading a new suit unless there is a specific reason to do so. It is most often beneficial to your opponents when you are the first to open a suit. |
| Its okay to lose the lead | (generally :p) In fact if you can get your opponents to make a lead in a suit that you don’t want to lead it is to your advantage. |
| Second hand plays low | Unless there is good reason not to; though also note … |
| Cover an honour with an honour ? | A much abused truism. Only do so if it is likely to promote another of your (or your partner’s) cards in that suit. For example, if they lead a J and you have Q 10 – play the Q, promoting your 10. |

## Card Play Guidelines – **Declare**r Play in **NO Trumps**

|  |  |
| --- | --- |
| Principle | Comments |
| Plan your play | When dummy comes down:  Thank your partner  Count dummies cards  Count your **WINNERS.** if you have enough for game take them; otherwise determine where you can make extra tricks (establish long suit; finesses etc.)  Work out how many HCP your opponents have. Review the bidding and consider what the first lead implies |
| Hold off playing your stopper | You cant always do it safely – but if they start playing their long suit, where it is safe to do so, it is usually wise to NOT play your stopper on the first trick – hold off for one or two. |
| Play YOUR long suit as soon as possible | **Add dummy and your cards for each suit**. Any suit which has seven or more cards may produce extra tricks. Work on your longest suit first |
| Lose your losers early | If you have to establish tricks in a suit (ie lose to one or more of their honours in order to make your long suit) – do that early before you play out your winners in the other suits |
| Preserve your entries | An entry is a way to get from one hand to another. In no trumps it is usually an honour. Try to maintain entries in both hands in the early part of the play. |
| Play honours in the short hand first | Where you have honours in both hands (you and dummy), you generally want to play the honours in the short hand (less cards) first |
| Most common splits | If you are missing an EVEN number of cards in a suit; it is more common that they will not be split equally (ie if you are missing six cards, the most common split is 4:2)  If you are missing an ODD number of cards in a suit, the most common split is beneficial (ie if you are missing FIVE cards in a suit, the most common split is 3:2). |

## Card Play Guidelines – **Declarer** Play in **Trumps**

|  |  |
| --- | --- |
| Principle | Comments |
| Plan your play | When dummy comes down:  Thank your partner  Count dummies cards  Count your **LOSERS** (you can count winners too if you wish). if you can make game safely – do so. otherwise determine where you can make extra tricks (trump losers; discard losers on winners; establish long suit; finesses)  Work out how many HCP your opponents have. Review the bidding and consider what the first lead implies |
| Play trumps early? | Generally you will want to remove your opponents trumps early (so they cant trump your side suit winners). There are exceptions. Think about the likely trump split (see below) |
| Preserve your entries | An entry is a way to get from one hand to another. It may be an honour, or a trump. Try to maintain entries in both hands in the early part of the play. |
| Trump from the short hand | If you are going to trump one of your opponent’s suits, where possible you are better off trumping in the hand with the less trumps (this is most commonly dummy, though not always). |
| You don’t always have to trump | As an addendum to the above point, even though you can trump in, you may be better discarding a loser rather than trumping (especially if the trumps are in the long hand) |
| Play honours in the short hand first | Where you have honours in both hands (you and dummy), you generally want to play the honours in the short hand (less cards) first |
| Eight never, nine ever | If you have nine trumps between you and dummy, and are missing the queen, don’t finesse, just lead to the Ace and King. If you have eight trumps and are missing the queen, you should finesse. |
| Most common splits | If you are missing an EVEN number of cards in a suit; it is more common that they will not be split equally (ie if you are missing six cards, the most common split is 4:2)  If you are missing an ODD number of cards in a suit, the most common split is beneficial (ie if you are missing FIVE cards in a suit, the most common split is 3:2). |

## Card Play Guidelines – **Defender** Play in **NO** **Trumps**

|  |  |
| --- | --- |
| Principle | Comments |
| Opening Leads | Priority is:   * If partner has bid, lead her suit. If you only have two, lead the high one first, then play the low one at the next opportunity. * Top of sequence **in a suit with 4+.** The preferred sequence length in no trumps is three – so a sequence might be AKQ, KQJ, 1098 etc. Its okay if you are missing the one at the end, so AKJ or KQ10 is also fine. * **Low from an honour** in your long suit (where an honour is any of A K Q J). * **High from rubbish** holding (eg 8 from 8 6 4). By leading high, partner knows you don’t have an honour * **DO NOT** lead an ace unless either it’s your partner’s bid suit **or** you have the King and Queen or Jack plus one or two more * Ask me about internal sequences when you are ready. |
| Return partners opening lead | If your partner led a small card, then at your first opportunity to lead, return partners opening lead suit; unless you have a good reason not to. A good reason would be a very long and strong suit of your own. |
| Lead **through** Strength | If you are on lead and have no obvious lead, then if the **NEXT** person to play a card is dummy, lead to dummy’s strong suit (especially one which has gaps in it – eg A Q). Why? So you don’t finesse your partner |
| Lead **to** Weakness | If you are on lead and have no obvious lead, then if the **LAST** person to play a card is dummy, lead to dummy’s strong suit (especially one which has gaps in it – eg A Q). Why? So you don’t finesse your partner |
| Defeat the contract | If at any stage you have the means to defeat the contract – do so rather than risk not defeating it. |

## Card Play Guidelines – **Defender** Play in **Trumps**

|  |  |
| --- | --- |
| Principle | Comments |
| Opening Leads | Priority is:   * If partner has bid, lead her suit. If you only have two, lead the high one first, then play the low one at the next opportunity. * A **singleton** (other than trumps) – but ONLY if you have some small trumps ready to trump with; * Top of a **doubleton** (other than trumps). But **NOT** a K or Q. An Ace doubleton (Ax) is particularly effective – but ONLY if you have some small trumps ready to trump with; * Top of sequence. Unlike No trumps, a sequence might only be two cards - so a sequence might be KQx, QJx, etc; * **Low from an honour** in your long suit (where an honour is any of **K Q J**). NB: do NOT lead away from an ace in a trump contract; * **High from rubbish** holding (eg 8 from 8 6 4). By leading high, partner knows you don’t have an honour * **DO NOT** lead an ace unless either it’s your partner’s bid suit **or** you have the King and Queen or Jack plus one or two more * **DO NOT** lead a singleton trump – but its okay to lead trumps if you have two or three middling trumps. |
| Return partners opening lead | At your first opportunity to lead, return partners opening lead suit; unless you have a good reason not to. |
| Lead **through** Strength | If you are on lead and have no obvious lead, then if the **NEXT** person to play a card is dummy, lead to dummy’s strong suit (especially one which has gaps in it – eg A Q). Why? So you don’t finesse your partner |
| Lead **to** Weakness | If you are on lead and have no obvious lead, then if the **LAST** person to play a card is dummy, lead to dummy’s strong suit (especially one which has gaps in it – eg A Q). Why? So you don’t finesse your partner |
| Lead a suit that declarer has to trump in the long hand | It is usually beneficial to force declarer to trump in the long hand. So if dummy still has some of that suit and you have winners – lead your winners making declarer trump in her hand. |
| Defeat the contract | If at any stage you have the means to defeat the contract – do so rather than risk not defeating it. |
| High – Low shows doubleton | To show your partner you have a doubleton, lead the higher then play the lower next |

## How we play the Game

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| --- | --- |
| Principle | Comments |
| Be considerate | Be welcoming to your opponents and be supportive at all times of your partner. Consider complimenting her after each hand, otherwise silence is golden 😊 |
| Picking up your cards | Make sure to count your cards BEFORE you look at them.  Then quickly work out your points and whether you can bid. Especially if you are first to bid, if you don’t have 12 points, pass and then organise your cards in your hand. |
| Bidding | When you are bidding, you should try to maintain an even pace to your bidding. You should try very hard not to spend a lot of time thinking when it is your turn to bid and then pass. |
| Bidding. | Do not um and ah. Do not pull faces. Do not say anything. You may only write your bid down. |
| The Director | At every game at the clubhouse, we have a person designated as the director. She is the host for that game. Though she may not help you to decide what to bid, or what card to play, she may be able to help with many other problems. Put up your hand and call “Director” for her assistance. |
| Dummy | Lay out your cards (trumps on your right) and now say nothing. At all :p |
| Declarer | “Thank you partner”; regardless 😊 |
| North and South | North and South are generally considered the hosts of the table – make your guests feel welcome 😊 |
| North | You are responsible for the boards. Make sure they are correctly oriented and place the next board on the table when the previous board is removed. |
| South | You are generally responsible for scoring on the bridgemate. If you are dummy, lay out your cards as soon as the lead is made – don’t delay the game by updating the bridgemate first – you will have plenty of time to do that after your cards are displayed. Either north or south should also turn over or replace the bidding slip after each round |
| Don’t review at the table | Try to never review previous hands at the table – especially if new opponents have just arrived |
| Speak quietly | Sound travels and it can be off putting to players at other tables if there is another noisy table (I am very poor at this). If you finish playing a round early – be conscious that there are other tables still playing and talk quietly |
| At the end of play | North South are responsible for tidying the table and replacing chairs etc; East West are responsible for emptying the rubbish bin |
| Name badges | If there are new players or visitors playing, it is a nice gesture to wear your name badge for their benefit. |
| Boards per session | In most daytime sessions (not supervised), there will be 28 boards played. On a Thursday night, I think it is closer to 24. That means there is around seven minutes to bid and play each board. It is hard when you are first starting to play at that pace – but that is the eventual target you should be aiming for |
| No Clubs Partner ? | One very useful question which is allowed (even of dummy, it is the one exception to her silence), is when your partner first discards, or trumps in on a suit – you may enquire “No xxx partner?”. You should try to get in the habit of always doing this – it can save a lot of trouble later on by ensuring that she is not reneging. |