

Great Lakes Bridge Club

Basic No Trumps

No Trumps Bidding:

Game Points: 25

Open: 15 - 17 HCP and even Distribution bid 1NT
(Do not include a 5 card major – Bid 1 of the suit then if responder has a fit bid 3 to show 15+ points and invite to game.
Or, if partner does not have a fit but shows points then bid 2NT / 3NT)

Respond: 8 - 9 HCP

- a) 2C showing a 4 card major (**Stayman** – see below for Stayman details)
- b) 2D or 2H indicating 5 cards in a major suit (**Transfer**- this should be alerted by the Opener – see below for details)
Then respond to Opener with 2NT to say you are <10 HCP

10+ HCP

- a) even distribution bid 3NT you have enough points for game
- b) Use **Stayman** or **Transfer** to show major suit holding; then respond to Opener with 3NT, the choice is up to Opener to decide on a suit or a NT game

Stayman Details: 2C tells partner you have 4 of a major and at least 8 HCP.
Partner will answer:

2D = no 4 card major. **You respond** 2NT / 3NT depending on your HCP
2H = 4 hearts, *I may also have 4 spades.* **You respond:** if you hold 4 hearts - 3H / 4H depending on your distribution points or 2S *if you are holding 4 spades*
2S = 4 spades only. **You respond:** if you hold 4 spades - 3S / 4S depending on your distribution points or if you hold 4 hearts 2NT / 3NT depending on your HCP

Transfer Details: 2D says I have 5 hearts; 2H says 5 spades and tells partner they **MUST bid the corresponding suit.** *You bid 2D partner must bid 2H, or you bid 2H partner must bid 2S. Partner must alert your 2D or 2H transfer bid.*

You respond: < 8 HCP: **Pass**, *if you are low in points you partner is better off in your 5 card major suit.*
8-9 HCP: 2NT, *let partner decide the contract; partner's bid 3 of suit invites you count distribution points and go to game or pass.*
10+ HCP: 3NT, *telling partner you have game points and let them decide to play in a suit or NT. If, and only if, you hold 6 of the major cards you may bid game in that suit.*

No Trumps Play:

****Play your Losers first, whilst you still hold command of all suits****

- As Dummy places cards begin to assess your combined hand. *How many winners do you have, how many more tricks do you need? Where can you find them?*
- how many tricks can you lose whilst setting up your winners before you lose control of your suits?
- How can you move from Dummy to your hand and back as needed? **Don't guess**, take time to over view and **plan your play**. *This will become quicker with practice!*
- In a suit - lead from your short holding to the longer holding to avoid trapping yourself in the *wrong* hand.

Holding Back Stoppers:

- When the lead is the 4th highest from a suit, hold back your stopper for 3 rounds when possible. The contract is 3NT by S, who can afford to lose 4 tricks.

Lead S6

S: T 5

S: K J 9 6 4

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S: Q 7 2

S: A 8 3

- South is in 3NT
- how many spades do you hold? = 5
- how many spades do EW hold = 8
- distribution for EW is 4/4 or 5/3
- after 3 tricks E does not have any spades to lead back to W if they win the lead again! *It is safe to let E win a trick!*
- W has 2 more sure tricks to win if they get the lead! *Not safe to let W win a trick!*
- play goes 6,5,Q,3; 7,8,J,T; 9,x,2,A. Now E has not more spades to return to W!
- S has lost 2 tricks.
- easy when we can see W's hand! If it is a 4/4 break E has just one spade left and both EW are out of spades for a loss of 3 tricks. You still have one trick left to sort out the rest of your game. It's all in the **PLAN** you've made!

- Now to look at the complete deal: *count your winners for each suit, what else - Plan?*

Lead 6S

S: T 5

H: K Q 4

D: K 9 7 2

C: A T 9 3

	N	
W		E
	S	

S: A 8 3

H: A 7 5

D: A T 6 5

C: Q J 7

Winners:

S	H	D	C
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Plan:

- Break a **Good Rule: If you are weak in a Suit**, you may need to bolt to the finish line rather than risk a total loss in that suit. Eg W is in 3NT

Lead 6H

S: K 8 4

H: Q 4

D: A K Q T 6

C: T 3 2

	N	
W		E
	S	

S: A J 5

H: A 8 3

D: J 9 8 3

C: J 5 4

Winners:

♠	♥	♦	♣

You are weak in ♣s! * Play ♦s, ** try finesse for ♠J: – ♠4 to ♠J for your extra trick.

No Trumps Defence:

What to Lead ♣♦♥♠

- Your 4th highest card in your longest suit containing at least one Honour. Your **partner** should **respond** with their **Highest** card. And return their next highest card. (Failure to play your highest card firstly may result in you causing a **block** where you win but do not have that suit to send back, see below)
- Top** card from an *Honours sequence* of 3. Eg ♣K Q J 4 or a *Broken sequence* ♥K Q T 7 or ♠Q J 9 4. In an *Interior sequence* lead the **Top of the touching** cards eg ♦A J T 8 4, lead the ♦J
- Second Top** card from a weak suit (no honour), you don't want a reply in that suit. Eg ♣9 7 6 4, lead the ♣7 or **Top** card from ♥8 4 3 lead ♥8.
- Lead the suit your partner has bid.
- Do not lead a suit that opponents have bid.

Defence from 3rd Seat

Lead H3	S: T 5	<div> <div>N</div> <div>W E</div> <div>S</div> </div>	S: T 9 4 H: A Q 5 D: 7 6 4 C: Q J T 4
	H: J T 4		
	D: K Q 3		
	C: 8 7 3 2		

Consider partner's lead

Is there an honour in partner's hand?

What is it?

How do you play?

See the possible **Block**?

Consider the bidding as part of the defence story

Lead C3	S: 8 3	<div> <div>N</div> <div>W E</div> <div>S</div> </div>	S: Q J T 4 H: T 8 3 D: 9 7 5 2 C: A 4
	H: K J 7 2		
	D: K J 8 3		
	C: K J T		

BIDDING:

W	N	E	S
			1NT
/	2C	/	2D
/	3NT	/	/
//			

Do clubs hold a future? What about spades, worth a try?

No Trumps Play:

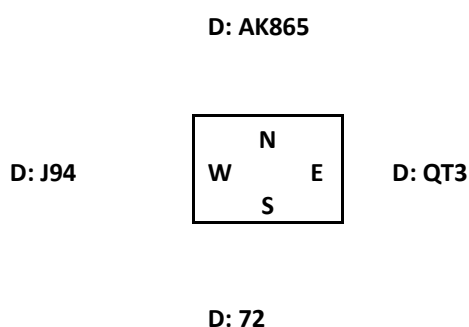
****Play your Losers first, whilst you still hold command of all suits****

A quick review about play following the bidding and you, S, won a 3NT contract!

- As Dummy places cards begin to assess your combined hand. *How many winners do you have, how many more tricks do you need? Where can you find them?*
- how many tricks can you lose whilst setting up your winners before you lose control of your suits?
- How can you move from Dummy to your hand and back as needed? **Don't guess**, take time to over view and **plan your play**. *This will become quicker with practice!*
- In a suit - lead from your short holding to the longer holding to avoid trapping yourself in the *wrong* hand.

Setting up a Suit:

- While you still have winners in each suit **Duck** a round to set up your A K winners

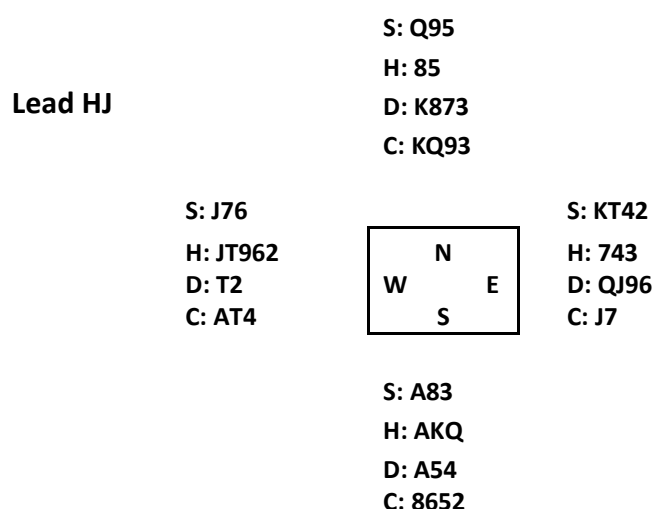


**** Duck a round of Diamonds first, play 2 and 5**

**** A K will easily eliminate Q J in the next 2 rounds**

**** you have 2 more winners**

- Another way to establish a suit is to use a Finesse once or several times. Lead a low card to an Honor in the strong hand. **NB...only lead an Honor to the strong hand when you have 2 neighbouring Honors between the hands.**



Winners:

S H D C

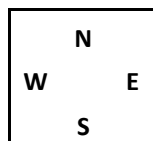
**** where/how can you make the extra tricks**

If the CA is in the E hand, *unfortunate*, but you gave it your best shot! You will be down 1 trick. You had 27 HC points so the bidding was right...blame distribution!!

- 1 how many tricks do I need to find
- 2 where/how can I find them
- 3 how do I play the lead
- 4 is there a danger/safe side in play
- 5 can I move between Dummy and hand

Lead S3

C: QJ2



C: A T 7

S H D C

✻

[illegible]

No Trumps Play:

Defence – Signals and Discards

It is very useful to have a signal system that helps your partner understand the layout of your hand. Partnerships should agree on a Signals and Discard system to help decide on the course of defence play. When partner first leads a winning card you have a chance to signal.

Attitude Signals: *High Spot* card - you *like* that suit, continue

Low Spot card – *nothing useful* to help

Examples: (S owns the Contract, W leads, you play E)

Your Play - Reason

1. **Contract 4♥**
 Lead ♠A
 ♠: A K T 2 ♠: Q 8 4
 ♠: J 6 5

2. **Contract 4♥**
 Lead ♠A
 ♠: A K T 2 ♠: J 8 4
 ♠: Q 6 5

3. **Contract 4♠**
 or 3NT
 Lead ♥K
 ♥: K Q 3 ♥: J 7 6 2
 ♥: A T 5

4. **Contract 4♠**
 or 3NT
 Lead ♥K
 ♥: K Q 3 ♥: T 9 7 2
 ♥: A J 5

5. **Contract 4♠**
 or 3NT
 Lead ♥K
 ♥: Q J T 6 ♥: K 7 5 2
 ♥: 9 3

Attitude Discards:

Use the Attitude principle when showing a discard preference. When you cannot follow suit an attitude discard can tell partner which suit to lead to you to earn a trick or set up your hand for a following trick.

Suit Preference signals:

If you suspect partner has led a singleton, you win the trick and want to return the suit for partner to ruff (trump). Once partner has won the trick with a ruff, which suit should they lead back to your hand?

Use the high / low spot card concept to show:

high spot means higher of other two suits;

low spot means lower of other two suits.

Example:

Contract 4♠	♥: K Q J T
Lead ♥3	
♥: 3	♥: A 9 7 4 2
	♥: 8 6 5

The suits in use are ♠ and ♥, the other 2 suits are ♦ and ♣. You are holding the ♣A, the *lower of the other 2 suits*, and would like partner to lead a club to you so you can take another trick. After winning with the ♥A lead back the ♥2 asking for the lower of the other 2 suits.

Partner could even show a suit preference when returning a club to your winner!

Count Signals: Especially useful in a NT contract to know how long to hold up your A to ensure opponents make the minimum no. of tricks from a run in a suit.

Example:

Contract 3NT	♦: K Q J 7 5
By S	
♦: A 6 4	♦: 9 2
	♦: T 8 3

Dummy has this excellent run of ♦'s but little else by way of high card points for entry. How does W know when to play the ♦A so that S can no longer access the ♦'s.

Again *high / low spot cards* can be used.

High spot means an **even no. of suit**, *Low spot* means **odd no.** of suit.

S leads ♦T, W plays low - saving the ♦A, Dummy takes ♦K, E plays ♦9 - showing even count. (interpretation by W: 3 + 5 + [2 or 4] – unlikely to be 4 – therefore S holds 3♦'s. W should play ♦A on the 3rd trick. Limits the holding to 2 Tricks rather than 4.