

BEGINNERS' LESSONS

Welcome

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Lesson Two

Balanced Hands



Summary from Last Week

- Bridge is a card game of **two partnerships**, North with South and East with West. The 52 cards are dealt by the Dealer, 13 cards each.
- The game takes place in two phases – the **bidding** (or **auction**) and the **play** of the hand.
- The bidding serves two purposes – to “buy” **the final contract**, and to **convey information between** partners. The bidding starts with the player to the Dealer’s left, and proceeds clockwise.
- Each bid must be **at least 1 step above the preceding bid**; the **ranking order** of the 35 legal bids is 1♣, 1♦, 1♥, 1♠, 1NT, 2♣, 2♦,, 7♥, 7♠, 7NT. A bid means that the bidder is contracting to take **that number of tricks PLUS 6** with the named suit as trumps, or with no trumps. A **trick** is a collection of 4 cards, one from each player; the trick is won by the **player who plays the highest card in the suit led OR the highest trump**.
- A player may choose to **PASS** at his/her turn; the auction is concluded when **three successive passes** occur. The last bid becomes **the final contract**.



Summary from Last Week

- The **Declarer** is the player who **first bid the suit** (or No Trumps) of the final contract.
- The **player to Declarer's left** makes the opening lead from his/her hand.
- The next player (called the **Dummy**) arranges her/his cards face up on the table, arranged into suits with each suit in ranking order. The trump suit, if any, is placed at Dummy's right (Declarer's left). Declarer plays both his/her own cards and also the cards from dummy. The four players play their cards in **clockwise order**.
- When the trick is complete, the **player who won the trick** leads to the next trick.
- Play concludes when all 13 tricks have been played.



Summary from Last Week

- There are **large bonuses for bidding and making a game**. The number of tricks required to make a game depends on the suit: it is 9 tricks in No Trumps (and therefore a contract of 3 No Trumps), 10 tricks in ♥ or ♠ (ie, contracts of 4♥ or 4♠), and 11 tricks in ♣ or ♦ (ie, contracts of 5♣ or 5♦).
- On the other hand, there are **large penalties for failing to fulfil a contract**.
- The objective of the bidding is therefore to reach game if possible, but stop in a **part score** (which earns a small bonus) if not.
- In general, **the partnership needs about 25 points** between the two hands to make game.
- Thus the objective of the bidding is for the partnership to **identify the right level and suit** (or No Trumps) for the final contract.
- The partnership conveys **information about their hands to each other** by means of the bidding **ONLY**.



The Acol Bidding System



Opener's First Bid

	Points	Description
1 ♣	12 - 19	4 + clubs
1 ♦	12 - 19	4 + diamonds
1 ♥	12 - 19	4 + hearts
1 ♠	12 - 19	4 + spades
1 NT	12 - 14	Balanced hand ... SPECIAL CASE



Basic Rules for Opening 1NT

- **12 - 14** points
- **Balanced Hand**

**This bid is your FIRST choice
from now on**



What is a balanced hand?

- No singleton or void
- No more than 1 doubleton
- No 5-card major
- Balanced = 4333, 4432, 2335



**Balanced hands are
the most common**



Balanced or Not?



- No singleton or void
- No more than 1 doubleton
- No 5-card major



Balanced or Not?



- No singleton or void
- No more than 1 doubleton
- No 5-card major



Balanced or Not?



- No singleton or void
- No more than 1 doubleton
- No 5-card major



Balanced or Not?



- No singleton or void
- No more than 1 doubleton
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Balanced or Not?



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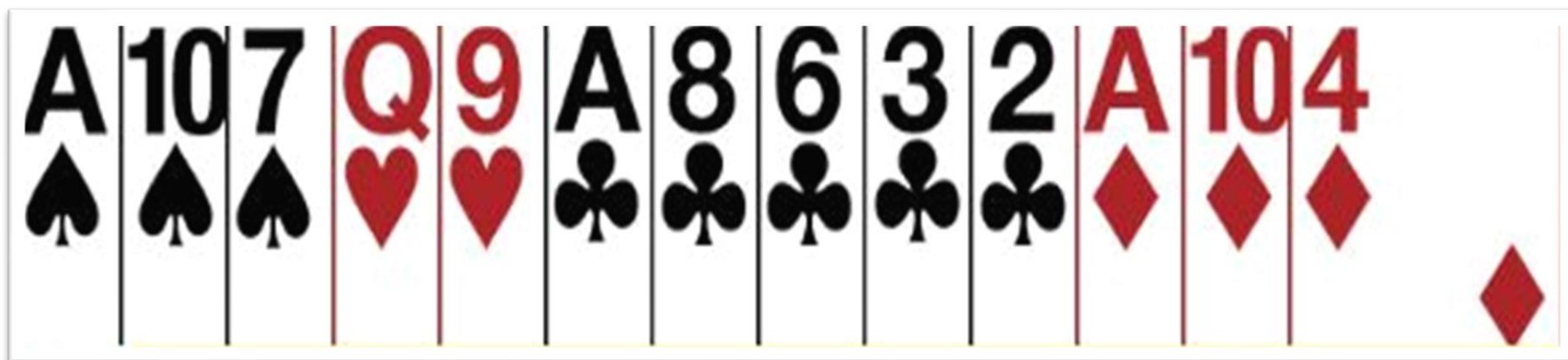
Balanced or Not ? What should you open ?



Open 1♠ ↗



Open
1NT



What does responder decide to do?

- Have you got enough **points** to bid or invite to game?
- If so do you want to play in **NoTrumps** or a **suit**?



Responder is the BOSS

There are ONLY 2 decisions to make



Responses to 1NT – Balanced Hand

- 0 – 10 points ... no GAME possible **PASS**
- 11 – 12 points ... GAME is possible **Bid 2NT**
- 13+ points ... definitely in GAME **Bid 3NT**

Add your points
to partner's
KNOWN 12-14 points



After INT what does responder do?



PASS

not enough for **GAME**

- NoTrumps or a suit?
- What level?



I'M THE BOSS



After 1NT what does responder do?



3NT

enough for **GAME**

- NoTrumps or a suit?
- What level?



I'M THE BOSS



After 1NT what does responder do?



2NT

enough to invite to **GAME**

- NoTrumps or a suit?
- What level?



I'M **THE** BOSS



Responses to INT – Unbalanced Hand

0 – 10 points ... no **GAME** possible

Bid your  card suit at the 2-level

This is called a **WEAK TAKEOUT**

Partner **MUST** then pass ... **YOU ARE THE BOSS**

Add your points
to partner's
KNOWN 12-14 points




I'M THE BOSS



Responses to INT – Unbalanced Hand

12+ points ... GAME Forcing

- Bid your  card MAJOR at the 3-level
(Partner **MUST** agree your suit or bid

No Trumps)

- Bid your  card MAJOR at the 4-level -

OR

- Bid your  card MINOR at the 5-level



After INT what does responder do?



2♥

Not enough for **GAME**

Opener **MUST** pass



I'M **THE** BOSS



After 1NT what does responder do?



2♦

Not enough for **GAME**

OPENER must pass



I'M **THE** BOSS



After 1NT what does responder do?



4♠

Enough for **GAME**
and a known fit

Why is this fit
guaranteed?



I'M **THE** BOSS



After 1NT what does responder do?



Bid 3♥... enough for **GAME** ...
need to check if there is a
heart fit

Opener chooses 3NT
or 4♥ (with a fit)



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