

# The Second Workshop Series: Notrump Declarer Play

Revised March 27, 2013

Kootenay Jewel Bridge Club

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<http://watsongallery.ca/bridge/Workshops/2013.WS-Series2-NotrumpDeclarerPlay.pdf>

## Types of Contracts:

1. Suit
2. Notrump

## 2. Notrump Contracts:

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## A. Balanced Hands

### What makes a balanced hand?

- no voids\*
- no singletons\*
- never 5-4 in the majors\*
- One unstopped or worthless doubleton
- Two doubletons both stopped. (not starred)
- Hands with rebid problems such as 5-3-3-2.
- Any hand with four spades does not need to ever rebid 1NT without 12-14.
- Awkward shapes such as five clubs and four diamonds


\* indicates those conditions that are set in stone

Mike Lawrence stated that matchpoints is not good bridge while Imps or Rubber is.

Example 1 may be opened 1NT at matchpoints but at imps, it is not so clear. Solving the rebid problem is still pretty important but so is a safe game at IMPs.

**Example 1: 1NT with Rebid Problems** (North Plays)

North Dealer Both Vulnerable

♠J4   ♥AKQ10   ♦AJ1093   ♣73  
 ♠Q732   ♥963   ♦Q2   ♣AK85      ♠A6   ♥52   ♦K76   ♣QJ10964  
 ♠K10985   ♥J874   ♦854   ♣2

W	N	E	S	
	1♦	2♣	Dbl	Negative Double=Takeout for unbid suits
P	2♥	P	P	
3♣	All Pass			

**Anticipate possible auctions.**

What would you rebid if partner responds to 1♦ with 1♠?

1NT rebid would show 12-14 and 2 or 3 spades. Stoppers not important unless opponents bid. Shape and point range are important.

2♦ would show six+ diamonds and 11 to 15 points.

2♥ would show 17+ and the existing shape.

3♦ would show 16-17 points and a six card suit.

Compare with:

W	N	E	S	
	1NT	2♣	Dbl	He stole my bid=Stayman, likely 8+ points
P	2♥	P	P	South's pass shows Trash Stayman, no points
3♣	All Pass			

The rebid problem is handled nicely with a 1NT opening.

## B. Point Range for 1NT:

- A good 14 to a poor 17 written as 14+ to 17-.
- One announces 15-17.
- This is a point range not a high card point range.
- Treat good 17 counts as 18.
- Very poor 15 counts should be treated as 12-14.
  - aceless 4triple3
  - no intermediate cards

### Example 2: A Lousy 15 (North Plays) (North Plays)

South Dealer East West Vulnerable

		♠A74	♥42	♦AQ54	♣AJ43			
♠1098	♥K6	♦KJ10	♣KQ1098		♠Q65	♥J10987	♦987	♣76
		♠KJ32	♥AQ53	♦632	♣52			

#### Bidding:

North will open 1NT but because of all the little cards with no five card suit, he should open a minor.

North's hand is not 4triple3 and aceless but still is a poor 1NT hand.

South has a reasonable 3NT bid over partner's Notrump opening, but will pass if partner opens a minor and rebids 1NT.

The Play at 1NT or 3NT:

Lead: J♥

Top of a three-card sequences are good leads at notrump and from five-card suits with outside entries. A slim entry here but a heart lead is the best here.

## What Declarer does:

### 1. Count tricks:

Sure tricks = 6: 2 ♠'s, 2 ♥'s because of the lead, 1 ♦ and 1 ♣.

Possible tricks = 3 or unlikely 4 or very unlikely 5:

♠'s: J♠ and possible 3-3 break in spades

♥'s: nothing more in hearts

♦'s: Q♦ and possibly the fourth diamond after losing the lead, and

♣'s: possibly the J♣ which is unlikely.

### 2. Make a Plan

- Timing
- Transportation

### 3. Recognise a Danger Hand:

Possibly East with long hearts.

Possibly West because of clubs or diamonds. Which suit he switches to if he gets in the lead will drive your future choices.

### 4. Recognise Good Suits: None

No 8 or longer total fits

Poor Intermediates

### 5. Recognise Risky suits: hearts and clubs

moderate risk because they are six cards.

Leave suits alone that opponents are likely to attack for you.

Clubs could only have one stopper

Hearts always has two stoppers-Do you see how?

Diamonds could come down to only one stopper but a ninth trick is needed.

### 6. Suits to Develop:

♠'s:

Timing: Take spade finesse when West is out of hearts or to protect Qx of hearts.

♦'s:

Plan A: I would finesse the queen♦ then duck a diamond. Cash the ace to see if they are 3-3. The ace must be played on the third round so the opponent with 4 cannot cash out.

Plan B: Lose a diamond- completely duck then take diamond finesse.

Plan C: Perhaps you can do a safety play in diamonds by cashing the ace first and leading up to the queen. Then duck.

Plan D: Cash the ace first and then duck and then lead up to the queen. This works if King is doubleton.

### **The Play:**

Duck the opening lead once and then take the ace. Take the spade finesse into West to protect the Qx of hearts. With the King of hearts located, attack diamonds before spades. Use Plan A. Avoid clubs and if they are attacked duck completely. Hopefully giving a player with Qx or Kx blocking problems.

### **Defense:**

Only switch the defensive suit when you are out of partner's led suit. Concentrate on hearts until out. A poor defender does not continue partner's suit without a really good and rare reason.

West could play the King♥ on the first trick to unblock. Blocking partner's suit is a cardinal sin. However, here it is best to wait for the queen.

A defender keeps tracks of entries and exit cards.

### **The Result:**

Four spades, two hearts, two diamonds and 1 club.

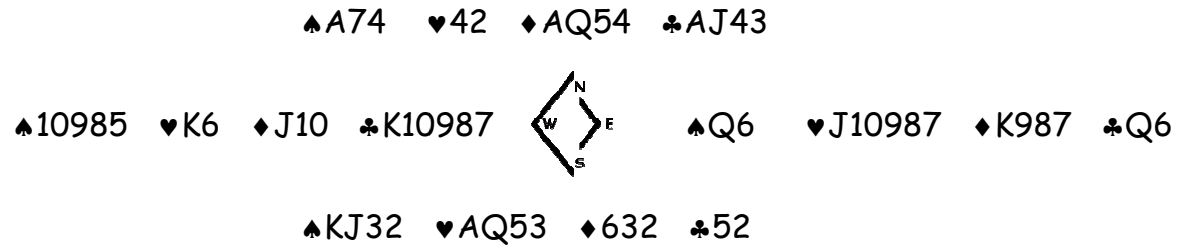
This results in game here but it is a lucky game.

file: 2013.02.08.INT.Not1INT-toosmallCards

**Example 3: A Lousy 15 Revisited** (North Plays)

South Dealer    East West Vulnerable

This is a more realistic distribution of cards. The North-South Hands are the same as Example 2.



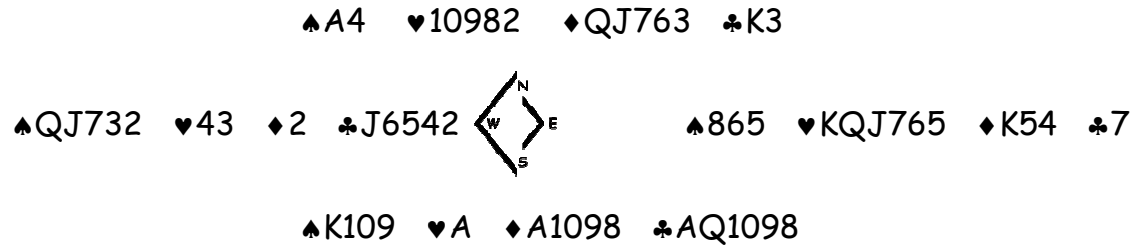


## C. Notrump with a singleton?

- The tech files (ACBL director's supplement in ACBLScore) state that opening notrump with a singleton is fine if it makes good bridge sense. I can also see nothing wrong with overcalling notrump with a singleton in an unbid suit with really good stoppers in opponent's bid suit.
- singleton ace:
  - hand is too valuable in a suit contract to suggest notrump at one's first bid.
- singleton king:
  - Yes for 20-21 and higher notrumps
- Although having a singleton is not against the rules, why misrepresent the value of your hand to partner?

**Example 4: Slam Not Notrump** (North Plays)

East Dealer None Vulnerable



**Bidding Notes:**

- East too strong for a weak two because it makes game opposite a minimum opener such as:

♠AK2 ♥432 ♦A2 ♣86542

Remember that weak two's like all pre-empts do not have a rebid either because they have a second suit or their hand grows in value.

- South too strong and too distributional for 1NT. It makes slam opposite ten points with no wasted points in hearts which a weak two by East would indicate.

W	N	E	S
		P!	1♣
P	1♦	1♥	3♦
P	4♦	P	4♥
P	6♦	All Pass	

Using a splinter bid, it could go:

W	N	E	S
		P!	1♣
P	1♦	1♥	3♥
P	4NT	P	5♣
P	6♦	All Pass	

**With Cuebids:**

	W	N	E	S
			P!	1♣
	P	1♦	1♥	3♥
	P	3♠	P	4♣
	P	4NT	P	5♣
	P	6♦	All Pass	

One normally bids four card suits up the line but with only one bid (6-9 points), one tends to skip a diamond suit to bid a four-card major. However, a heart bid here may be misleading because it isn't even a stopper and there are no wasted heart honours. Showing the diamond suit works well.

## D. 1NT with 18 points?

- This is the worst bidding misrepresentation there is with 1NT.
- This is just being bidding-lazy.
- Do not do it.
- Opening 2NT (20-21) with an excellent 19 count is fine except it does not work so well if partner is bust. Opponents are unlikely to balance.


## What makes an excellent 14 or 19 Points?

- Not 4triple3
- Not aceless
- A five card suit that you are likely to set up.
- Intermediate cards such as 9's and 10's.
- Touching honours
- no wasted honours such as doubleton Qx or Jx, or tripleton Jxx. Wasted honours such as singleton K, Q or J not existing in notrump is a given.
  - not so bad when complementing partner's points in the same suit as the wasted honours.
- You want the lead to protect broken honour holdings such as KJ, AQ, Kx, etc.

**Example 5: Needing The Lead** (South Plays, North has problems if he plays)

South Dealer North South Vulnerable

♠A42   ♥542   ♦K32   ♣7653

♠J765   ♥AQ63   ♦54   ♣AQ2      ♠83   ♥10987   ♦J76   ♣10984

♠KQ109   ♥KJ   ♦AQ1098   ♣KJ

W   N   E   S

2N

P   3NT   All Pass

This is an auction without Stayman so a major suit should be led. One should not lead from AQxx against 3NT. East may lead a spade against 3NT because he has no entries. However, if East leads a heart, they can take four hearts and four clubs. Either a heart or club lead becomes obvious looking at the dummy. South should open 2NT to protect his doubleton King-Jacks. He will get a spade lead and make nine tricks, four spades and five clubs. If West makes an unlikely lead of a diamond, the contract will be set.

## E. Stayman

Stayman (Samuel Stayman) is the most popular convention after Blackwood (Easley Blackwood). It was first used by George Rapee and promoted by Sam Stayman (his partner) in the 40's.

Requirements:

8+ HCP's

One point in distribution or more

(I say one distributional point in either hand, but how do you tell?)

Typically Stayman was not originally used with 4 triple 3 hands, but since declarer can decide which four card suit to make the short trump hand, I recommend to use Stayman with any four card major or any five-four in the majors. Partner, even though he opened one notrump, may need the security of a trump suit.

I do recommend passing partner's 1NT opener with a flat (4 triple 3) 8 count.

The Responses to Stayman are:

2♦ no four card major

2♥ four hearts and perhaps four spades

2♠ four spades but not four hearts

These are the only responses.

Some people have added additional responses which I do not recommend.

These eliminate Trash Stayman and are the following:

2♦ no four card major

2♥ four hearts but not four spades

2♠ four spades but not four hearts

2NT four-four in the majors

3♥ five hearts and likely three spades

3♠ five spades and likely three hearts

Some people, in response to Stayman, with both four-card majors, bid the better major first. I, however, do not recommend this unless one can discuss it with one's partner.

Furthermore, some people jump over Stayman to show a five-card suit. I do not like this at all because of the possibility of Trash Stayman.


W	N	E	S
	1NT	P	2♣
P	3♥		shows a five-card suit (ugh!).

## F. Opening 1NT with a five-card major:

- With any hand with a rebid problem and 14+ to 17- points
- 5-3-3-2
- I think the suit strength is irrelevant except a really weak suit might be better in a trump contract where you can ruff with the small cards.
- Some people require:
  - 3 in the other major in case partner transfers there and passes.

### Example 6: Watch Them Discard (West Plays)

East Dealer None Vulnerable

♠A8 ♥843 ♦9763 ♣AK74  
 ♠K96 ♥AKQ109 ♦QJ4 ♣93          ♠J432 ♥762 ♦K1085 ♣Q2  
 ♠Q1075 ♥J5 ♦A2 ♣J10865

file: 2013.02.19.1NT.5cardMajor

W	N	E	S
1NT	All Pass		

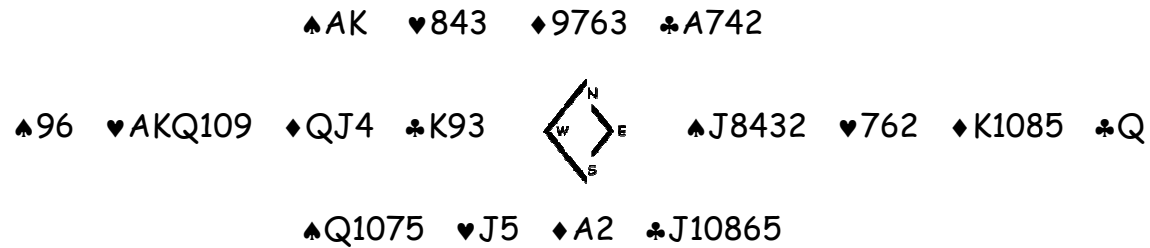
### The Play:

- A small club will be led.
  - Go up with the Queen. It is your only chance.
- Cash the hearts and make them discard.
- Knock out the diamond ace.
- At most they will get four clubs, two spades and one diamond.
- You could be down if they find the spade switch when they cash their clubs.
- However, you will probably make because of their discards.



**Example 7: Two in Other Major** (West Plays)

East Dealer None Vulnerable



W	N	E	S
1♥	P	2♥	All Pass

One does not open 1NT with West's hand because one wants to avoid the following situation:

W	N	E	S
1NT	P	2♥	P
2♠	All Pass		

It would be a shame to play in two spades with 96 opposite J8432 while holding an eight-card fit (and a beautiful suit) in hearts.

## G. Opening High Notrumps with a Five-card Major:

Opening higher notrumps (20-21 or 22-24) with a five-card major

One should use Puppet Stayman or you lose the five-card suit.

### Puppet Stayman

2NT	3♣	Partner what is your major situation?
3♦		no five-card major but at least one four-card major.
3♥		five hearts
3♠		five spades
3NT		no five or four card major

2NT	3♣	
3♦	3♥	four spades
	3♠	four hearts
	3NT	only three-card majors or shorter
	4♣	Gerber
	4♦	four cards in both majors

Also:

2♣	2♦	
2NT	3♣	Puppet Stayman

**Note:** I do not like Puppet Stayman with 1NT openers because:

- It eliminates Trash Stayman
- If 2NT is used as some sort of transfer, invitational hands become problematic. When I used puppet Stayman over 1NT, my notrump range was 15-16.


## H. Point Ranges for Balanced Hands: (in an uncontested auction)

12-14	1 of a suit and rebid cheapest notrump or pass partner's 1NT.
15-17	1NT
18-19	1 of a suit then jump in notrump
20-21	2NT
22-24	2♣ then rebid cheapest notrump
25-27	3NT
28+	2♣ then jump in notrump

### Example 8: 1NT Rebid (North Plays)

North Dealer None Vulnerable

♠KQ10 ♥KJ5 ♦1054 ♣AJ109

♠8 ♥AQ432 ♦A98 ♣K875  ♠AJ976 ♥1096 ♦32 ♣642

♠5432 ♥87 ♦KQJ76 ♣Q3

W	N	E	S
	1♣	P	1♠
P	1NT	All Pass	

### Bidding Notes:

- East must pass, but had he held Kx in clubs as well, he would have a perfect 1♠ overcall.
- South has one bid with 6-9 HCP's, so he skips a four or five card diamond suit to bid 1♠. With six diamonds he would bid diamonds first and rebid the six card minor. The spade bid from South will likely stop East from leading spades.
- West should be practical and not overcall a weak (poor intermediates) five-card suit at the two-level. One-level would be fine.
- North rebids 1NT showing 12-14 and five or less clubs and no singletons or voids.

**Lead:**

East must lead a heart, the ten.

East has no entries and because South bid spades and North has two or more, West will likely be unable to return the suit even if he did lead spades.

**The Play:**

Declarer will play a small diamond to the King. West will duck once and declarer will not concern himself with diamonds, but will take the club finesse. West will not cover the queen of clubs because he can outlast the finesse.

Furthermore, if a player has Kxx of clubs and his LHO is dummy with Ax, he also will not cover. This is another situation he can outlast the finesse.

Declarer plays another small diamond to the diamond and it holds so he takes a heart finesse. Declarer knows that the defense holding-up prevents him from running his diamonds. Instead, he gets two entries from them.

Declarer will get one spade, one heart, two diamonds and three clubs for seven tricks.

**Lead Notes:**

How High can a card be and still be 4th best?

Cards	Lead	No Side Entries
AQJ1042	A (drop H)	Q
AQJ942	A (drop H)	Q
AKJ1042	A (drop H) or K (Q?)	J
AKJ942	A (drop H) or K (Q?)	9
AQ10842	8	
AQ10942	10	
AKJ94	K (Q?)	
AK10943	10	

Answer: 8 and rarely the 9. This is probably why the 9 and 10 are used in coded 9's and 10's leads.

**Further Notes:**

- The lead of the king then a switch asks for a lead through declarer.
- The lead of an ace against notrump asks to drop an honour or give count.
- The lead of a queen at any contract asks partner to drop the jack or give count.

**Principle:** Long suits that have no entries are next to impossible to set up if partner is short in that suit.

Spades is one such example for the defense and diamonds is one such example for the declarer.

**Example 9: 18-19 Points** (North Plays)

East Dealer North South Vulnerable

♠543   ♥872   ♦Q10   ♣AJ1097  
 ♠AJ976   ♥1096   ♦32   ♣642      ♠82   ♥AQ43   ♦J854   ♣K85  
 ♠KQ10   ♥KJ5   ♦AK976   ♣Q3

W	N	E	S
		P	1♦
P	1NT	P	3NT
P	P	P	

**Bidding Notes:**

- A rebid of 2NT by South would show an invitational hand of 16-17 points asking partner to go to 3NT with a good 8 or 9.
- South must jump in notrump to show 18-19.

### **Opening Leads against 3NT:**

#### **More Lead Notes:**

Avoid leading from the following:

- AQ32
- KJ32
- K432
- A432

But lead the suit if the above holdings are five-card suits.

#### **Principle:**

If a player leads his own suit against 3NT, he will have an outside entry.

#### **Opening Lead Here:**

8 of spades to protect his other holdings.

It is not ideal because the lead can only be repeated once.

#### **The Play:**

Declarer must play small, the ten. If he plays the King, West will duck and will have AJ over the queen-ten when East leads it again.

West wins the jack and cannot clear the suit because he has no entries. He must play a low spade and hope partner has a third spade to return to his ace. If he cashes the jack and ace and exits a small spade, he will sever communication to his hand.


From the bidding he knows partner has four hearts but seeing the king and jack in dummy, he does not exit a heart.

Declarer will get four clubs, three diamonds (unless a diamond is led), two hearts and a spade to make the contract. He could run the ten of diamonds through but West is the danger hand because of the spades.

### Example 10: 18-19 Points (North Plays)

North Dealer None Vulnerable

♠7643 ♥872 ♦Q10 ♣AJ109

♠A2 ♥1096 ♦7632 ♣7642  ♠J98 ♥AQ4 ♦J854 ♣K85

♠KQ105 ♥KJ53 ♦AK9 ♣Q3

W	N	E	S	
	P	P	1♦	
P	1♠	P	4♠	All Pass

#### Bidding Note:

This is the only case when one opens 1♦ with three diamonds.

#### The Lead:

4♦. This is a bad lead but the other suits are worse. A lead tries to either promote honours or to promote small cards. So a three card suit is not a good suit to lead unless partner has values and length.

#### The Play:

Declarer wins the ace of diamonds and plays the K♠. West wins the ace and returns a diamond. The queen wins and declarer takes the spade finesse which wins. He pitches a heart on the diamond and takes a club finesse which loses.

If he leads a heart to dummy, East must jump up with the ace because any finesse declarer takes in hearts will win.

If declarer uses the Queen of diamonds at trick one to play a spade to the king, West should hold up once otherwise declarer will take a successful finesse for the jack.


Declarer will lose a heart, a spade and a club, making his contract.

Declarer's limited entries to North makes him play the hand in the above fashion.

**Principle:** Carry out an appropriate line of play for the entries you have.

### Example 11: 18-19 Points (South Plays)

West Dealer Both Vulnerable

♠7643 ♥8732 ♦8 ♣AKJ10  
 ♠A2 ♥1096 ♦107632 ♣642  ♠J98 ♥AQ4 ♦J954 ♣Q87  
 ♠KQ105 ♥KJ5 ♦AKQ ♣953

W	N	E	S
P	P	P	1♣
P	1♥	P	2NT
P	3♣	P	3♠
P	4♠	All Pass	

#### Bidding Notes:

Better Minor Opening:

Without a five-card major, one opens the longer minor. If the minors are three-three, one always opens 1♣ even if diamonds are AKQ. An opening bid of 1♣ is not lead directive.

North's hand would be a minimum response with AJ10x. Responding with 5 points is rare, but fortunately North has AKJ10 of clubs. Honours work the best in longer suits and when they complement each other.

#### Check Back Stayman:

3♣ is check back Stayman (CBS) and shows a game forcing hand opposite partner's 18-19 points. It asks for the following in order of importance.

- Four cards in an unbid major (shown first) or
- Three cards in the bid major.

#### The Lead:

5 of diamonds



**The play:**

Declarer plays the K♠ from his own hand.

The declarer will pitch two clubs on the diamonds and then use clubs and a ruff as three entries.

One entry to play to the 10♠ and two entries to develop hearts.

Declarer will lose one heart and one spade.

**Defense:**


If declarer plays spades from North, West should duck.

East will pop up with the ace♥ to prevent his queen finesse. Declarer will have to go back to dummy to finesse the queen and he may not or cannot do that.

**Example 12: 20-21** (South Plays)

East Dealer North South Vulnerable

♠5432 ♥Q7 ♦QJ1076 ♣J3

♠Q ♥1085 ♦95432 ♣642      ♠9876 ♥A432 ♦A8 ♣K875  
  
 ♠AKJ10 ♥KJ96 ♦K ♣AQ109

**Bidding:**

W	N	E	S
		P	2N
P	3♣	P	3♥
P	3NT	P	4♠
All Pass			

- Having a singleton king is the only case one opens notrump with a singleton. This is usually done with 20-21 and 22-24 not 15-17.
- Opening 1NT and it goes pass pass pass usually means the opponents have more points and are more likely to exploit declarer's weakness such as a singleton King.
- singleton Kings may win the opening lead.

### **The play:**

West will lead the 9 or 5 of diamonds. West will likely not promote an honour or a long card of his own but he will likely not set up a long card of declarer's.

### **The Lead:**

5♦

### **More Lead Logic:**

The opening lead is more of an art than a science but one still can follow some logic.

- Determine:
  - how many points partner can have
  - possible entries in one's own hand
    - zero entries means one is not leading his own suit
- Set up honours in one's own hand by either:
  - leading the top of touching honours or
  - finding a sole honour in partner's hand to promote an honour in one's own hand
- Promoting long small cards
- giving declarer nothing he cannot do himself
- leading a suit declarer is unlikely to find length cards
- Leading a short suit to find partner's long suit.

### **Principle:**

- The defense usually has the timing only to attack one suit.
- The suit partner leads becomes the defensive attack suit.
- Usually one only switches the attack suit when:
  - One no longer has that suit. Obviously!
  - One is short in the suit and partner has a scarcity of entries

### **The Play:**

Declarer cashes the ace of spades and sees the bad split so lays off of spades. Declarer must work on the heart suit to pitch a club and get an entry to dummy to play some diamonds and over-ruff East. Taking one for one trump is much better than two for one of theirs.

**Example 13:**

you have ♠xx ♥KJxxx ♦xxx ♣Axx  
and partner leads a spade against 3NT.

Partner likely has 7 points or less. If declarer leads a club, you pop up with the ace and continue with spades if you get to your side entry before partner uses his side entry. If partner gets in with his side entry first, you need to increase the defensive footprint by attacking or opening another suit.


**Principle:**

Hearts is a precarious suit. If you have a tenace, declarer likely has the surrounding cards in that suit. However, the higher the risk usually the higher the reward or the penalty.

**Example 14: 22-24** (South Plays)

East Dealer None Vulnerable

♠1043 ♥Q762 ♦J1076 ♣J3

♠Q82 ♥1085 ♦9543 ♣642  ♠765 ♥A43 ♦A82 ♣K875

♠AKJ9 ♥KJ9 ♦KQ ♣AQ109

**Bidding:**

W	N	E	S
		P	2♣
P	2♦	P	2NT
P	3♣	P	3♠
P	3NT	All Pass	

**The Play:**

There is no point doing the club finesse because declarer needs Kxx or Kx onside. The odds are that the king is Kxxx wherever it is. Declarer needs to work on

diamonds and hearts. The 9♠ is a possible entry to dummy. Declarer plays the jack of spades which loses to the queen. Now the 9♠ goes to the ten in dummy.

**Defense:**

Do not cover the Jack of clubs. The king can outlast the finesse.

**Example 15: 25-27** (South Plays)

North Dealer East West Vulnerable

♠9432 ♥10764 ♦1076 ♣K10

♠Q10 ♥85 ♦QJ954 ♣9864      ♠876 ♥QJ32 ♦832 ♣QJ3

♠AKJ5 ♥AK9 ♦AK ♣A752

**Bidding:**

W	N	E	S	
	P	P	3NT	
P	4♣	P	4♠	4♣ is Stayman, 5♣ is superGerber (ace ask)
All Pass				

**Note:**

4 spades makes 480 losing just one heart. 3NT will make 400.  
 In 4♠, East will not over-ruff dummy's ruff of the fourth club so declarer will play for the drop. The club ruffs locate the queen of spades and this information is not available in 3NT.

**Example 16: 28+** (South Plays)

East Dealer None Vulnerable

♠--- ♥Q7 ♦QJ1076 ♣K109872

♠Q5432 ♥J1085 ♦954 ♣6      ♠9876 ♥6432 ♦832 ♣43



♠AKJ10 ♥AK9 ♦AK ♣AQJ5


**Bidding:**

W	N	E	S
	P	P	2♣
P	2♦	P	3NT
P	4♣	P	4♦
P	5♣	P	5NT
P	7NT	All Pass	

### Example 17: (West Plays)

file: 2013.02.05.3NT

South Dealer, North South Vulnerable

♠10753	♥J54	♦K10	♣Q762					
♠AJ2	♥AQ	♦A62	♣K10984		♠Q964	♥632	♦874	♣AJ5
♠K8	♥K10987	♦QJ953	♣3					
W	N	E	S					
			P					
1♣	P	1♠	1NT					
2NT	P	3NT	All Pass					

#### The Bidding:

Unusual notrump shows a two-suited hand of the lower two unbid suits. It is a jump in notrump or cheapest notrump by a passed hand.

#### Sandwich Notrump

If the opponents each bid a suit, one does not overcall notrump with 15-18 because partner will be bust and playing a 1NT contract would be very difficult. 1NT shows 5-5 in the unbid suits. If both opponents have bid, one does not want to enter the auction with a strong flat hand because partner will be bust. Therefore, 1NT will not be a strong hand but will be a distributional hand.

West is forced to 2NT by the opponents not partner so he is showing 16-17 with a 2NT bid, invitational. Therefore he must jump to 3NT.

#### The Play:

Count Tricks

♠: 1 sure 3 more possible

♥: 2 with the lead. One more if South rises with the King

♦: 1

♣: 2 with 3 more possible.

Go after clubs first because that is the longest holding.

North leads a small heart and South ducks. Declarer wins the Q♥ and because of needed entries to dummy, he runs the 10♣ through which holds. Therefore the availability of entries to take the club and spade finesses dictates how to play the two-way club finesse.

He then takes the spade finesse (small to the jack) which also holds. He cashes the Ace of spades and the king falls. He then finesses to the Jack♣ and cashes the ace♣. He returns to his hand on the ace of hearts and cashes the clubs and then finesses the 9♠ in dummy.



## I. Responding Ranges

(When Partner Opens 1NT):

0-7 Find a Safe Contract and pass

0-4 Trash Stayman with 4-4 in majors

0-3 Trash Stayman with any 4-3 in the majors

0-4 Transfer to a six-card minor and pass

0-7 Trash Stayman with 5-4 in the majors

0-7 Transfer to a five-card major and pass

5-7 Let Partner play 1NT. Do not let him play in a minor at the three level or diamonds at the two-level because of Minor Suit Transfer or of Trash Stayman respectively.

8-9 Invitational

8 Pass with 4triple3

10-15 Game

a flat hand cannot make a slam opposite a one notrump opener with only 15 points. The requirement of 33 points for slam is reduced by the presence of long suits (5 or longer) and double fits.

16+ Slam Range

16-17 Slam Invitational

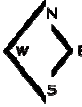
18-19 Small Slam

20-21 Grand Slam Invitational

22+ Grand Slam

**Example 18: Always Transfer to a Major** (South Plays)

East Dealer None Vulnerable

♠J4   ♥109876   ♦8765   ♣K3  
 ♠A732   ♥3   ♦AKQ   ♣J6542      ♠865   ♥AQ542   ♦432   ♣87  
 ♠KQ109   ♥KJ   ♦J109   ♣AQ109

W	N	E	S
		P	1NT
P	2♦	P	2♥
All Pass			

Leads Not to Make Against a Suit Contract on the opening lead only:

- singleton trump
- Ace from ace empty
- little from an ace

West will cash three diamonds and then lead a club, not a good lead but the best of the bad leads.

**Declarer Tips:**


- Use Jack♠ as an entry to dummy to take a heart finesse. Either heart honour works.
- If the ace ducks the spade then pitch a spade on a club. It will be ruffed but this is good because now spades have no losers and the long defensive trump hand is ruffing.
- Otherwise, keep the king of clubs as an entry to draw trump.
- 2♥ will be down one and one notrump will make, but one always transfers to a five card major and pass with 0-7 points.

### Defensive Tips:

- The heart finesse works for declarer so rise with the ace in case declarer has three and will finesse the Queen.
- The defense will attack dummy's entry. This is a common thing to do especially when there isn't any other obvious good lead.

### Example 19: 5-7 Points-Leave Partner in 1NT (Set 1-Board 33, South Plays)

North Dealer None Vulnerable

♠5432	♥87	♦KQJ76	♣J3					
♠AJ97	♥A962	♦32	♣642		♠86	♥Q1043	♦A98	♣K875
♠KQ10	♥KJ5	♦1054	♣AQ109					

### Bidding:

W	N	E	S
	P	P	1NT
All Pass			

### Declarer Tips:

Use diamonds as two entries.

With limited entries, finesse the spades to the ten. However, you will pitch a couple of spades and a club when opponents run hearts.

### Defensive Tips:

With two equal length majors and no entries outside of one major, choose the weaker.

Lead: 2♥ but the 7♠ is likely.

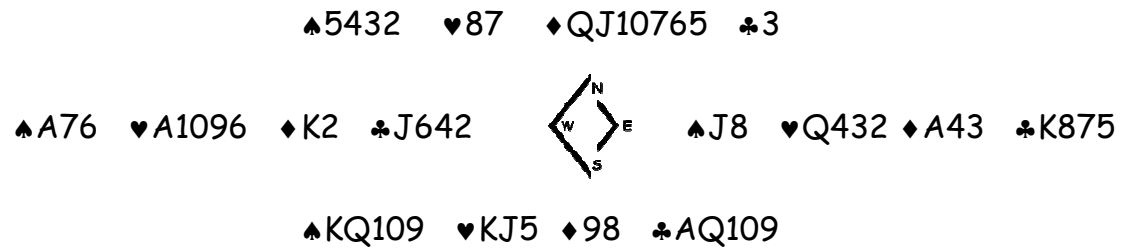
East must not cover J♣. He can outlast the finesse.

Hold up with the Ace♦.

Do not block hearts. Declarer will win the King♥ on the opening lead and when East takes the A♦, he will run the ten♥ through.

**Example 20: Transfer to a Minor, MST** (South Plays)

East Dealer None Vulnerable



**Bidding:**

W	N	E	S
		P	1NT
P	2♠	P	3♣
P	3♦	All Pass	

**Declarer Tips:**

Draw trump because there are no short hand ruffs.  
Work on uneven side suits first.


**Defensive Tips:**

The defender holding the ace♦ will duck and allow West to win the king. He will likely exit a trump.  
The defense will try to let the declarer open up the side suits. Both defenders will exit trump when they win their trump honours.

**Example 21: Invitational** (North Plays)

East Dealer None Vulnerable

♠A43   ♥987   ♦QJ98   ♣Q32

♠J972   ♥32   ♦A76   ♣J654      ♠865   ♥AQ1065   ♦K1054   ♣7

♠KQ10   ♥KJ4   ♦32   ♣AK1098

W	N	E	S
		P	1NT
P	2NT	P	3NT
All Pass			

**Bidding:**

Never worry about a worthless (unstopped) doubleton:

- Partner may have the suit.
- Opponents may bid.
- Partner may transfer to a major and the doubleton is worthwhile in a trump contract.
- The opponents may have the suit and may not lead it.

**Example 22: Transfer to a five card minor** (North Plays)

East Dealer None Vulnerable

♠4   ♥1098   ♦109876   ♣10983

♠K1065   ♥AQJ7   ♦Q32   ♣74      ♠AQ982   ♥6543   ♦A4   ♣QJ

♠J73   ♥K2   ♦KJ5   ♣AK652

W	N	E	S
			1NT
P	2♠	P	3♣
P	3♦	All Pass	

**Notes:**

- Minor suit transfers are usually a desperate attempt at a positive score.
- It would be better if the minor was 6 cards but the singleton makes up for it.
- I do not tend to open 1NT with 17 points and a useful five-card suit. This is okay because it is 15.
- You will probably never play 1NT with such weak majors but the minor suit transfers serves pre-emptively very nicely.

**Example 23: Stayman, 8+ Points** (South Plays, but North will actually make the contract)

East Dealer None Vulnerable

♠A432   ♥987   ♦K84   ♣Q32

♠J97   ♥32   ♦QJ109   ♣J654      ♠86   ♥AQ106   ♦A765   ♣987

♠KQ105   ♥KJ54   ♦32   ♣AK10

W	N	E	S
		P	1NT
P	2♣	P	2♥
P	2NT	P	4♠
All Pass			

The following bidding is the same except North plays the hand.


W	N	E	S
		P	1NT
P	2♣	P	2♥
P	2♠	P	4♠
All Pass			

**Notes:**

- 2♠ after 2♥ not 2♦ shows 8-9 and four spades.
- West has a natural lead of the Q♦. If North plays the hand, North's king is safe from immediate attack.
- 2♠ after Stayman 2♦ is too play. Do not confuse the two.

**Example 24: Stayman, 8+ Points** (North Plays)

East Dealer None Vulnerable

♠Q984   ♥A87   ♦1098   ♣QJ3  
 ♠1063   ♥KJ109   ♦Q632   ♣72      ♠A2   ♥6543   ♦A4   ♣109654  
 ♠KJ75   ♥92   ♦KJ75   ♣AK8

W	N	E	S
		P	1NT
P	2♣	P	2♠
3♠	All Pass		

**Notes:**

- North is flat, but uses Stayman because South may need ruffing power.
- With the cards as shown above, South can ruff the second round of hearts after their only stopper is dislodged.




**Example 25: Stayman, 8+ Points** (North Plays)

Stayman may ask for better four-card major first not up-the-line. This is not recommended because it is most useful when both players are four four in the majors. This is only a rare case.

East Dealer None Vulnerable

♠A987   ♥10983   ♦AQ109   ♣3

♠10   ♥KQJ10   ♦7632   ♣7642      ♠6543   ♥A   ♦84   ♣KJ10985

♠KQJ2   ♥7653   ♦KJ5   ♣AQ


W	N	E	S
		P	1NT
P	2♣	P	2♠
P	4♠	All Pass	

**Notes:**

- People who bid the four-card majors up the line will be in 4♥ down 1.
- The heart suit is blocked so declarer will pitch one heart on the long diamonds.
- Declarer must get the tenth trick from a heart ruff but since spades are 4-1, declarer will not be able to run diamonds and then ruff a heart because East will ruff a diamond.
- Declarer needs to get his tenth trick from the club finesse.

**Example 26: Trash Stayman, 0-4 Points** (North Plays)

East Dealer None Vulnerable

♠Q984   ♥10987   ♦J1098   ♣3  
 ♠A106   ♥A3   ♦732   ♣109874      ♠K72   ♥QJ654   ♦A64   ♣QJ  
 ♠J53   ♥K2   ♦KQ5   ♣AK652

1.	W	N	E	S
			P	1NT
	P	2♣	P	2♦
	All Pass			

2.	W	N	E	S
			1♥	1NT
	P	2♣	P	2♦
	All Pass			

3.	W	N	E	S
			1♥	1NT
	Dbl	P	P	2♣
	Dbl	2♦	All Pass	


**Notes:**

- Trash or Garbage Stayman (bidding sequences 1 and 2) means trash in points. 5-7 is not trash. With 5-7 points, one wants partner to play 1NT and would not risk a poor fit in diamonds like above.
- East could pass with this 13 points. It is likely that whoever opens the auction may have the ace and king of clubs and because the queen and jack fall, the ace and king of clubs are worth their value and whatever honours they swallow. If partner opens, East will get excited.
- Unknown to him, South has 15 working points, ten in clubs and five in diamonds.

**Example 27: 5-4 in the majors, Trash Stayman, 0-7 Points** (North Plays)

East Dealer None Vulnerable

♠Q984   ♥109876   ♦109   ♣83

♠K1065   ♥Q4   ♦Q432   ♣974      ♠A32   ♥AJ3   ♦A876   ♣QJ10

♠J7   ♥K52   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	2♣	P	2♦
P	2♥	All Pass	

**The Bidding:**

Some play 2♥ as invitational. See the notes in the next example.

**The Play:**

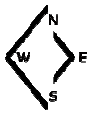
Declarer wins the opening lead of the Q♣, the top of a sequence, in dummy. and plays the jack of spades which West covers. West plays a club which dummy wins. Declarer plays another spade and ducks to the ace.

Declarer will ruff a spade in the short trump hand keeping the Queen for later. He then enters the closed hand with a club ruff and leads up to the king♥. It wins and declarer then plays a small trump. The last remaining trump is boss so declarer lets them ruff in with it. He gets to dummy with the King of diamonds and if they haven't taken the ace♦, the last diamond goes away on a club.

**Example 28: 5-4 in the majors, Stayman, 8-9 Points** (North Plays)

South Dealer Both Vulnerable

♠QJ98 ♥QJ1098 ♦K10 ♣103

♠10652 ♥A432 ♦Q97 ♣74            ♠A4 ♥5 ♦A86432 ♣Q965

♠K73 ♥K76 ♦J5 ♣AKJ82

W	N	E	S
			1NT
P	2♣	P	2♦
P	2NT	All Pass	

**Bidding Notes:**

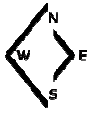
- The system only allows North to show a 5-4 hand with less than 8 points and greater than 9 so he shows the 8-9 point hand by rebidding 2NT.
- Some play the following as invitational but I play it as weak which is the more frequent case because 0-7 is a bigger range than 8-9.

W	N	E	S
			1NT
P	2♣	P	2♦
P	2♥	P	3♥
All Pass			

**Example 29: 5-4 in the majors, Stayman, 8-9 Points** (North Plays)

South Dealer Both Vulnerable

♠QJ98 ♥QJ1098 ♦K10 ♣103

♠10652 ♥A432 ♦975 ♣74            ♠A4 ♥5 ♦A86432 ♣Q965

♠K73 ♥K76 ♦QJ ♣AKJ82

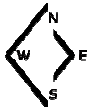
W	N	E	S
			1NT
P	2♣	P	2♦
P	2NT	P	3♣
P	3♥	P	4♥
All Pass			

**Bidding Notes:**

- South accepts the invitation by showing a club suit and perhaps an unstopped suit elsewhere.
- North can now rebid his 5 card major and outh puts him in 4.

**Example 30: 5-4 in the majors, Stayman, 10+ Points** (North Plays)


East Dealer None Vulnerable

♠Q984   ♥QJ1098   ♦A10   ♣J3  
 ♠K1065   ♥A76   ♦Q432   ♣74      ♠A2   ♥543   ♦9876   ♣Q1098  
 ♠J73   ♥K2   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	2♣	P	2♦
P	3♥	P	3NT
All Pass			

**Example 31: Transfers with a Five-card Major, 0-7 Points** (South Plays)

East Dealer None Vulnerable

♠J4   ♥109876   ♦8765   ♣K3  
 ♠A732   ♥3   ♦AKQ   ♣J6542      ♠865   ♥AQ542   ♦432   ♣87  
 ♠KQ109   ♥KJ   ♦J109   ♣AQ109


W	N	E	S
		P	1NT
P	2♦	P	2♥
All Pass			

**Bidding note:**

- It is never right to let partner play 1NT with a five card major and 0-7 points however, with a 5-card minor, it may be.

**Example 32: Transfers with a Five-card Major, 8-9 Points** (South Plays)


East Dealer North South Vulnerable

♠A4 ♥J10987 ♦8765 ♣K3  
 ♠J732 ♥432 ♦AKQ ♣J65       ♠865 ♥AQ5 ♦432 ♣8742  
 ♠KQ109 ♥K6 ♦J109 ♣AQ109

W	N	E	S
		P	1NT
P	2♦	P	2♥
P	2NT	All Pass	

**Example 33: Transfers with a Five-card Major, 8-9 Points** (South Plays)

East Dealer North South Vulnerable

♠A4 ♥J10987 ♦8765 ♣K3  
 ♠J732 ♥43 ♦AKQ10 ♣J65       ♠865 ♥AQ5 ♦432 ♣8742  
 ♠KQ109 ♥K62 ♦J9 ♣AQ109


W	N	E	S
		P	1NT
P	2♦	P	2♥
P	2NT	P	3♥
P	4♥	All Pass	

**Bidding Note:**

- Once North knows they have a Golden fit (8 card fit or better), he can count distribution and place the contract in game.

**Example 34: Transfers with a Five-card Major, 10+ Points** (North Plays)


East Dealer None Vulnerable

♠Q98 ♥AQ1098 ♦Q104 ♣Q7  
 ♠K1065 ♥76 ♦9632 ♣984            ♠A42 ♥J543 ♦A87 ♣J103  
 ♠J73 ♥K2 ♦KJ5 ♣AK652

W	N	E	S
		P	1NT
P	2♦	P	2♥
P	3NT	All Pass	

**Example 35: Texas Transfers with a Six-Plus-card Major, 0-4 Points** (North Plays)

East Dealer None Vulnerable

♠Q98 ♥J109876 ♦109 ♣73  
 ♠K1065 ♥AQ5 ♦Q32 ♣984            ♠A42 ♥43 ♦A8764 ♣QJ10  
 ♠J73 ♥K2 ♦KJ5 ♣AK652

W	N	E	S
		P	1NT
P	4♦	P	4♥
P	P	P	


**Bidding Note:**

- This contract will go down, but it is better than the opponents finding a spade fit.



**Example 36: Transfers with a Six-Plus-card Major, 0-7 Points** (North Plays)

East Dealer North South Vulnerable

♠Q98   ♥J109876   ♦1094   ♣7  
 ♠K1065   ♥AQ5   ♦Q32   ♣984      ♠A42   ♥43   ♦A876   ♣QJ103  
 ♠J73   ♥K2   ♦KJ5   ♣AK652


W	N	E	S
		P	1NT
P	2♦	P	2♥
All Pass			

**Bidding Note:**

- This contract may go down, so, because of the vulnerability, it is better that the opponents find their fit.

**Example 37: Transfers with a Six-Plus-card Major, 0-7 Points** (North Plays)

East Dealer None Vulnerable

♠ J109876   ♥Q98   ♦1094   ♣7  
 ♠AQ5   ♥K1065   ♦Q32   ♣984      ♠43   ♥A42   ♦A876   ♣QJ103  
 ♠K2   ♥J73   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	2♥	P	2♠   All Pass


**Bidding Notes:**

- North South have the higher ranking major so they can always outbid the opponents.
- They are bidding 2♠ to make.

**Example 38: Transfers with a Six-Plus-card Major, 8-9 Points** (North Plays)

East Dealer None Vulnerable

♠985   ♥AQJ1095   ♦109   ♣73

♠KQ106   ♥876   ♦Q32   ♣74      ♠A42   ♥43   ♦A4   ♣QJ

♠J73   ♥K2   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	2♦	p	2♥
P	3♥	All Pass	

**Bidding Notes:**

- North has 2 distributional points in addition to 7 high card points

**Example 39: Texas Transfers with a Six-Plus-card Major, 10-13+ Points**  
 (North Plays)

East Dealer None Vulnerable

♠A84   ♡AQJ1098   ♦109   ♣Q3

♠10765   ♡43   ♦Q32   ♣10987      ♠K932   ♡72   ♦KJ876   ♣J65

♠QJ2   ♡K65   ♦A54   ♣AK42

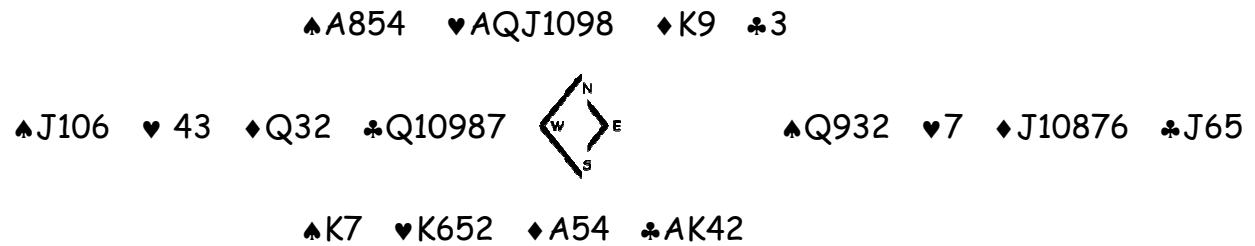
W	N	E	S
		P	1N
P	4♦	P	4♥
All Pass			

**Bidding Note:**

- Texas transfers are used for hands with 6 card suits that are really weak (preemptive) or enough for game not interested in slam.

**Example 40: Transfers with a Six-Plus-card Major, 14-15 Points** (North Plays)

East Dealer None Vulnerable



W	N	E	S
		P	1N
P	2♦	P	2♥
P	4♥	P	5♣
P	6♥	All Pass	

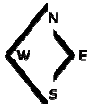
**Bidding Notes:**

- Don't worry about this one.
- This is very advanced and is an example of a mild slam try.
- South has a maximum, a doubleton and aces and kings not queens and jacks.
- He likes a slam try.

**Example 41: Transfers with a Six-Plus-card Major, 14-15 Points** (North Plays)

East Dealer None Vulnerable

♠A84 ♥AQJ1098 ♦109 ♣K3

♠10765 ♥43 ♦Q32 ♣10987  ♠K93 ♥72 ♦A8764 ♣654

♠QJ2 ♥K65 ♦KJ5 ♣AQJ2

W	N	E	S
		P	1N
P	2♦	P	2♥
P	4♥	All Pass	

**Bidding Notes:**

- Don't worry about this one.
- This is very advanced and is an example of a mild slam try.
- South has a maximum but he is 4 triple 3, and has too many queens and jacks.
- He does not like a slam try.

**Example 42: 6-4 in the majors, 10+ Points** (South Plays)

East Dealer None Vulnerable

♠KQ98   ♥QJ10986   ♦A10   ♣J  
 ♠10654   ♥A7   ♦Q32   ♣10984      ♠A32   ♥5   ♦98764   ♣7653  
 ♠J7   ♥K432   ♦KJ5   ♣AKQ2

W	N	E	S	
		P	1NT	
P	4♦	P	4♥	All Pass

**Bidding Notes:**


- Texas can be reserved for really weak hands and hands with just enough for game. Jacoby is reserved for 5 card majors and 6 card majors with values to play at the two or three level.
- South probably does not have a five card major so the best fit the spades can be is 4-4 while the best fit hearts could be is 6-4.
- Hearts are at least 6-2 so one does not use Stayman.
- Instead one transfers to the six-card major.
- If one uses Jacoby transfers:

W	N	E	S	
		P	1NT	
P	2♦	P	3♥	
P	4♥	All Pass		

- South **superaccepts** hearts showing 4 card support, at least one doubleton and 17 high card points.

**Example 43: 5-5 in the majors, 0-7 Points** (North Plays)

East Dealer None Vulnerable

♠Q9854    ♥109876    ♦109    ♣3  
 ♠K106    ♥AQJ    ♦Q832    ♣974        ♠A2    ♥543    ♦A764    ♣QJ108  
 ♠J73    ♥K2    ♦KJ5    ♣AK652


W	N	E	S
		P	1NT
P	2♦	P	2♥
P	2♠	All Pass	

**Bidding Notes:**

- North can only show both majors if he is weak or 10+.
- With 0-7, he transfers to the lower ranking major and bids the other at the two-level. This is not commonly accepted even though it makes sense. You probably won't be passed so you can transfer to the better major and pass or expect to play at the three-level if you mention both.

**Example 44: 5-5 in the majors, 8-9 Points** (South Plays)

East Dealer None Vulnerable

♠QJ1098   ♡109876   ♦K9   ♣Q  
 ♠K64   ♡AQJ   ♦Q832   ♣974      ♠32   ♡543   ♦A764   ♣J1083  
 ♠A75   ♡K2   ♦J105   ♣AK652

W	N	E	S	
		P	1NT	
P	2♥	P	2♠	
P	2NT	P	3♠	All Pass


**Bidding Notes:**

- North can only show both majors if he is weak or 10+.
- With 8-9, he transfers to the better major and rebids 2NT.



**Example 45: 5-5 in the majors, 10+ Points** (North Plays)

East Dealer None Vulnerable

♠Q9854   ♡QJ1098   ♦A9   ♣3  
 ♠K106   ♡A76   ♦Q832   ♣974      ♠A2   ♡543   ♦10764   ♣QJ108  
 ♠J73   ♡K2   ♦KJ5   ♣AK652

W	N	E	S	
		P	1NT	
P	2♦	P	2♥	
P	3♠	P	4♠	All Pass


**Bidding Notes:**

- 9 is good enough for 10 with a two-suiter with reasonable suits.

**Example 46: 5-5 or better in the majors, 10+ Points** (North Plays)

East Dealer None Vulnerable

♠KQJ84   ♡QJ10987   ♦9   ♣3

♠K1065   ♡A   ♦1087632   ♣74      ♠A2   ♡6543   ♦A4   ♣Q10986

♠73   ♡K2   ♦KQJ5   ♣AKJ52

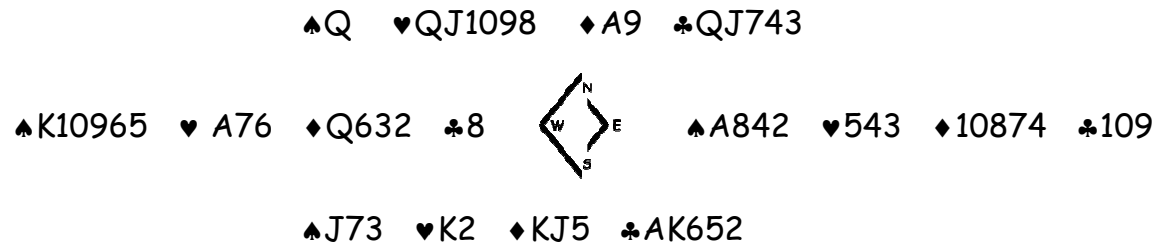
W	N	E	S
		P	1NT
P	2♦	P	2♥
P	3♠	P	4♥ All Pass

**Bidding Notes:**

- 9 is good enough for 10 with a two-suiter with reasonable suits.
- North transfers to the longer and bids the shorter major at the three level.

**Example 47: 5-5 or better in a major and a minor, 10+ Points** (North Plays)

East Dealer None Vulnerable




W	N	E	S
		P	1NT
P	2♦	P	2♥
P	3♣	P	4♥ All Pass

**Bidding Notes:**

- South makes the best decision of playing in a 5-2 fit because North is showing shortness in spades.

**Example 48: Texas Transfers, 0-4 Points** (North Plays)

East Dealer None Vulnerable

♠ J109876   ♥ ---   ♦ 109   ♣ 109873  
 ♠ AQ5   ♥ K1065   ♦ Q32   ♣ QJ4      ♠ 43   ♥ AQ9842   ♦ A8764   ♣ ---  
 ♠ K2   ♥ J73   ♦ KJ5   ♣ AK652

W	N	E	S
		P	1NT
P	4♥	P	4♠
P	P	P	

**Bidding Note:**

- This contract will go down, but it is better than the opponents finding 6♥.

## J. Transfer Summary

The following table consists of the bid over partner's 1NT and the rebid.

Major	0-3		4-7		8-9		10-15		16+	
<b>5♥'s</b>	2♦	P	2♦	P	2♦	2NT	2♦	3NT	2♦	3♣/3♦
<b>5♠'s</b>	2♥	P	2♥	P	2♥	2NT	2♥	3NT	2♥	3♣/3♦
<b>6♥'s</b>	4♦	P	2♦	P	2♦	3♥	2♦	4♥	2♦	4NT
<b>6♠'s</b>	4♥	P	2♥	P	2♥	3♠	2♥	4♠	2♥	4NT

The following table consists of the advanced bid over partner's 1NT and the rebid.

Major	0-3		4-7		8-9		10-13		14-15		16+	
<b>5♥'s</b>	2♦	P	2♦	P	2♦	2NT	2♦	3NT	2♦	3NT	2♦	3♣/3♦
<b>5♠'s</b>	2♥	P	2♥	P	2♥	2NT	2♥	3NT	2♥	3NT	2♥	3♣/3♦
<b>6♥'s</b>	4♦	P	4♦	P	2♦	3♥	4♦	P	2♦	4♥	2♦	4NT
<b>6♠'s</b>	4♥	P	2♥	P	2♥	3♠	4♥	P	2♥	4♠	2♥	4NT

## K. Quantitative

4♣ is ace asking

4NT asks 1NT opener:

to pass with 15 to a bad 16

to bid 6NT with a good 16 to 17


5NT asks 1NT opener:

to bid 6NT with 15 to a bad 16

to bid 7NT with a good 16 to 17

### Example 49: Gerber Slams (North Plays)

East Dealer None Vulnerable

♠4	♥A	♦AKQJ1098	♣QJ109						
♠K1065	♥QJ987	♦32	♣74		♠Q987	♥106543	♦64	♣QJ	
♠AJ32	♥K2	♦75	♣AK652						


W	N	E	S
		P	1NT
P	4♣	P	4♠
P	5♣	P	5♠
P	6NT		

#### Bidding Notes:

- North needs to know whether they have the king of clubs or the king of spades.
- He could try 7NT and if partner has the king of spades, it makes on a finesse and if partner has the king of clubs 7NT is cold.
- In 6NT making 7 won't be a bad board, but in 7NT down 1 will be a bottom board.

**Example 50: Quantitative Slams 16-17** (North Plays)


East Dealer None Vulnerable

♠AKJ   ♡A3   ♦A1098   ♣10876  
 ♠10865   ♡QJ109   ♦Q32   ♣Q4      ♠942   ♡87654   ♦764   ♣J3  
 ♠Q73   ♡K2   ♦KJ5   ♣AK952

W	N	E	S
		P	1NT
P	4NT	P	6NT All Pass

**Example 51: Quantitative Slams 16-17** (South Plays)

East Dealer None Vulnerable

♠KJ98   ♡AQJ6   ♦A109   ♣J10  
 ♠10654   ♡1098   ♦Q32   ♣Q64      ♠A2   ♡7543   ♦8764   ♣873  
 ♠Q73   ♡K2   ♦KJ5   ♣AK952


W	N	E	S
		P	1NT
P	3NT	All Pass	

**Bidding Note:**

North has a hand that can almost invite slam. This is a bad 16 points so he does not do quantitative.

**Example 52: Slam 18-19** (South Plays)


East Dealer None Vulnerable

♠KQ98   ♡AQJ10   ♦A94   ♣Q3  
 ♠10654   ♡98   ♦Q32   ♣10974      ♠A2   ♡76543   ♦10876   ♣J8  
 ♠J73   ♡K2   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	6NT	All Pass	

**Example 53: Slam 20-21** (South Plays)

East Dealer None Vulnerable

♠KQ98   ♡AQJ10   ♦AQ4   ♣Q3  
 ♠10654   ♡98   ♦932   ♣10974      ♠A2   ♡76543   ♦10876   ♣J8  
 ♠J73   ♡K2   ♦KJ5   ♣AK652

W	N	E	S
		P	1NT
P	5NT	P	6NT   All Pass



**Example 54: Slam 22-25** (South Plays)

South Dealer North South Vulnerable

♠AKQ9 ♡AQJ10 ♦AQ4 ♣Q3  
♠10654 ♡98 ♦932 ♣10974      ♠82 ♡76543 ♦10876 ♣J8  
♠J73 ♡K2 ♦KJ5 ♣AK652

W	N	E	S
			1NT
P	7NT	All Pass	

**Example 55: Slam: 4Triple3 Subtract a Point**(South Plays)

East Dealer None Vulnerable

♠AKJ ♡A53 ♦A1098 ♣1087  
♠10865 ♡Q1092 ♦Q32 ♣Q4      ♠942 ♡8764 ♦764 ♣J63  
♠Q73 ♡KJ ♦KJ5 ♣AK952

W	N	E	S
		P	1NT
P	3NT	All Pass	

## L. Gambling 3NT:

- AKQxxxx or AKQJxxx in a minor
- No Ace or King outside except in third or fourth seat when partner is a passed hand.
- Not an eight card or longer suit
  
- 4♣, 5♣, 6♣, 7♣ are to be passed or corrected

## M. Contested auction:

### 1. Consider the following uncontested auctions

W	N	E	S	
1NT	P	2♣	P	
2♦	P	2♥	P	5 hearts and 4 spades to play

W	N	E	S	
1NT	P	2♣	P	
2♦	P	3♠	P	5 spades and 4 hearts game forcing

### 2. The principle in contested auctions is the same:

2 level to play  
3 level game forcing  
with an additional tool:  
cuebid is game forcing Stayman

### 3. Doubling under and doubling over:

In any auction where strength has been shown

Doubling Over:

		penalty		
W	N	E	S	
		1NT	2♠	Dbl
P	P	P		

Doubling under

		takeout		
W	N	E	S	
		1NT	2♠	P
P		Dbf		

#### 4. Stolen Bid

Systems such as transfers are still on when 1NT is followed by 2♣ or Dble. Double of 2♣ is Stayman, he stole my bid. By the way, stolen bids. over all interference not just 2♣, allows opponents to interfere freely without consequences.

W	N	E	S
1NT	2♣	Dbf	

#### 5. Still have your bid when Opponents Compete:

Notice the difference between Partner forcing you to 2NT and an opponent forcing you to 2NT

<b>W</b>	<b>N</b>	<b>E</b>	<b>S</b>	
1♠	P	2♣	P	2♣ = 10+ HCP's
2NT				12-14 minimum hand

<b>W</b>	<b>N</b>	<b>E</b>	<b>S</b>	
1♣	P	1♠	2♦	
2NT				Extra values 18-19

## N. Lead Direction

W	N	E	S	
1NT	P	2♣	Dbl	Double of Stayman shows a club lead is required.

In addition, a double of any artificial bid such as transfers, responses to Blackwood or Gerber or Feature is also for lead direction.

Lead direction means that you want the lead in the doubled suit and not that you can defeat some outlandish contract in that suit.

Examples of good lead direction holdings are:

KQ109x(x) AK1098(x) AKQxx(x) KQJ10x(x)

Examples of bad lead direction holdings are:

Any ace empty:

Axxxx(x)

Setting up a possible side suit for declarer, who has declared himself to have 15-17 points, is never good.

Any four card suit or shorter:

KQ10x AKxx AKQx

You still have to defeat the contract if the opponents redouble to play.

Meatless suits:

KQxxx(x) AKxxx(x)

Tenaces:

KJxxx(x)

## O. Notrump Declarer Play Summary

- a. Count your winners, fast and slow.
- b. Count your losers fast and slow.
  - Do you need to duck the opening lead?
  - How many stoppers do you have?
  - Can you lose the lead?
- c. Opponent's suit length
  - Does the opponent have four or more. This will tell you how many cards the opponents can cash if they get in.
  - How many more can you lose?
- d. Opponent's Entries
  - If opponent leads his own long suit, play him for an outside entry
  - If the opponent with the long suit ducks to keep a card of the suit in partner's hand, he may not have any outside entries left.
- e. Developing Tricks
  - Leave suit(s) alone that Opponents are attacking or have to play.
  - Recognize your long suits
  - Assess quality of long suits
    - 9 or more combined cards of dummy and declarer
    - 8 then 7 then 6
  - Develop 4-3 fits
  - Develop 5-2
  - Avoid 6 total card suits or shorter
  - Leave two way guesses of shorter suits to the end.
- f. Danger Hand
  - The hand or hands that have some of the suit that can be cashed to set you.

g. Timing

- Lose fast losers first before giving opponents their slow winners.
- Take finesses into the danger while you still have stoppers.
- Take finesses into the hand with none of partner's suit left when your stoppers have been exhausted.

h. Communication or transportation

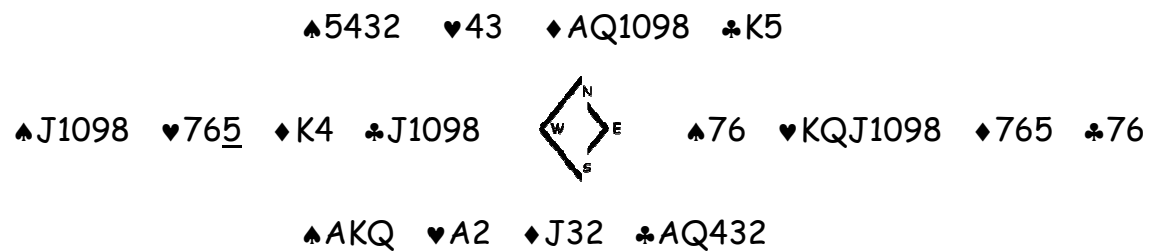
- Entries to dummies or declarer's long suit
  - keep them
- Can either use long suit to make opponents discard but first use it for transportation between dummy and declarer's hand.

## P. Advanced Examples:

### Example 56: Checking The Breaks (South Plays 3NT)

BM2000-2C-3

East Dealer None Vulnerable



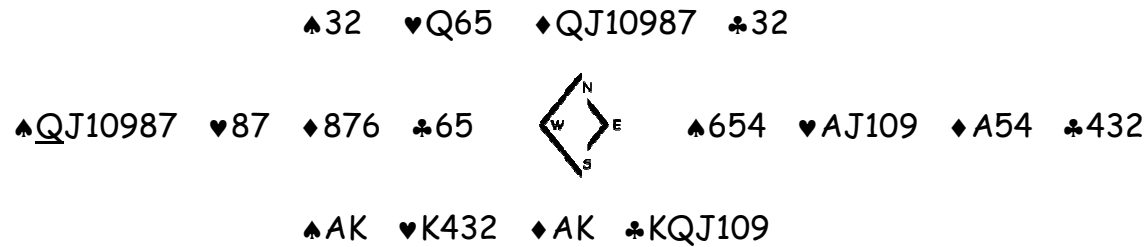
#### The play:

- Check the spade break first.
- Check the club break second.
- If both do not break 3-3, then take the diamond finesse by running the jack through.

**Example 57: The Offering** (South Plays 3NT)

BM2000-2C-6

North Dealer North South Vulnerable



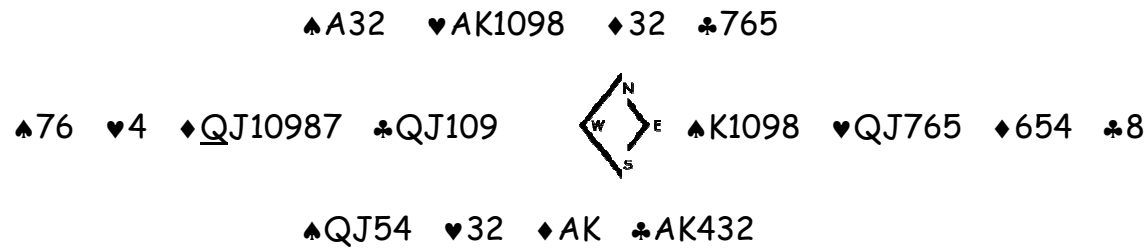
**The play:**

- Win the opening lead with the ace. Always hide an honour from defenders if possible.
- Cash Ace and King of diamonds.
- Offer the king of hearts. If the defenders take it, you have an entry to the diamonds.
- They don't take it and the king wins.
- Play clubs.
- Declarer wins 2 ♠'s, 1 ♥, 2 ♦'s and 4 ♣'s to make 3NT.



**Example 58: Check different things** (South Plays 3NT)  
 BM2000-3A-34

East Dealer None Vulnerable



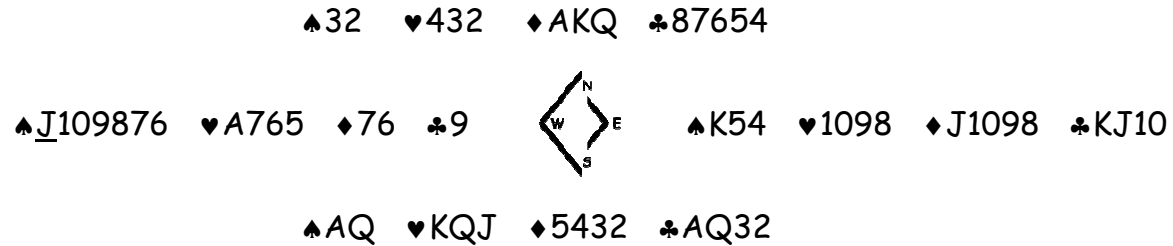
**The play:**

- Win the opening lead with the ace.
- Cash ace and king of clubs and if 3-2, lose a club. They split 4-1.
- So cash ace and king of hearts and see if an honour falls. It does not.
- Now play 2♠ towards the queen. It holds.
- Play a small spade back to the ace and lead another spade toward the jack.
- Declarer gets 3♠'s, 2♥'s, 2♦'s and 2♣'s to make 3NT.
- +400

**Example 59: Lose the Lead Once** (South Plays 3NT)

BM2000-3D-11

East Dealer None Vulnerable



**The Play:**

- Declarer wins the opening lead with the A♠. East plays the King.
- Cash A♣.
- Cash three rounds of diamonds to see if they split three-three. They don't.
- Play a club towards the Queen. East takes the King.
- Declarer wins two spades, no hearts, three diamonds and four clubs making 3NT.
- +400

**Example 60: The Direction of Play** (South Plays 3NT)

BM2000-3D-25

East Dealer None Vulnerable




**The Play:**

- Declarer wins the opening lead with the A♠. East plays the King.
- Play a diamond to the ace.
- Play a club towards the Queen. It holds.
- Play a diamond to the king.
- Play a club towards the Jack. It holds.

## Example 61: Bidding Stoppers (West Plays 3NT)

file: 2013.02.25.3NT.MakeThemSluff-LeadMakesorBreaksContract

East Dealer East West Vulnerable

	♠10952	♥AJ2	♦K953	♣QJ	
♠J64	♥K104	♦J6	♣AK653		♠AKQ7
					♥97
					♦A10872
					♣72
	♠83	♥Q8653	♦Q4	♣10984	
W	N	E	S		
		1♦	P		
2♣	P	2♠	P		
3NT	All Pass				

Opening Lead 10♠

The opening lead was the best lead as it did not help us like the other declarers (they got a diamond lead)

Good play has to force them to help us.

**Plan A:** Run spades and watch discards and exit a club to North.

Problem is what to discard and there will always be two club losers and two diamond losers but diamonds have more entries.

**Plan B:** This is the better way. Leave spades for transportation. Win opening lead with Jack♠ and play a diamond-run the 6 thru then run the jack thru. Do not try clubs except for transportation. must lose 2 clubs no matter what. Always go after the suit with better intermediates. (diamonds) lose two hearts and two diamonds.

Even with a good lead, one can still make with proper declarer play

Always Use clues from the play

- Discards will show you what suits the opponents are protecting.
- Watch what suits they attack first and second.

**Example 62: Count** (North Plays 3NT)

♠KQ72    ♥AQ5    ♦10984    ♣A52



♠J103    ♥K3    ♦J532    ♣KQ73

sure tricks:	♠0	♥3	♦0	♣3
possible tricks:	♠3	♥0	♦0	♣1
sure losers:	♠1	♥0	♦3	♣0
possible losers:	♠0	♥1or2	♦0	♣1

Heart lead against 3NT. Do not touch diamonds. Could lose AKQ diamonds Ace spades and a heart

Lose spade ace before checking out club split.

One needs three stoppers of the opening lead suit or two stoppers and an initial holdup to kick out the ace and king of a side suit.

**Example 63: Hold Up On Defense** (North Plays)

♠AK2   ♡Axx   ♦AQxx   ♣654



♠QJ   ♡Jxx   ♦Jxx   ♣KQJ10x

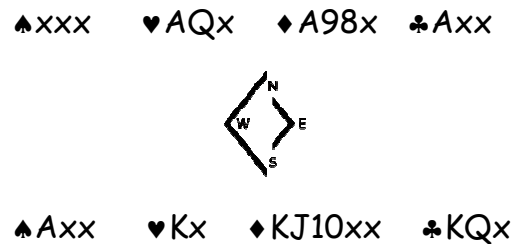
sure tricks:   ♠3   ♡1   ♦1   ♣0

possible tricks:   ♠0   ♡0   ♦2   ♣4

A spade is led against 3NT. Win A♠. Attack clubs. Defense must hold up.

### Example 64: The Danger Hand (South Plays 3NT)

file 2011.10.26.TheDangerHand



West led the 4♠ against 3NT by South and played the 2♠ next. This shows a five-card suit.

Duck once. Duck twice if you are throwing losers not winners.

### Eight Ever Nine Never

With an eight-card fit, always finesse for the queen, while with a nine-card fit, never finesse for the queen. This however does not apply in three situations:

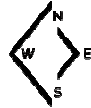
1. The hands are distributional and when there is one singleton, there usually is another.
2. One player has shown to have most of the outstanding points.
3. There is a danger hand. Take the finesse even with a nine-card fit into the safe hand.

Cash the king of diamonds and then run the jack into East.

### Example 65: Which Finesse? (North Plays)

file: 2011.12.03.WhichFinesse

♠Jxx ♥873 ♦QJxx ♣AQJ



♠AQ10x ♥K4 ♦AKxx ♣xxx

Win 2nd heart with King and you cannot lose the lead.

Take the finesse that will give you the contract.

- Take the spade finesse. If it works, you make the contract, otherwise it goes down.
- If you take the club finesse, you still need the spade finesse.

Always look at the card led against 3NT.

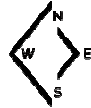
If the 2♥ was led against 3NT, the suit is breaking 4-4. While, if the 5♥ was led against 3NT, the suit could be 5-3 or worse unless the 2, 3 and 4 are seen in an hand other than the opening leader.



### Example 66: Timing (North Plays)

file:2011.12.03.Timing

♠Jxx ♥A73 ♦QJxx ♣AQJ



♠AQ10x ♥K4 ♦AKxx ♣xxx

A. 2♥ was led against 3NT

The suit is split 4-4 if fourth best leads are being used. There is no need to hold up. Take the spade finesse first. If it loses, one cannot afford the club finesse because it jeopardizes 3NT+1 but one can make 3NT+3 if the King♣ is onside.

B. 5♥ was led against 3NT

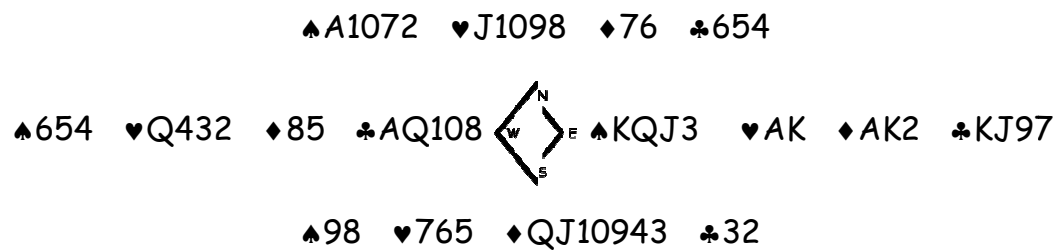
Take the spade finesse first and then take the club finesse when East is out of hearts.

If the spade finesse loses, watch the next heart played by West. If it is the lowest possible heart and is lower than the first card led, the player has a five-card suit. If it is higher than the fourth best card, then it is likely a four card suit. One can hold up regardless to take a club finesse safely. If the king♠ and king♣ are both offside, one makes 3NT+1. However, if the King♣ is onside, one makes 3NT+2 without risking 3NT+1.

### Example 67: Transportation (North Plays)

A long suit is nice to cash to make the opponents discard, but it may be the only transportation available.

West Dealer Both Vulnerable (from workshop 13)



W	N	E	S	
P	P	2♣	P	
2♦	P	2NT	P	22-24
3♣	P	3♠	P	2-8
3NT	All Pass			Opening Lead: Q♦
				3NTE+3 +690


#### Notes:

- Do not duck opening lead even once
- Use clubs as transportation-do not cash
- Finesse spades 3 times and use last entry to cash the Q♥
- Play K♣ to the ace and lead a small spade to the king.
- Play J♣ to the queen and lead another small spade to the queen
- Play 9♣ to the ten and lead another small spade to the jack
- Play the 7♣ to the 8♣ after the ace and king of hearts have been cashed.
- North will hold up twice with the ace of spades.

### Example 68: Another Ugly 15 Count (North Plays)

file: 2013.02.15.1NT.Not15Points

South Dealer North South Vulnerable

♠865 ♥A4 ♦K97643 ♣A8  
 ♠KJ4 ♥KQ75 ♦QJ5 ♣QJ10  ♠A32 ♥J10982 ♦82 ♣652  
 ♠Q1097 ♥63 ♦A10 ♣K9743

W	N	E	S
			P
1NT	P	2♣	P
2♥	P	4♥	All Pass

The result on-line: 4♥W-3 -150 -4.49 imps

### Example 69:

2013.04.07.diamondSwitchTokillEntry

None Vulnerable

♠KJ52 ♥AJ43 ♦K852 ♣8  
 ♠A1043 ♥Q95 ♦9743 ♣J3  
 ♠Q ♥1086 ♦Q10 ♣AQ106542

♠9876 ♥K72 ♦AJ6 ♣K97

W	N	E	S
	1♦	P	2♣
P	2NT	P	3NT

All Pass

3NTN+1 -430

-7.54 imps

## Q. Trick One Play at 3NT

The following examples have been mostly taken from Fred Gitelman's Bridge Master 2000.

They are all 3NT contracts with a fourth best spade lead. The top hand is dummy and the bottom hand of each example is the declarer's hand or the closed hand.

- Hold up

- to break communication between the defenders

♠54 ♥AK32 ♦KQJ ♣9876 1A-11

♠A32 ♥654 ♦A32 ♣KQJ10

Win the third round of spades with the ace and hope the opponent with the ace♣ has no more spades.

♠43 ♥K54 ♦K65 ♣A10987 2A-17

♠KQ2 ♥A32 ♦A432 ♣QJ2 Duck opening J♠ lead so the club finesse can be taken.

- to kick out the ace and king in a suit, one needs three stoppers in the suit led or two stoppers and an initial hold-up.

♠543 ♥AK4 ♦KQ4 ♣5432 2A-14

♠AK2 ♥Q32 ♦A32 ♣QJ109 Holdup once because one needs two stoppers and a holdup to kick out the ace and king of clubs.

♠32 ♥432 ♦K2 ♣KQJ1098 1A-25 Cannot set up hearts. Need 3 stoppers

♠AK ♥QJ109 ♦10987 ♣A32 Play to the king♦ for the ninth trick.

- to discard a blocking card

♠54 ♥KQ10 ♦AK87 ♣AK98 3A-16

♠A32 ♥32 ♦Q65432 ♣32

Hold up on spades twice and pitch the 8♣ on the ace♠.

- to get a count on a suit
  - ♠5 ♥AKQJ ♦6543 ♣QJ65 4C-3 Hold up three times to find out how ♥'s are split. If West has 5, cash A♣. If West has 3 or fewer. Finesse ♦ into him. If 4-4, just play A♣ and small to the Queen-Jack.
  - ♠A432 ♥32 ♦AK2 ♣A432
  
- Do not hold up
  - when a switch could be worse
    - to a suit with less stoppers
      - ♠43 ♥K54 ♦QJ1098 ♣765 1A-14 Can't hold up. Fear a club switch. Cash A♦ and give up the king.
      - ♠AK2 ♥A32 ♦A32 ♣A432
    - an unprotected honour could be attacked with the lead through it
      - ♠AQ ♥43 ♦AK654 ♣A765 1B1
      - ♠54 ♥K65 ♦QJ87 ♣KQJ10
      - win the ace, a heart switch kills the contract
      - ♠A65 ♥A6 ♦5432 ♣Q432 2D-7 Win Ace♠, cash AKJ♣ and drive out ♦ace. Need A♥ for Q♣- do not want a heart switch.
      - ♠J432 ♥Q2 ♦KQJ10 ♣AKJ
    - when they can attack an entry to a long suit
      - ♠54 ♥A2 ♦43 ♣Q1076543 4B-23 Defense will attack A♥ entry.
      - ♠AK32 ♥KQJ ♦AQJ2 ♣J2
  
- Preserve an entry to the long suit in dummy or hand
  - Take care where you win the lead, your hand or dummy.
    - ♠A43 ♦432 ♣J109 ♦6543 1A-12
    - ♠K2 ♥AKQJ ♣8765 ♦AK2 Win K♠ on opening lead. Keep A♠ as entry to the thirteenth diamond.
  
- Which Honour to Play
  - Play the Queen and hope the opening leader led from the ace and king.
    - ♠Q52
    - ♠43 If you do not play the Queen, the RHO puts in the ten.
  - Play the ace and RHO will block the suit
    - 10852 Win the ace and East will block the suit with Hx.
    - A3

- Do not leave an honour hanging
  1. ♠Q3  
♠K54 Play the queen and protect the king by throwing LHO in.
  2. ♠J3  
♠K54 Play the Jack and protect the king by throwing LHO in.
- Duck an Honour
  1. ♠Q3  
♠K104 Play the 3 not the queen
  2. ♠J3  
♠Q54 Play the 3 not the jack
  3. ♠J3  
♠A102 Play the 3 not the jack
- Do not duck  
♠A2 ♥KQJ ♦QJ2 ♣AK432 2B-29 Duck because East has doubleton  
♠10987 ♥A32 ♦A1098 ♣65 Honour
- Keep an entry  
♠QJ10 ♥54 ♦42 ♣KJ7432 2A5  
♠A32 ♥A876 ♦A876 ♣AQ win the ace♠ and cash AQ♣

## R. Card Combinations: A Reference

These examples have been taken from the Encyclopedia of Bridge edited by Francis.

2013.02.18.CardCombinations

AQ104 7632	Play to the Queen. If it loses, play to the 10, otherwise cash the ace.
AQ42 7653	Play to the ace then small to the queen
A762 QJ43	Small to the ace then small to the queen or jack
A762 QJ104	Run the queen through
A7632 QJ74	If cards are likely 2-2 (no preempt or visible singletons or voids) run the Queen through
A9876 QJ10432	play the ace
AK76 J10543	Cash A and then play the jack to the King
AK76 J1054	Cash A and run the jack through
A764 KJ1098	Cash Ace and King unless someone preempted or there is a danger hand or there is distribution afoot.
A9xx KJ10x	Play the jack in case it gets covered-your guess where the queen is otherwise.
KQx xxx	play to the king then to the queen
KQ109 xxx	play to the king and if it wins, play to the queen. If the king loses play to the 10. North will hold up with Axx because partner could have the finessable jack.
A1087 Q9632	perhaps run the queen through
A1087 Q963	play to the ace and back to the queen
A1084 J932	small to the 10 and then run the 9 and Jack through
AJ109 xxxx	small to the Jack then small to the 10
AJ109 xxxxx	small to the Jack then small to the 10
AJ93 7542	small to the nine then small to the jack
K762 J543	Play to the Jack then to the King

## S. Advanced Topics

### 1. Alternative Contracts

When to play:

- 5 of a minor,
- 4 of a major in a moysian or
- 3NT

### 2. How to Shine (You crazy diamond) at 1NT

### 3. Lebensohl in Competition

### 4. End Plays (See Advanced Suit Declarer play)

### 5. Squeezes (See Advanced Suit Declarer play)