

bridge

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1 Bridge

1.1 General

1.1.1 Basics

Contract	the final bid (followed by 3 passes)
Suit fit	8+ cards in suit between partners
Suit length	the number of cards in a suit
Suit rank	the position of a suit in the suit hierarchy
Support	Enough cards in your partner's suit to guarantee suit fit
Tricks required	Level of contract + 6
Suit hierarchy	clubs, diamonds, hearts, spades, no trump
Minor suits	clubs, diamonds
Major suits	hearts, spades
Balanced distributions	4-3-3-3, 4-4-3-2, 5-3-3-2
High card points (HCP)	A=4, K=3, Q=2, J=1
Distribution points	void=3, singleton=2, doubleton=1
Jump bid	a bid at a higher level than the lowest available
Forcing bid	a bid that requires partner to respond
Invitational bid	a bid that asks partner to maybe bid higher (usually to game)

1.1.2 Scoring thresholds

Type	Level	Suit	Point thresholds
game	3	NT	25
game	4	H,S	25
game	5	C,D	29
small slam	6	all	33
grand slam	7	all	37

1.1.3 Preference hierarchy

In general, if you have a choice of reasonable contracts with partner, prefer:

- a major suit as trumps
- no trump
- a minor suit as trumps

Keep this in mind when you have several possible bids (e.g., responding to 1 of a suit).

1.2 Vosnjakova Acol

1.2.1 Opening bids

Bid	Requirements	Note
1 C/D/H/S	12-20 HCP, 4+-card suit	most common opening, prefer 1NT if possible
1 NT	12-14 HCP, balanced	precise
2 NT	20-22 HCP, balanced	precise
2 C	21+ HCP or 8+ winners	artificial and strongest opening
2 D/H/S	6-10 HCP, good 6-card suit	preemptive
3 C/D/H/S	6-10 HCP, good 7-card suit	preemptive

If you open one of suit, which suit should you bid? Normally this is determined by suit length and rank:

Longest suit(s)	First bid
1 longest suit	the longest suit
2 5-card suits	the higher-ranking suit
2 4-card suits	the lower-ranking suit
3 4-card suits	CDH -> D, CDS -> D, CHS -> C, DHS -> H

1.2.2 Responses

1. Responses to 1 of a suit opening

If you have 6+ HCP, you should respond. Your choices are supporting partner's suit, bidding no trump, or bidding a new suit.

(a) Support (4+ cards in opener's suit)

Bid	Requirements
2 in the suit	6-9 HCP
3 in the suit	10-12 HCP
4 in the suit	13-15 HCP

(b) Balanced hand

Bid	Requirements	Note
1 NT	6-9 HCP, balanced (hopefully)	Not necessarily balanced (this is the "fallback").
2 NT	10-12 HCP, balanced	
3 NT	13-15 HCP, balanced	

(c) New suit

Bid	Requirements	Note
1 of a suit	6+ HCP, 4+-card suit	forcing
2 of a suit (non-jump bid)	9+ HCP, 5+-card suit	forcing

2. Responses to 1NT opening

Bid	Requirements	Note
PASS	0-10 HCP, balanced	NT is fine, but don't have points for game
2 C	11+ HCP, balanced	stayman (asks for 4-card major)
2 D/H/S	0+ HCP, 5+-card suit	transfer (shows 5-card suit)
2 NT	11-12 HCP, balanced	
3 NT	13-18 HCP, balanced	
4 NT	19-20 HCP, balanced	invitation to small slam
5 NT	23-24 HCP, balanced	invitation to grand slam
6 NT	21-22 HCP, balanced	
7 NT	25+ HCP, balanced	

3. Responses to 2NT opening

Bid	Requirements	Note
PASS	0-3 HCP, balanced	NT is fine, but lacking points for game
3 C	3+ HCP, balanced	stayman (asks for 4-card major)
3 D/H/S	0+ HCP, 5+-card suit	transfer (shows 5-card suit)
3 NT	4-10 HCP, balanced	
4 NT	11-12 HCP, balanced	invitation to small slam
5 NT	15-16 HCP, balanced	invitation to grand slam
6 NT	13-14 HCP, balanced	
7 NT	17+ HCP, balanced	

4. Responses to a preemptive bid

Normally you pass, as partner is already "overbidding" and is basically dictating your trump suit. But occasionally you can raise your partner's suit, usually in two cases:

Bid	Requirements
below game level	6-12 HCP and 3+ cards in the suit
game level	game points and support in the suit

5. Responses to 2C

You must respond, even with 0 HCP. In fact, 2C is normally **game-forcing**, unless the sequence is 2C - 2D - 2NT.

Bid	Requirements	Note
2D	0-3 HCP	artificial weak bid
a new suit, non-jump	4+ HCP, 5+ cards	
2NT	4+ HCP, balanced	

1.2.3 Opener's rebid

There are many scenarios. I'm including only the most common case. Others are mostly either analogous or rare.

1. After two suits have been bid

(a) Bidding a 3rd suit

Bidding a second suit always shows at least 4 cards in your new suit **and** at least 5 cards in your 1st suit. The idea is that if you had 4-4, you would normally bid NT (before or now). Of course, 4-4-4-1 is the problematic black sheep distribution . . .

Also, there are two scenarios, depending on whether your new suit is **higher** or **lower** ranking than your first. If it is higher ranking it is more expensive (and called a "reverse"), as it (usually) requires your partner to bid at the 3-level if returning to your 1st suit.

i. Lower ranking new suit

Bid	Requirements	Note
non-jump	12-15 HCP	
jump	16+ HCP	forcing

ii. Higher ranking new suit (reverse)

Bid	Requirements	Note
non-jump	16+ HCP	forcing

(b) Supporting partner's suit

Bid	Requirements	Note
non-jump	12-15 HCP, 4+ cards	
jump	16+ HCP, 4+ cards	forcing

(c) Balanced hand

If you have 15-19 HCP, you couldn't open NT even with a balanced hand, but you can (and often should) do so now:

Bid	Requirements
non-jump NT	15-17 HCP, balanced
jump NT	18-19 HCP, balanced

(d) Rebidding your suit

Bid	Requirements	Note
2 level	12-15 HCP, 5+ cards	
jump NT	16+ HCP, 6+ cards	not forcing, but strongly invitational

1.2.4 Overcalls

When opponents have already bid, requirements for opening are (for now) similar to if they didn't, with a few adaptations:

- 1NT requires 15-17 HCP (not 12-14)
- if you have to bid your suit at the two-level, it should have 5+ cards
- you have a double at your disposal

1.2.5 Conventions

1. Take-out double

If the opponents open a suit and you are next, a double is artificial and shows either:

- 12-15 HCP and 3+ cards in the 3 unbid suits
- 16+ HCP

If you are last to bid, both opponents bid suits and your partner passed in between, the weak version promises 12-15 HCP and 4+ cards in the 2 unbid suits.

Responses to take-out double:

Bid	Requirements	Note
a new suit, non-jump	0-9 HCP, 5+ cards	you can't pass, unless opponent bid over double
a new suit, jump	10-15 HCP, 5+ cards	
1 NT	0-6 HCP, balanced	
2 NT	7-10 HCP, balanced	
3 NT	11-15 HCP, balanced	
opponent's suit	16+ HCP	artificial, game forcing

2. Stayman

In response to a 1NT opening, shows game potential (11+ HCP) and (at least one) 4-card major. Opener bids:

Bid	Requirements	Note
2D	no 4-card major	
2H	4+ hearts	With both majors, bid hearts.
2S	4+ spades	

Responder's next bid:

Bid	Requirements
3 in opener's major	a fit, 11-12 HCP
4 in opener's major	a fit, 13+ HCP
2 NT	no fit, 11-12 HCP
3 NT	no fit, 13+ HCP

Stayman can also be used over 2NT, with the responses shifted a level up of course.

3. Transfer

In response to a 1NT opening and an unbalanced hand, shows a 5-card suit while letting opener remain the declarer. This can be done with a weak hand (0-10 HCP) or a strong hand (11+ HCP). With a weak hand, responder will simply pass next.

Bid	Requirements	Note
2D	5+ hearts	opener rebids 2H
2H	5+ spades	opener rebids 2S
2S	5+ clubs or diamonds	opener rebids 3C, and responder rebids 3D, if necessary

4. Blackwood

When considering a slam, you are often worried about how many aces your partnership is missing. Blackwood asks partner for the number of aces. Be careful not to end up in slam "by accident"!

Bid	Requirements
4NT	a suit has been agreed, and you're prepared for any response

Responses:

Bid	Requirements
5C	0 or 4 aces
5D	1 ace
5H	2 aces
5S	3 aces

In rare cases, you want to ask for kings immediately afterwards, which you can do analogously with 5NT.