

# Bridge for Scholars 2006

Presentation 01



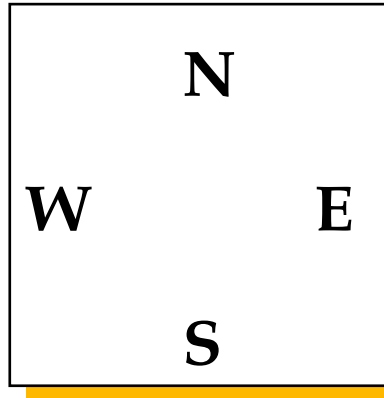
Dealer: South

Dummy

♠ A K x  
♥ 10 x x x  
♦ A K x  
♣ x x x

Leader

♠ Q x x  
♥ x x x  
♦ x x  
♣ A J x x x



♠ J 10 x x x  
♥ A x  
♦ 10 x x  
♣ Q 10 x

Declarer

♠ x x  
♥ K Q J x  
♦ Q J x x x  
♣ K x





# The deck

The deck has 52 cards

There are four suits:

Clubs ♣, Diamonds ♦, Hearts ♥, Spades ♠

The highest card in the deck is the club 2,  
the highest the spade Ace.



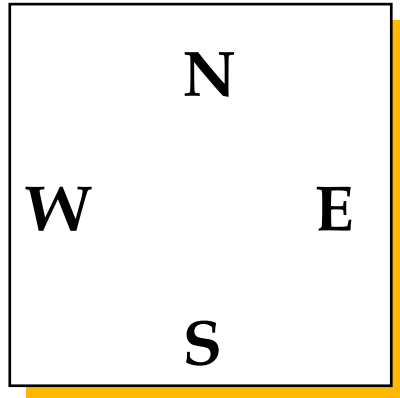
Dealer: South

Dummy

♠ A Q x x x  
♥ K Q J x  
♦ K x  
♣ x x

Leader

♠ K 10 x  
♥ A x x  
♦ x x  
♣ Q J 10 x x



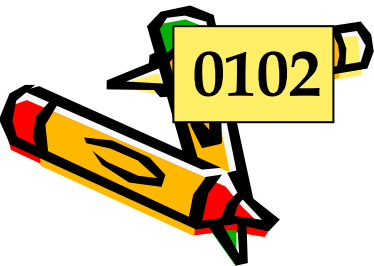
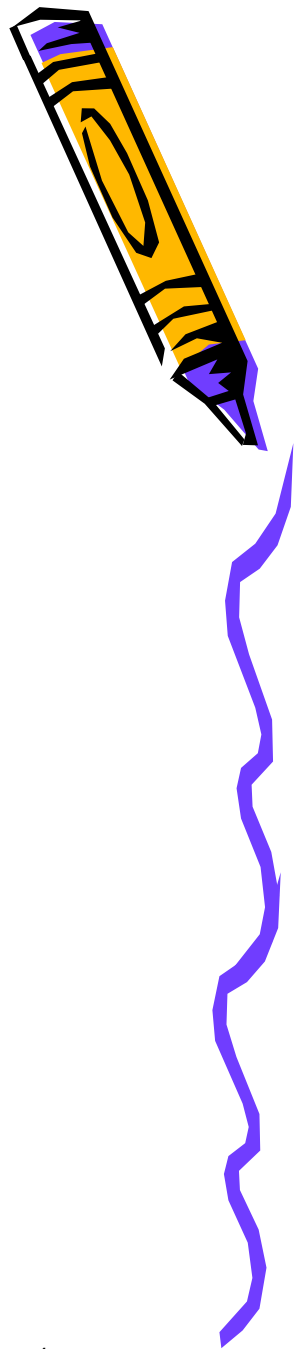
♠ J x x  
♥ x x  
♦ A x x x  
♣ x x x x

Declarer

♠ x x  
♥ 10 x x x  
♦ Q J 10 x x  
♣ A K

"Unbalanced"

"Finesse"



Dealer: South

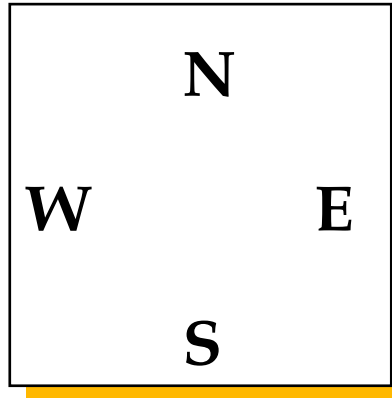
"Unbalanced"

Leader

♠ A K Q J 10 x  
 ♥ x x  
 ♦ x x  
 ♣ K Q x

Declarer

♠ x x x  
 ♥ J 10 x x  
 ♦ A J 10 x x  
 ♣ x



♠ x  
 ♥ A K Q x x x  
 ♦ K Q x  
 ♣ 10 x x

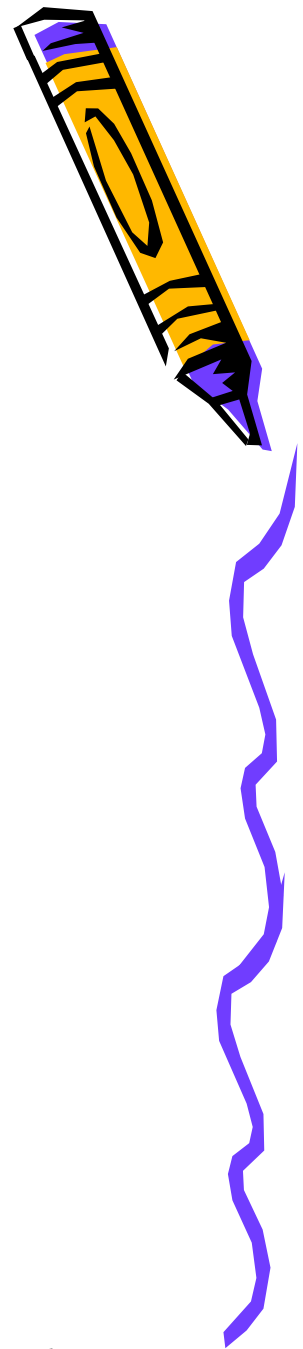
Dummy

♠ x x x  
 ♥ x  
 ♦ x x x  
 ♣ A J 9 x x x



# Table of Bids

1♣	1♦	1♥	1♠	1nt
2♣	2♦	2♥	2♠	2nt
3♣	3♦	3♥	3♠	3nt
4♣	4♦	4♥	4♠	4nt
5♣	5♦	5♥	5♠	5nt
6♣	6♦	6♥	6♠	6nt
7♣	7♦	7♥	7♠	7nt



# Trick Score



For tricks made, in excess of six, points are awarded according to the scale:

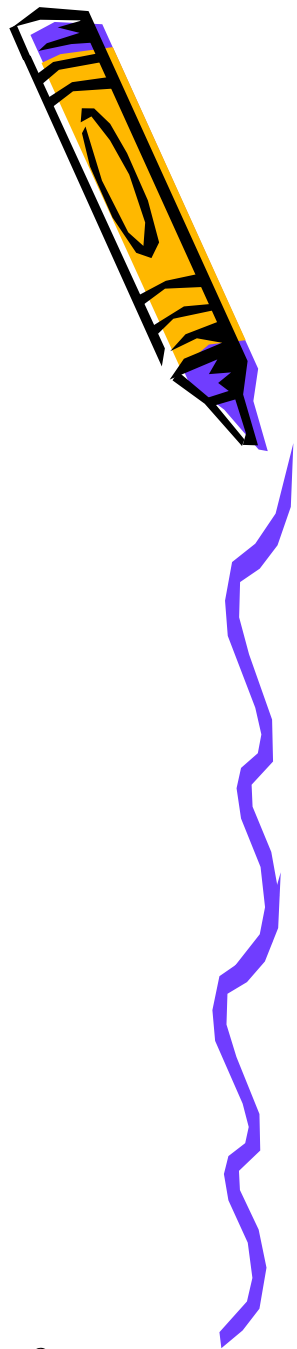
- Clubs, Diamonds: 20 points/trick
- Hearts, Spades: 30 points/trick
- Notrump: 40 points for 1st, 30 points for rest

Game = **100** points in tricks contracted for.



Note: *Only tricks contracted for count toward bonuses.*

# Bonus points



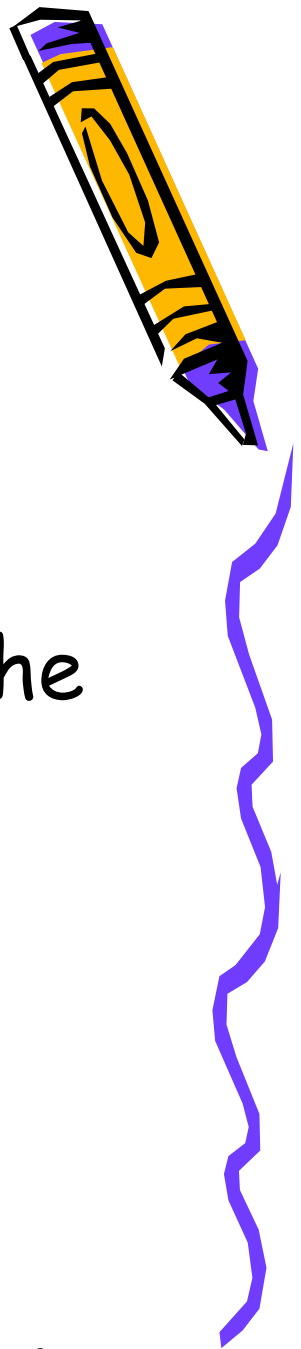
- **Game bonuses**
  - 300 500
- **Small Slam**
  - 500 750
- **Grand Slam**
  - 1000 1500



# Penalty points

If you do not make your contract, opponents receive penalty points.

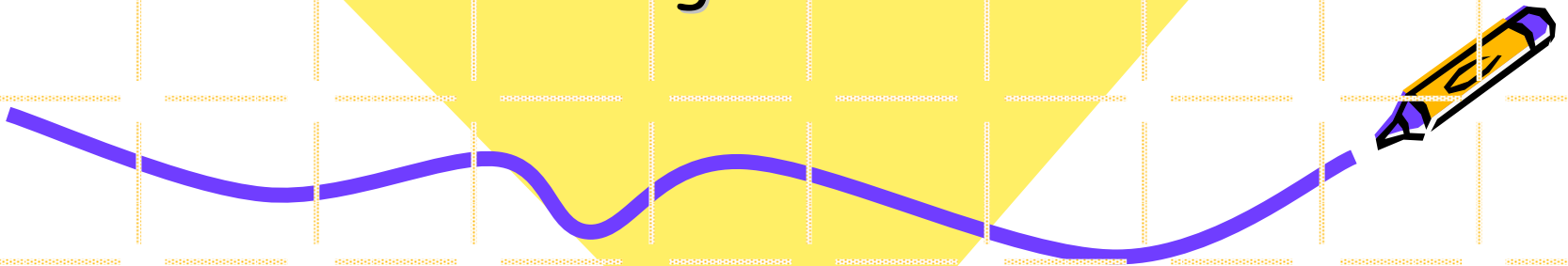
- **Non-vulnerable** (and undoubled), the penalty is **50** points per trick.
- **Vulnerable** (and undoubled), the penalty is **100** points/trick.



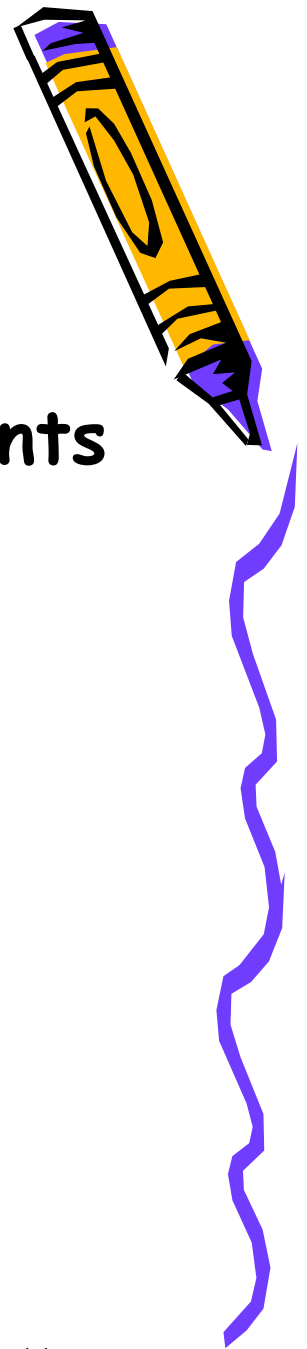


# Hand Valuation

Getting Started



# Point count



## High card points

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

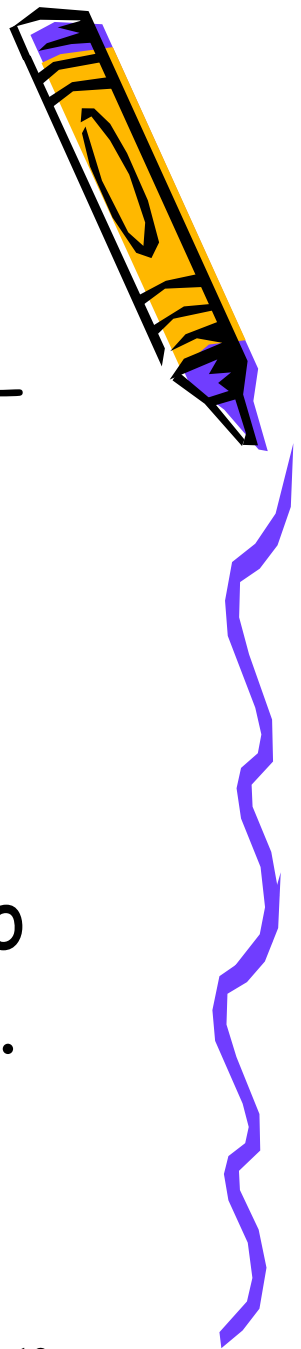
## Distributional points

- 5-card suit 1
- 6-card suit 2
- 7-card suit 3
- 8-card suit 4



# Shape

- The three most likely distributions by suit are 4-3-3-3, 4-4-3-2, and 5-3-3-2. These shapes are called **balanced**.
- All others are called **unbalanced**. Note that a void, a singleton, or two doubletons make a hand unbalanced.



# Point Count

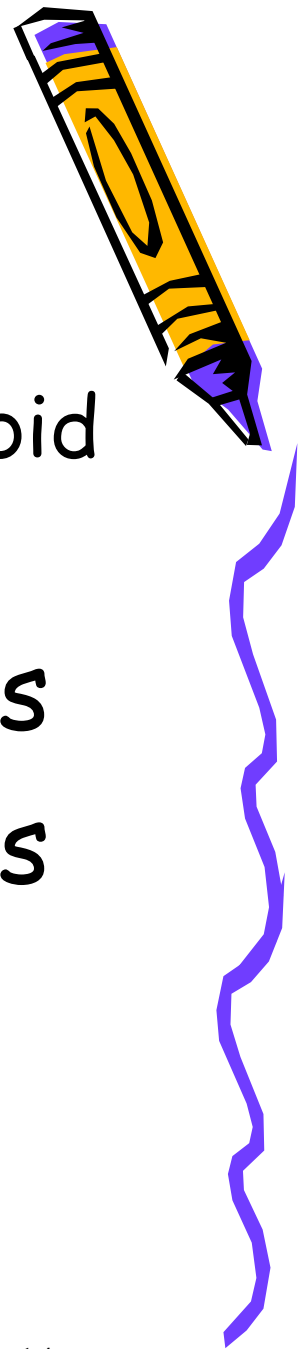


♠ A K 4 2	7	0
♥ Q 8 6	2	0
♦ 10 8 7 6 5	0	1
♣ Q	2	0
	<hr/>	
	11	1

♠ Q J 10 8 7 3	3	1
♥ A K J 4 2	8	1
♦ 10 8	0	0
♣ Q	2	0
	<hr/>	
	13	2



# A. Grant's "Golden Rules"



Combined points needed for a game bid

- 5♣, 5♦ (minors) = 29 points
- 4♥, 4♠ (Majors) = 26 points
- 3 NT = 26 points
- 6 of anything = 33 points
- 7 of anything = 37 points



# Suit Fits

- With 26 or more points and an 8-card fit in a major suit, you would like to play in 4♥ or 4♠.
- Without an 8-card fit in a major suit, **notrump** is probably the best possibility.

# Opening the Bidding

- The first player to make a call other than "pass" is the Opener. **There is only one Opener for each auction.**
- **15 -17 points, balanced**                      **1NT**
- **13 - 21points**                                      **1 of a suit**
  - With a 5-card or longer suit,
    - Bid longest
    - Bid higher ranking of two 5- or 6-card suits
  - With no 5-card suit
  - Bid your longer minor
  - Higher of 4's, lower of 3's



# "Your bid, dealer."

♠ 9 8

♥ A K Q

♦ K Q 10 9

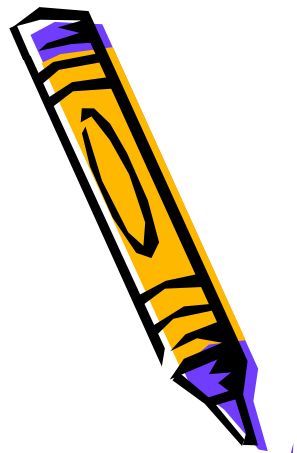
♣ J 10 9 8

♠ Q J 10 9

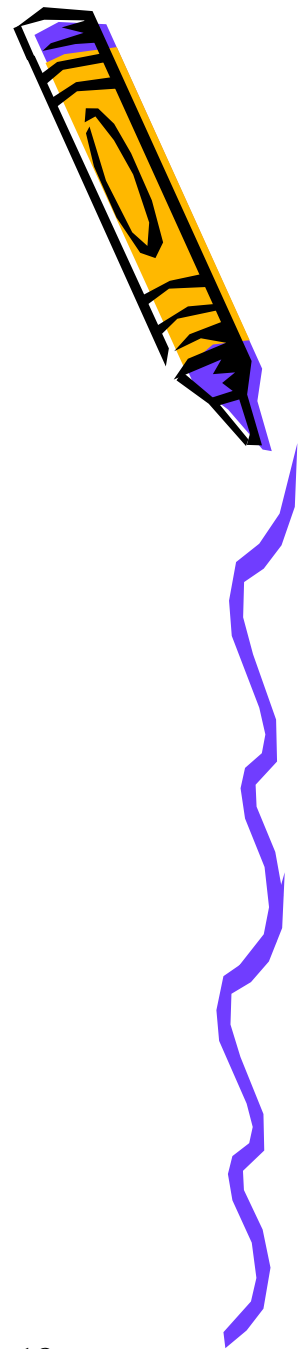
♥ A 9 8

♦ K Q 4

♣ A 9 7



# "Your bid, dealer."



♠ K Q 10 9 8  
♥ A K Q  
♦ 9  
♣ J 10 9 8

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



# "Your bid, dealer."

♠ 10 9 8 4 3

♥ A K Q 2

♦ K 9

♣ J 8

♠ Q J 10 9

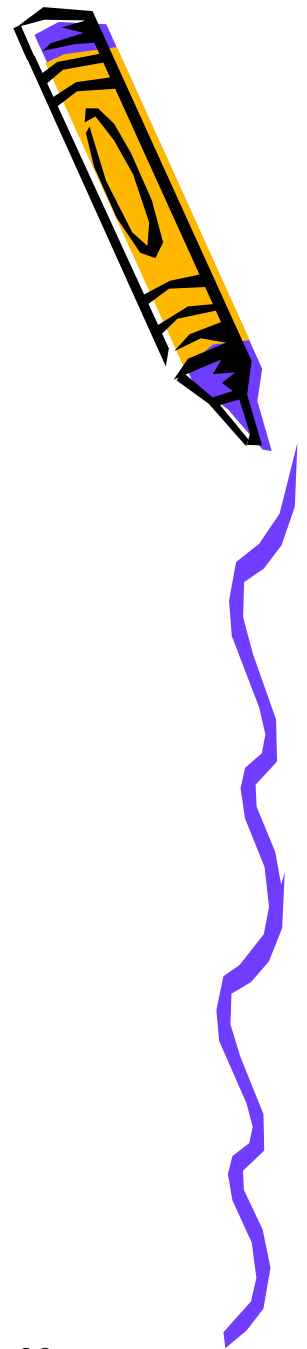
♥ A 9 8

♦ A K Q

♣ J 9 7



# "Your bid, dealer."



♠ 10 9 8  
♥ A Q 8 4 2  
♦ K J 9  
♣ A Q

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



# Guidelines: Declarer Play



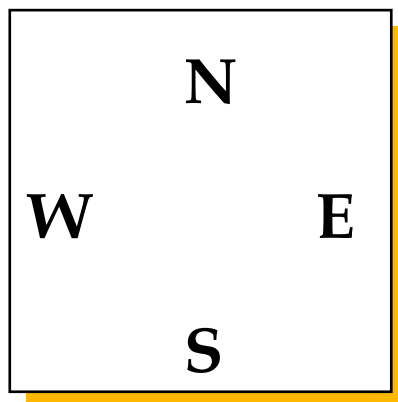
- Play high cards from the short side first.
- Count your top-trick winners (at NT).
  - If you have enough off the top, take them at once.
  - If not, go to work, maintaining control in all suits.
- Count your losers (in suit contracts)
  - Draw trump to gain control of the hand.
  - Get to work on your losers.



Dealer: East

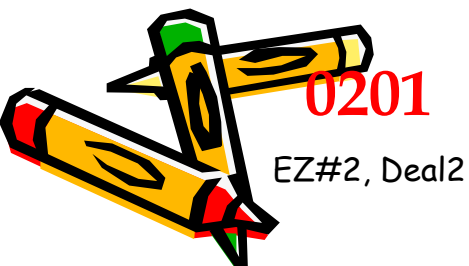
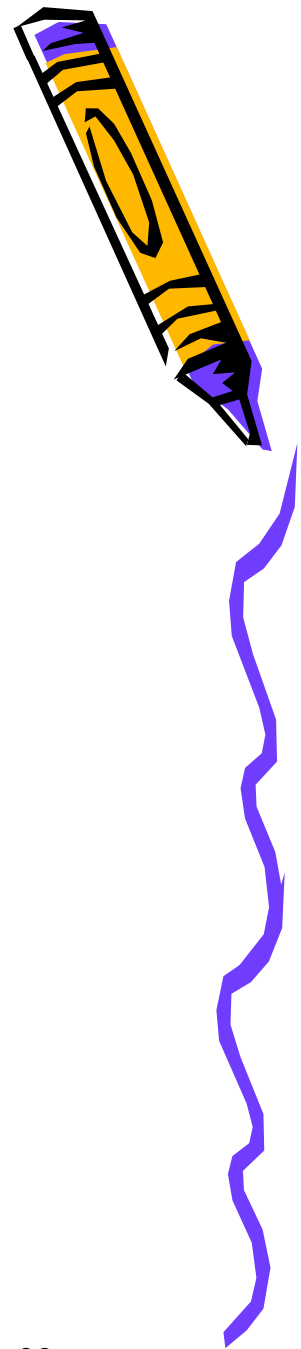
♠ 10 7 4  
♥ K J 9 5 2  
♦ K 9  
♣ J 9 3

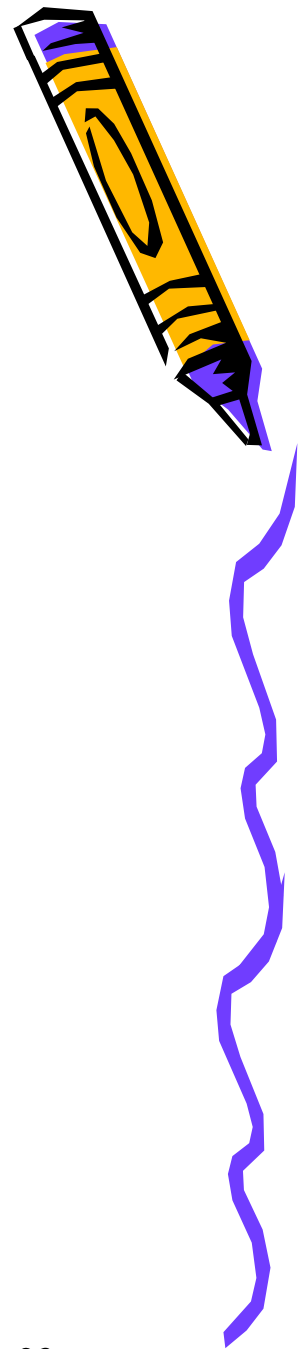
♠ Q 3 2  
♥ 7 4 3  
♦ 8 5 3  
♣ A K 7 4



♠ A K J 5  
♥ A 8 6  
♦ Q 6 4 2  
♣ 8 5

♠ 9 8 6  
♥ Q 10  
♦ A J 10 7  
♣ Q 10 6 2

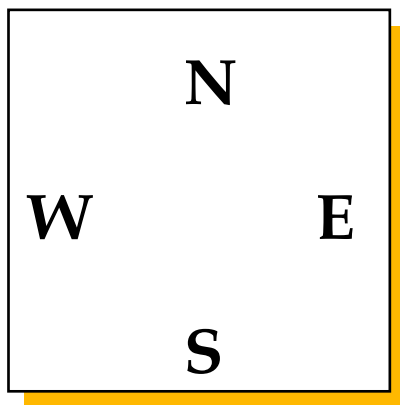




Dealer: North

♠ A 7 6 4  
♥ K 8 3  
♦ J 5 2  
♣ A Q 8

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

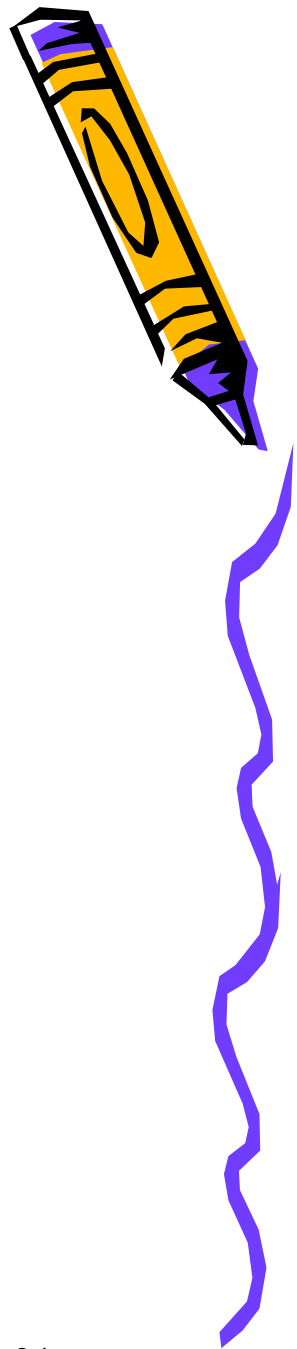


♠ 9 3  
♥ A 9 6  
♦ K Q 7 6 3  
♣ 10 6 5

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



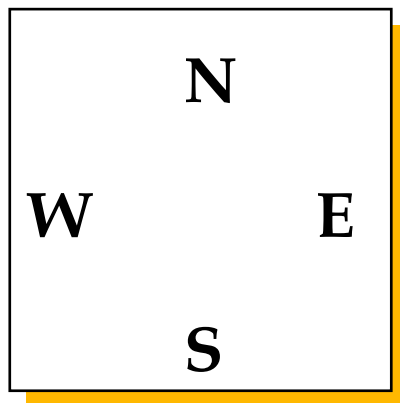
EZ#2, Deal3



Dealer: West

♠ K Q 10  
♥ 4  
♦ 8 7 4 3 2  
♣ A 6 4 3

♠ A 7 6 3  
♥ A K 7  
♦ K 10 6  
♣ K 8 2



♠ 9 5  
♥ Q J 10 9 8 6  
♦ A Q 9  
♣ 7 5

♠ J 8 4 2  
♥ 5 3 2  
♦ J 5  
♣ Q J 10 9



0203

EZ#2, Deal4