

Basic Duplicate Scoring

Tricks bid and made ♠♥♦♣

Minor Suits ♣ & ♦	Each Trick	20
Major Suits ♥ & ♠	Each trick	30
No Trump	First trick	40
	Each subsequent trick	30

Undertricks (make fewer tricks than contracted to make!)

When Not vulnerable	First & Subsequent tricks	-50
When Vulnerable	First & Subsequent tricks	-100

Game and Part Score Contracts - game contracts are

$$3 \text{ No Trump} = (40 + 30 + 30 = 100)$$

$$4♥ \text{ or } 4♠ = (30 + 30 = 30 + 30 = 120)$$

$$5♣ \text{ or } 5♦ = (20 + 20 + 20 + 20 + 20 = 100)$$

Bonuses (contract bid & make, added to trick point total)

Part Score contract bid & made +50 (regardless of vul.)

Game Contract

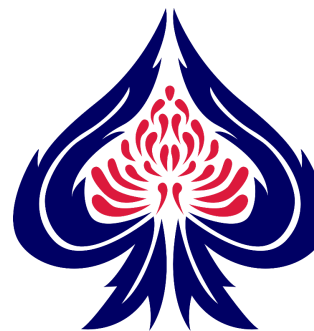
- non vulnerable Game = 300
- Vulnerable Game = 500

Doubled contracts

Increases the penalties if you go down, or increases the reward if you succeed.

$$2\text{H (vul)} \text{ X making 6 tricks only} = 500 (200 + 300)$$

$$2\text{S (non vul)} \text{ X making 6 tricks only} = 300 (100 + 200)$$



Bridge NSW

BEGINNER LESSONS

Basic Bridge Etiquette

Here are some good habits to practise from the outset:

Always be courteous to your partner, & opponent

Once the bidding has commenced, general conversation is not encouraged.

Practise good table manners:

Cards are counted face down

Decide on your bid before taking a bidding card from the bidding box

All bids remain on the table until the auction is complete, and the opening lead is tabled

Opening lead card is tabled face down by the player on the left hand side of the Declarer. After acceptance by their partner, the card is turned over

As Declarer, thank partner when the Dummy is tabled

At the end of the hand, do not pick up your cards until the result is agreed with the opponents

Thank your opponents for the game!

(Courtesy of WA Bridge Club)

Declare Play in NT

Make a Plan - which technique offers best opportunity to take extra tricks (finesse, length, force out defender's high card(s))

Count the number of top tricks

Finesse

Length

Force out High Cards (while still have stoppers in other suits)

Play the high cards from the short hand first

Declare Play in Suits

Make a Plan - which technique offers best opportunity to take extra tricks (finesse, length, force out defender's high card(s))

Count winners and losers

Draw trumps

Take ruffs before draw trumps (**ruff in the short hand**)

Stop drawing trumps when opponents have none left

Do not draw last outstanding trump if it's the best one

Discard loser on winners

When not to draw trumps (or not all of them)

- When need trumps for ruffing (typically in short hand)
- Have too many losers & if declarer will lose the lead if plays trumps (eg missing trump Ace)
- When a bad break is discovered (eg 4:0 split)

Note: Ruffing in the long hand does not create extra tricks

Defender Card Play

Second hand low

Third hand high

Lead through strength, lead around to weakness

Overcalls

Suit Overcalls

- The basic requirement is a good 5+ card suit (ideally a minimum of 2 honours, preferably at least one of A or K)
- At the 1-level 8+ HCP, 2-level 10+ HCP
- Suit Quality
 - Add the number of cards in your suit to the number of honour cards in that suit
 - If total is at least equal to the number of tricks you are trying to take, then it is reasonable to overcall

Bidding after Partner has made a Suit Overcall

As advancer, if you have support for partner's suit, you should raise to the "level of the fit":

- i.e. with 3-card support & limited values (say 6-9 HCP) you raise to the 2-level (8 card trump fit)
- with 4-card support raise to the 3-level (9 card trump fit)

1NT Overcall

With 15-18 HCP & control in the suit bid by opponents (i.e. 1 or 2 stoppers). Partner responds the same as if a 1NT opening.

Takeout Doubles

- A takeout double is typically made with 11+ HCP with support for the unbid suits and shortage in the enemy suit
- Over a minor suit opening should have 4-3+ in the majors; over a major suit should have 4 cards in other major
- With very strong hands (16+ HCP) shape is less important.

Advancer

- Always look to show 4+ major
- With 9-12 HCP look to invite by jumping a level
- Bid 1NT with 7-11 HCP & stopper, 2NT with 12-14 HCP
- Do not have to bid if 3rd hand bids, if do shows 7+ HCP

Bidding Balanced Hands

Opening 1NT – 15-17 HCP Balanced (4332, 4432, 5332)

- **no** void or singleton, **one** doubleton at most

NB: With a balanced hand with 12-14 or 18-19 HCP, open your longest suit or a "convenient" minor suit at the 1-level.

Responding to a 1NT Opening

Pass	0-7	denies a 5+ major suit
2♣	8+	Stayman – asks partner for a 4-card major (<i>an artificial forcing bid!</i>)
2♦/2♥	0+	Transfers – promise 5+ cards in ♥/♠ respectively (<i>both artificial forcing bids!</i>)
2NT	8-9	invites game in notrump, denies 4-card major
3NT	10-15	to play in game, no 4+ major suit, may have length in one or both minor suits
4NT	16-17	Invitational to slam, no 4+ major suit
6NT	18+	to play in slam, no 4+ major suit

Stayman (asking Opener if has a 4 card major). After **2C**

Opener bids his 4 card major (2♥ or 2♠) if he has one.

If Opener does **NOT have a 4 card major** he bids 2♦ (**alertable**)

If Responder's **major matches** Opener's – bid 3♥ or 3♠ with 8-9 HCP (invitational) & 4♥ or 4♠ (game) with 10+ HCP

Else bid 2NT (8-9 HCP invitational) & 3NT (game) with 10+ HCP

Transfers (Opener must rebid suit above)

Responder **PASSes** if 0-7, rebids 2NT with 8-9 HCP or 3NT with 10+ HCP

Opener can convert Responder's NT bid to 3 or 4 of the major, depending upon Opener's HCP, when holding 3+ cards in the major

Opener will play in NT when only holding only 2 cards in the major.

Opener can bid 3NT over a 2NT bid with a max 1NT opener (17 HCP)

One Level Opening Bids

Count HCP – Can you open the bidding? Need *12 + HCP

Balanced hand?

No voids, no singleton, only 1 doubleton, eg

♠ A K x x

♥ x x x

♦ K x

♣ Q J x x

Unbalanced hand?

9+ cards in two suits, eg

♠ A K x x x

♥ x

♦ x x x x

♣ K Q J x

11 or fewer HCP Pass

15-17 HCP Open 1NT

12+ HCP Bid your longest suit.

Bid 1♥ or 1♠ with 5+ card suit.

Otherwise bid longer of 1♣ or 1♦ even though you may have only 3.

***12 - 19 HCP** Open 1 of your longest suit;

*** Rule of 20** – Add HCP to the number of cards in 2 longest suits. If this comes to 20+ you can open the bidding with fewer than 12 HCPs!

Bid	HCP	Shape
1♠	12-19	5+ spades
1♥	12-19	5+ hearts
1♦	12-19	3+ diamonds & <i>no</i> 5+ major (or Short club 4+ diamonds)
1♣	12-19	3+ clubs and <i>no</i> 5+ major (or Short club 2+ clubs)

Open 1♣ if you had 4=3=2=4 shape

Open 1♠ with 4=4=2=3 shape (because clubs is the longer suit)

With 4=3=3=3 bid 1♣; with 4=4 in the minors bid 1♦

Basic rules for suit opening bids

- Bid your longest suit first (must be 5+ cards for a major suit bid, otherwise bid your longer/better minor suit)
- Bid the higher ranking of two 5-card suits
- With two 4-card minor suits, bid the higher ranking i.e. 1♦

Responder's Limit Bids & Opener's Rebids

Shortage Points: If have a fit add 1 for doubleton, 3 for singleton & 5 for a void. HCP + shortage points is known as "total points" (TP)

Responder's Limit Raises

1♥ – 2♥	6-10 TP	3+ card support
3♥	(10)11-12 TP	3+ card support
4♥	Up to 12 TP	5+ card support
	Or 13+ TP	3+ card support

Note the 1♥ – 4♥ raise - shows a limited hand which has extra playing strength because of extra trumps. With a **strong hand** Responder makes unlimited bid of a new suit, & then jumps to game or another forcing bid.

Opener's Rebid after a Limit Raise

After 1♥ – 2♥	
Pass	12-15 HCP
3♥	16-17 HCP
4♥	18-19 HCP
After 1♥ – 3♥	
Pass	12-13 HCP
4♥	14+ HCP

Responder's Limit NT Bids (no fit)

1♥ – INT	6-10 HCP (2/1 6-11/12 HCP)	denies 3+ support
2NT	11-12 HCP	denies 3+ support
3NT	13-15 HCP	denies 3+ support

Opener's Rebid after a NT Limit Response

After 1♥ – INT		
Pass/rebid suit at min level	12-15 HCP	2♥ shows a 6+ suit
New suit	12-17 HCP	shows 5+♥s & a 4+ new suit
2NT/3♥	16-17 HCP	3♥ shows a 6+ suit
3NT/4♥	18-19 HCP	4♥ shows a 6+ suit
After 1♥ – 2NT		
Pass/rebid suit at min level	12-13 HCP	3♥ shows a 6+ suit
New suit	14+ HCP	shows 5+♥s & a 4+ new suit
3NT/4♥	14+ HCP	4♥ shows a 6+ suit

Responder's New Suit Bids

Bid in Correct Order (major suit is best)

- Longest suit first
- Higher ranking 5-card suit first
- Lower ranking 4-card suit first; **or 4-card major first**

What Strength Does it Show

- Bid and change suit at 1-level 6+ HCP 4+ length
 - Bid and change suit at 2-level 10+ HCP* 4+/5+♥ over 1♠
- * (2 over 1 12/13+ HCP)*

Opener's rebids after a new suit response

Support partner's suit	4+ (3+ if responder has bid 2♥ over 1♠)
Bid NT	Balanced, no fit with responder's suit
Bid a new suit	4+ in the new suit
Rebid own suit	5+ in a minor suit, 6+ in a major suit

Supporting responder's suit (4 card support)

- Single raise (12-15), invite (16-17), game (18-19 major)

Opener rebids a new suit – showing an unbalanced hand

After 1♥ – 1♠	
new suit below "the barrier"	12-15
new suit above "the barrier"	16-19
<i>("the barrier" is original suit at the 2-level)</i>	

Opener rebids their own suit (shows 6+ in suit)

- 2-level raise 12-15, 3 level 16-17, game 18-19

Opener rebids notrumps – showing a balanced hand

After 1♥ – 1♠		After 1♥ – 2♣	
1NT	12-14	2NT	12-14
2NT	18-19	3NT	18-19