

Week 2: Counting Points and Identifying your Opponents' Cards

a.) What are the three most important bidding numbers to remember?

With ____ points, you *will* open the bidding; with ____ points (minimum), you *can* respond to an opponents' bid; with ____ points, you *will* respond to your partner's bid.

b.) Count the number of high-card points in each of the following hands.

<u>Spades</u>	<u>Hearts</u>	<u>Diamonds</u>	<u>Clubs</u>	<u>High-card Points</u>
AJ732	K5	K54	Q6	
63	KQJ7	KJ	QJ854	
AKJ863	Q4	986	KQ	
KQ43	AJ765	J53	K	
K72	J62	A864	AQ7	
KJ54	A73	Q54	Q43	
QJ32	K65	AJ72	QJ	
J74	7	J9876543	A5	

c.) Arrange your hand and the dummy hand face up; identify the number of each suit and the key cards that your opponents hold.

	<u># of Cards</u>	<u>Specific Face Cards</u>	<u>High-card Points</u>
Spades			
Hearts			
Diamonds			
Clubs			
Total	26		

	<u># of Cards</u>	<u>Specific Face Cards</u>	<u>High-card Points</u>
Spades			
Hearts			
Diamonds			
Clubs			
Total	26		

Week 3: Counting Cards (cont'd)

a.) *What are the four most important key bidding numbers to remember?*

- ___ points to open; ___ points to respond to opponents; ___ points to respond to partner
 - Assuming that you're going to bid, you need at least ____ cards in a suit to be the first to bid it. If not, you can open with a "weak club"; you can bid your partner's suit or NT in response to your partner; and you can bid "double" or NT in response to an opponent.

b.) *Arrange your hand and the dummy hand face up; identify the number of each suit and the key cards that your opponents hold.*

	<i># of Cards</i>	<i>Specific Face Cards</i>	<i>High-card Points</i>
Spades			
Hearts			
Diamonds			
Clubs			
Total	26	----	

c.) *Arrange three hands face up and identify all of the cards in the fourth hand.*

	<i># of Cards</i>	<i>Specific Cards</i>	<i>High-card Points</i>
Spades			
Hearts			
Diamonds			
Clubs			
Total	13	----	

	<i># of Cards</i>	<i>Specific Cards</i>	<i>High-card Points</i>
Spades			
Hearts			
Diamonds			
Clubs			
Total	13	----	

Week 4: Distribution Points

a.) Review bidding conventions

- ___ points to open 1X; ___ points to respond to opponents; ___ points to respond to partner; ___ - ___ points to open 1NT
- at least ___ cards in a suit to be the first to bid it; if not, 1.) open with ___; or 2.) bid ___ or ___ in response to partner's open of 1X; or 3.) bid ___ or ___ in response to opponent.
- With ___ cards in suit X, even with no points, open with __X—a “preempt” bid.

Beyond having high cards, the distribution of your cards within the four suits can be favorable to you as well. As such, a doubleton (two cards in a suit) adds one “distribution” point; a singleton adds two points; a void suit adds three. (This only works for bidding a suit, not NT. Can you guess why?)

b.) Count the number of points (high-card and distribution) in the following hands.

Spades	<i>CARDS</i>				<i>POINTS</i>		Total
	Hearts	Diamonds	Clubs		High-card	Distribution	
AJ732	K5	K54	Q6				
63	KQJ7	KJ	QJ854				
AKJ863	Q4	986	KQ				
KQ43	AJ765	J53	K				
K72	J62	A864	AQ7				
KJ54	A73	Q54	Q43				
QJ32	K65	AJ72	QJ				
J74	7	J9876543	A5				

Week 5: Playing No-Trump

a.) Review bidding conventions

- ___ pts to open 1X (___-___ for 1NT); ___ to respond to opponent; ___ to respond to partner
 -at least ___ cards in a suit to be the first to bid it; if not, 1.) open with ___; or 2.) bid ___ or ___ in response to partner's open of 1X; or 3.) bid ___ or ___ in response to opponent.

-With ___ cards in suit X, even with no points, open with ___X—a “preempt” bid.

-When responding to a 1NT open by partner, you need ___ points to respond at all; ___-___ points with a five-card suit, bid ___ (and without a five-card suit, bid ___); with ___ or more points, bid ___ or ___

When playing NT, you're trying to exploit your stronger suits and protect your weaker suits. Strength is a function of both high cards and “length”—the number of cards in a suit. (Do you understand why length is so important?)

b.) In the following hands (yours and your dummy's), rate the strength of each suit from 1 (highest) to 4 (lowest). Do the first two and then discuss with instructor and other students before continuing.

Spades	Hearts	Diamonds	Clubs	S H D C
KQ4 98765	AJ97 6432	Q653 KJ	J5 AK	
Q32 A98654	J6 KQ753	AKJ8 63	AQJ4 --	
AQ83 K765	AK2 J65	KQJ7 54	74 QJ85	
KQ43 J62	AJ96 K743	86 AJ53	KQ9 42	
KJ54 Q7632	AQ73 J	AKQ J43	62 QJ98	
QJ32 98	KQ65 7	AJ72 9864	7 QJ9532	
AJ76 54	KJ76 Q4	32 QJ987654	AK5 7	

Week 6: Scoring I

Overview of Bidding—*Below the Line*

-100 points for “game”

-C&D’s are 20 each; H&S’s are 30 each; NT is 40 for the 1st trick and 30 each after that

1a.) How many of each suit must you bid (and make) to reach game?

_____ clubs; _____ diamonds; _____ hearts; _____ spades; _____ no-trump

b.) How many of each suit must you bid (and make) to reach game—if you have a 40-point “leg” (40 points toward a 100-point game)?

_____ clubs; _____ diamonds; _____ hearts; _____ spades; _____ no-trump

Overview of Bidding—*Above the Line*

-points for overtricks: same trick value as above

-points for setting opponent’s contract: 50 points per undertrick, unless you “doubled” them or they were “vulnerable” (having already won one game)

-points for winning a “rubber” (win 2 out of 3 games): 700 if 2 games; 500 if 3 games

-next week: we’ll look at a score sheet to see points for undertricks when doubled or vulnerable—as well as “the insult” of making a doubled contract (with and without overtricks), points for bidding and making a “little slam” (6X) or a “grand slam” (7X), and the premium for having “honors”

2.) Score the following two sets of contracts in a rubber, numbering each part of the score. (If your answer is incorrect, compare your answers with a colleague.)

A.) 1.) They bid and make 3C exactly; 2.) We bid 2H and make 1 overtrick; 3.) We bid 3H but are set by 1 trick; 4.) They bid 1NT and make it exactly; 5.) We bid 4H and make it exactly; 6.) They, now vulnerable, bid 4H and are set by 2 tricks; and 7.) They bid and make 4S exactly. *Final Score: They 770, We 410.*

B.) 1.) We bid 3D and make and make 2 overtricks; 2.) They bid 4H but are set by 2 tricks; 3.) We bid 4S but are set by 1 trick; 4.) They bid 2NT and make 2 overtricks; 5.) They bid 2C and make it exactly; 6.) They, now vulnerable, bid 3NT but are set by three tricks; 7.) We bid 4S and make it with 1 overtrick; and 8.) They bid 5D and make it with one overtrick. *Final Score: They 840, We 650.*

Week 7: Scoring II

Overview of Bidding—*Below the Line*

-100 points for “game”

-C&D’s are 20 each; H&S’s are 30 each; NT is 40 for the 1st trick and 30 each after that

1a.) How many of each suit must you bid (and make) to reach game?

_____ clubs; _____ diamonds; _____ hearts; _____ spades; _____ no-trump

b.) How many of each suit must you bid (and make) to reach game—if you have a 40-point “leg” (40 points toward a 100-point game)?

_____ clubs; _____ diamonds; _____ hearts; _____ spades; _____ no-trump

Overview of Bidding—*Above the Line*

-points for overtricks: same trick value as above

-points for setting opponent’s contract: 50 points per undertrick, unless you “doubled” them or they were “vulnerable” (having already won one game)

-points for winning a “rubber” (win 2 out of 3 games): 700 if 2 games; 500 if 3 games

-look at a score sheet to see points for undertricks when doubled or vulnerable—as well as the premium for “the insult” of making a doubled contract (with and without overtricks), points for bidding and making a “little slam” (6X) or a “grand slam” (7X), and the premium for having “honors”

2.) Score the following two sets of contracts in a rubber, numbering each part of the score. (If your answer is incorrect, compare your answers with a colleague.)

A.) 1.) We bid and make 3NT exactly; 2.) They bid 4H but are set by 2 tricks; 3.) We, now vulnerable, bid 4S but are set by 2 tricks; 4.) They bid 2D and make 2 overtricks; 5.) They bid 3C and make it exactly, with 4 honors in clubs; 6.) We bid 4H but are doubled and set by two tricks; and 7.) We bid 4S and make it with 1 overtrick. *Final Score: They 940, We 850.*

B.) 1.) They bid 3D and make 2 overtricks; 2.) We bid 2NT and make 1 overtrick; 3.) We bid 3H but are set by 1 trick; 4.) They bid 1NT and make it exactly; 5.) We bid 6H and make it exactly; 6.) They bid 4H and are set by 2 tricks; and 7.) They bid 3C and were doubled, but made it with 1 overtrick. *Final Score: They 1060, We 980.*

Week 8: Finesse

For this week, we'll assume that you and your partner are playing the contract. And we'll assume that all players have multiple cards remaining but only two cards each in the suit we're describing. Lay the relevant cards out in front of you and talk through the answers with your partner.

- 1.) You're leading from your hand with AQ on the board. What are the possibilities? Is this always a 50/50 proposition? Are there occasions when your guess would be especially important?
- 2.) Your opponents are leading from their hand while you have AQ in your hand. Why does it matter which opponent is leading? What is the lesson?
- 3.) You (South) have A7, dummy (North) has Q/10, and you know that your opponents have KJ95. West leads the 5 to dummy. What are the three possibilities for the cards they hold and what would be optimal to play in each case?
- 4.) You (South) have A5 and dummy (North) has Q/10. For each of the four ways in which your opponents could have the K and J (West could have K7, J7, KJ, or 97), work through the implications of which of the four of you has the lead.

Lessons:

- 1.) Know which cards are "missing" (i.e., in your opponents' hands) in as many suits as possible.
- 2.) When possible, you should lead from weakness to strength.
- 3.) Likewise, when possible, you want your opponents to lead from strength rather than from weakness to their partner's strength.
- 4.) Beyond that, when possible, you want your opponents to lead *into* your strength rather than *through* your strength to their partner.

Week 9

“Stuck in the Chimney” (transport)

- show North (dummy) and South after winning a 3NT bid
- How many can you lose?
- How many guaranteed losers do you have?
- How many guaranteed winners? Prospective winners?
- In the face of a J-Spades lead, what’s the problem and how do you avoid it?

How Patient Are You?

- show North (dummy) and South after winning a 4S bid
- How many can you lose?
- How many guaranteed losers do you have? Possible losers?
- How can you possibly avoid the possible losers?
 - 1.) In spades, what is your option? What are the odds?
 - 2.) In hearts, what’s the general strategy? Which suits provide the better and lesser opportunities (and why)?

Test your Counting?

- show North (dummy) and East after N/S reaches a 4S bid
- After you as East take the 7D lead with your ace, what next? How many tricks do you need to set? What is probably the only opportunity to set the contract? Thus, what should you lead?

Locked Out

- show North (dummy) and South after N/S reaches a 3NT bid (with no comm. from opps.)
- What do you play on the first trick as N&S—and why?