The world's worst 60 bridge ERRORS



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The 6 SILLIEST decisions made by OPENER

ERROR 1.

PASSING because you don't have 12 HCPs

Open, if you have any two of these three criteria
12HCPs
7 loser
3 controls. *(Double check that it conforms to the rule of 19)*

OPENER
♠ 63
♥ AK1092
♦ 5
♣ QJ983

WRONG BID
Pass

Suggested bid
1♥

ERROR 2.

Opening a 5 card minor suit when you have a balanced hand with 12-14 HCPs

OPENER
♠ Q3
♥ J92
♦ AQ1074
♣ KJ9

WRONG BID
1♦

Suggested bid
1NT

ERROR 3.

Failing to open a game forcing 2♣ because you do not have 23 HCPs.

OPENER
♠ AKQJ82
♥ 10
♦ AK9862
♣ -

WRONG BID
1♠

Suggested bids
2♣ (or 2♠)

ERROR 4.

Opening a 'strong two' with a four card suit.

OPENER
♠ Q103
♥ AKQJ
♦ 105
♣ AKJ9

WRONG BID
2♥

Suggested bid
2NT

ERROR 5.

Opening a 'strong two' WITHOUT a strong hand.

OPENER
♠ 73
♥ AKQ982
♦ 52
♣ KJ9

WRONG BID
2♥

Suggested bid
1♥

ERROR 6.

Opening the lower of two 5 card suits.

OPENER
♠ QJ532
♥ AKJ72
♦ 6
♣ K8

WRONG BID
1♥

Suggested bid
1♠

ERROR 1.

Responding 1NT when you hold a four card suit that you could bid at the 1 LEVEL.

OPENER	RESPONDER
♠ Q103	♠ KJ6
♥ AKJ9	♥ 7652
♦ 5	♦ 983
♣ KJ983	♣ A64

W	E
1♣	1NT *(WRONG)*

East SHOULD respond 1♥

ERROR 2.

Responding 1NT WITHOUT A STOP in the opponent's overcalled suit.

OPENER	RESPONDER
♠ 103	♠ J6
♥ AKJ92	♥ 765
♦ Q4	♦ K983
♣ KJ98	♣ A642

W	N	E
1♥	1♠	1NT *(WRONG)*

East SHOULD respond X or 2H would be a good alternative!

ERROR 3.

Showing major suit support at the 3 LEVEL when you hold an opening hand.

OPENER	RESPONDER
♠ Q8	♠ K6
♥ AKJ92	♥ Q765
♦ 54	♦ A98
♣ K985	♣ A642

W	E
1♥	3♥ *(WRONG)*

East SHOULD respond 4♥

ERROR 4.

Responding 2♥ to partner's 1♠ with only FOUR hearts.

OPENER	RESPONDER
♠ AQ1093	♠ K62
♥ K83	♥ AQ76
♦ K5	♦ 9832
♣ K94	♣ Q6

W	E
1♠	2♥ *(WRONG)*

East SHOULD respond 2♦

ERROR 5.

Failing to use TRANSFERS correctly.

OPENER	RESPONDER
♠ Q103	♠ KJ96
♥ AKJ	♥ Q7652
♦ 52	♦ Q83
♣ KJ983	♣ A6

W	E
1NT	2♣ *(WRONG)*

East SHOULD respond 2♦

ERROR 6.

Supporting partner's minor suit when you have four of a major.

OPENER	RESPONDER
♠ 73	♠ 96
♥ AKJ9	♥ 7652
♦ 52	♦ A8
♣ KJ985	♣ AQ642

W	E
1♣	3♣ *(WRONG)*

East SHOULD respond 1♥

The 6 SILLIEST REBIDS by OPENER

ERROR 1.

Bidding on when game is impossible.

OPENER
♠ Q103
♥ AK104
♦ Q32
♣ KJ9

W	E
1♥	1NT
2NT *(WRONG)*	

RESPONDER
♠ KJ6
♥ 76
♦ 872
♣ A64

West should rebid PASS

ERROR 2.

Bidding OVER your barrier with only 12 - 16 pts.

OPENER
♠ 103
♥ AQ94
♦ AJ1093
♣ K9

W	E
1♦	1♠
2♥ *(WRONG)*	

RESPONDER
♠ AJ76
♥ 76
♦ 872
♣ Q1064

West should rebid 2♦

ERROR 3.

NOT Bidding over your barrier with 17+ pts. (Reversing)

OPENER
♠ K3
♥ A9
♦ AQ1093
♣ KQ92

W	E
1♦	1♥
2♣ *(WRONG)*	

RESPONDER
♠ A76
♥ K876
♦ 872
♣ J106

West should rebid 3♣

ERROR 4.

Jumping to show a 6 card suit without any extra strength.

OPENER
♠ Q103
♥ AQ10942
♦ K3
♣ J9

W	E
1♥	1♠
3♥ *(WRONG)*	

RESPONDER
♠ K976
♥ 7
♦ 9872
♣ K642

West should rebid 2♥

ERROR 5.

NOT bidding your 2nd suit to show 5/4

OPENER
♠ 10
♥ AJ
♦ AQ10932
♣ J953

W	E
1♦	1♠
2♦ *(WRONG)*	

RESPONDER
♠ AJ76
♥ 876
♦ 8
♣ K10642

West should rebid 2♣

ERROR 6.

NOT Bidding over your barrier with 15+ pts.

OPENER
♠ K10
♥ AQ1092
♦ A9
♣ Q953

W	E
1♥	2♦
2♥ *(WRONG)*	

RESPONDER
♠ Q76
♥ K87
♦ K1086
♣ K106

West should rebid 3♣

The 6 SILLIEST opening LEADS

ERROR 1.

Leading from the WRONG HAND!

If you have led from the wrong hand, your side is now subject to lead penalties!
Always make your lead FACE DOWN and wait for partner to say "No questions partner"

ERROR 2.

Leading Hi-Lo from a doubleton honour.

♦ K65

WEST
♠ 10983
♥ 943
♦ Q3
♣ AJ96

S	N
1♥	4♥

♦ AJ2

Declarer is likely to finesse ♦J Unless you LEAD ♦Q

AGAINST SUIT CONTRACTS

ERROR 3.

Leading away from an ACE.

DUMMY
♠ KJ6
♥ K9853
♦ 7654
♣ K

WEST
♠ 10983
♥ 94
♦ Q32
♣ AJ96

S	N
1♥	4♥

(A trump lead looks safest for west.)

ERROR 4.

Leading 4th highest, when you have A SEQUENCE !!!

WEST
♠ KQJ73
♥ 94
♦ 732
♣ AJ9

S	N
1NT	3NT

(West MUST LEAD ♠K.)

DECLARER
♠ A10
♥ AJ76
♦ K854
♣ Q107

AGAINST SUIT CONTRACTS

ERROR 5.

Leading a doubleton when you have lots of HCPs!

Hoping for a ruff?
Partner, with very few pts. can NEVER GET IN!

DUMMY
♠ Q953
♥ K5
♦ A64
♣ KJ52

WEST
♠ K7
♥ 94
♦ KQ1032
♣ A1096

S	N
1♠	4♠

DECLARER
♠ AJ1064
♥ AJ108
♦ 987
♣ Q

PARTNER
♠ 82
♥ Q7632
♦ J5
♣ 8753

West could LEAD ♦K

ERROR 6.

Not leading Partner's Suit! or even leading the WRONG CARD in partner's suit!

"Always lead the top of partner's suit" is NOT GOOD ADVICE

DECLARER
♠ 54
♥ K10
♦ QJ1083
♣ AQ32

S	W	N	E
1♥	P	2♦	2♠
2NT	P	3NT	

WEST
♠ K93
♥ 9432
♦ 972
♣ J109

DECLARER
♠ Q86
♥ AQJ76
♦ K4
♣ K87

PARTNER
♠ AJ1072
♥ 85
♦ A65
♣ 654

West should LEAD ♠3

Declarer's 6 SILLIEST ERRORS in suit contracts

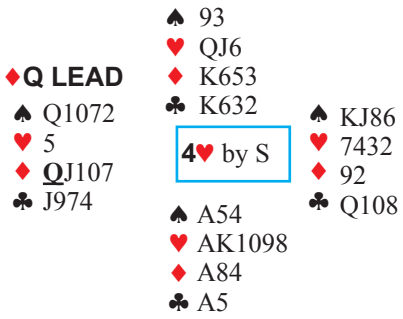
ERROR 1. Not pausing and thinking BEFORE playing to trick 1!

ERROR 2. Ruffing in the LONG HAND.

♦Q LEAD

You Have FIVE trump tricks
If, after cashing ♣A & ♣K, you ruff a club - -
you STILL have FIVE trump tricks.
You have gained NOTHING!

If instead, you create a void in spades and ruff a spade
in the SHORT hand, you will make SIX trump tricks. (+450 not +420)

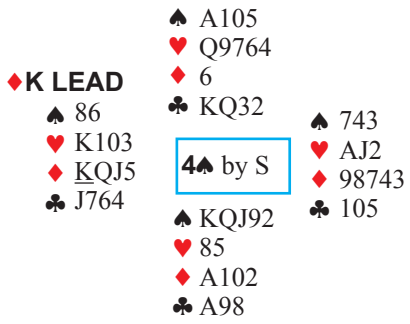


ERROR 3. Drawing trumps BEFORE ruffing in the SHORT hand.

♦K LEAD

If you draw trumps immediately on this hand,
you will end up with TWO diamond losers.

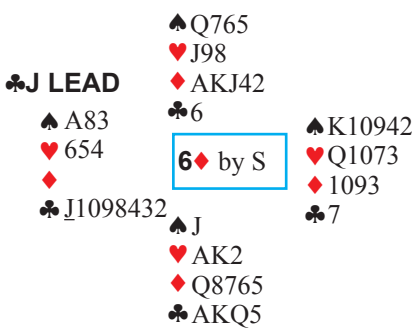
Win ♦A and ruff ♦2.
Lead ♣3 to ♣A and ruff ♦10 with ♠A. (*Unblocking*)
NOW DRAW TRUMPS! (*after overtaking ♠10 with ♠K!*)



ERROR 4. Not DRAWING TRUMPS.

♣J LEAD

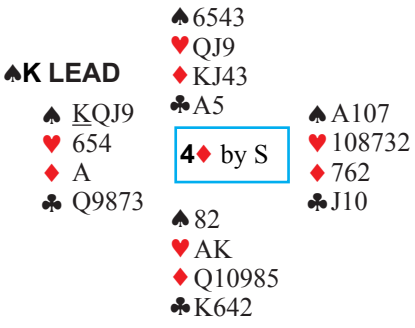
It looks so easy - Win ♣A and throw a losing heart
on ♣K. WHOOPS!
When you can draw all the enemy trumps and STILL
have enough left to ruff your two club losers - DO IT!



ERROR 5. Not RUFFING HIGH enough.

♠K LEAD,

followed by ♠Q. - Ruff the 3rd round of spades.
Notice the surplus heart winner. (on which a club can be thrown.)
At trick 4, unblock ♥A & ♥K.
Now play to ♣A and throw a club on ♥Q. Then back to ♣K.
Looking good! You play ♣4 and foolishly ruff with ♦3 *!?
WHOOPS! DON'T SEND A BOY TO DO A MAN'S WORK
Ruff with ♦K. (You have all the top trumps except ♦A)

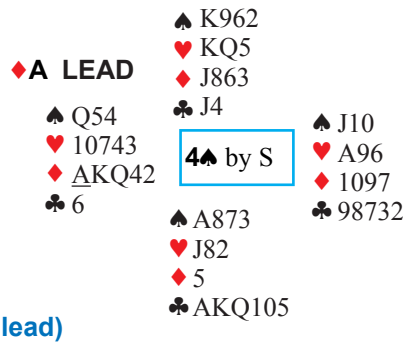


ERROR 6. NOT leaving the top TRUMP out.

♦A LEAD,

and ♦K continuation - which you ruff.
With a super side suit, enemy trumps must be drawn!
but - - if you play THREE round of trumps,
you will lose: ♠Q, ♥A and TWO diamonds.

Take only TWO rounds of top trumps.
Leave the master trump with the opponents.
Let them use it to ruff clubs - whenever they like.
(You will still have a trump to take care of a 3rd diamond lead)



Declarer's 6 SILLIEST NO TRUMP ERRORS

ERROR 1.

Not playing TOWARDS high honours

You have 7 top tricks.

IF north holds ♥A and you lead TOWARDS ♥K & ♥Q they will both become winners. If you lead ♥K, you will only ever make ONE trick.

♠2 lead

		Dummy
♠ AQ6 ♥ 7632 ♦ K85 ♣ AK2	3NT	♠ KJ7 ♥ KQ8 ♦ A1074 ♣ 753

ERROR 2.

Not Unblocking

♠A is your only entry to dummy so you must win with ♠K, not ♠A. Then UNBLOCK ♥A & ♥K. Now lead to ♠A, cash ♥Q &♥J

♠Q lead

		Dummy
♠ K65 ♥ AK ♦ AK74 ♣ A532	3NT	♠ A42 ♥ QJ32 ♦ 832 ♣ 764

ERROR 3.

Not playing honours from the short hand first

You have 8 top tricks only if you play your club honour from the short hand FIRST.

Because of the bad break you will lose a club if you play ♣A first !

♦Q lead

		Dummy
	♣ 3	
♠ AJ3 ♥ Q543 ♦ AK52 ♣ 106	3NT	♠876 ♥K6 ♦943 ♣AKQJ2
	♣ 98754	

ERROR 4.

Frightened to FINESSE!

You have 5 top tricks. DO NOT play off your diamond winners.

These diamonds are the entries to get you into the west hand so that you can finesse spades twice!

♥3 lead

		Dummy
	♠K76	
♠ 932 ♥ QJ10 ♦ AKQ5 ♣ A42	1NT	♠ AQJ4 ♥ 742 ♦ 43 ♣ 9763
	♠1085	

ERROR 5.

Not ducking while in control

With no outside entry to dummy **you must duck a club** and hope that clubs break 3-2.

If they do, after cashing ♣A & ♣K you will enjoy 5 of the 6 club tricks. If you begin with CA you will only make TWO!

♠Q lead

		Dummy
♠ AK84 ♥ AK3 ♦ AK104 ♣ 42	3NT	♠ 97 ♥ 82 ♦ 765 ♣ AK8653

ERROR 6.

Not applying the rule of 7

Applying this rule, will cut defender's communications when the player on lead has a 5 card suit.

When opponents lead their strong suit against you in NTs, count how may cards you and dummy have in that suit. (Here, *you* have 2 clubs & *dummy* has 3).

So duck twice. (7-5 =2).

Win 3rd round of clubs and finesse ♠10. When it loses, south has no more clubs to return.

♣K lead

		Dummy
	♠ 9875 ♥ 854 ♦ 5 ♣ KQJ103	
♠ J432 ♥ AQ102 ♦ AQ8 ♣ 76	3NT	♠ AQ10 ♥ K73 ♦ K976 ♣ A52
	♠ K6 ♥ J96 ♦ J10432 ♣ 984	

The 6 SILLIEST ERRORS made by DEFENDER

ERROR 1.

Cashing tricks TOO EARLY and Establishing tricks for declarer

ERROR 2.

Not READING partner's lead

ERROR 3.

Not seeing partner's COUNT SIGNAL.

ERROR 4.

Not drawing declarer's TRUMPS

ERROR 5.

Not playing LOW 2nd in hand

ERROR 6.

Not trying to win with the LOWER or LOWEST of touching cards.

The 6 SILLIEST ERRORS made by BRIDGE PLAYERS

ERROR 1.

Not agreeing a bidding SYSTEM with partner.

Bridge is a partnership game. You must AGREE
NT ranges - Weak or Strong twos
Stayman - Transfers - 2C openings - Blackwood?
Strength of Jump Overcalls.
Carding methods etc.

N	E
1D	2S?

ERROR 2.

Criticising partner for things you hadn't agreed.

N	E	S	W
1D	P	1S	P
2C	P	2D?	

So you were made to look foolish going 5 off when playing in a 3-2 trump fit, because partner passed your 4th suit forcing bid - Of course you were cross, but had you specifically **agreed** to play FSF?

ERROR 3.

Playing too quickly.

As soon as dummy is faced declarer calls for a card. This is an inexperienced or lazy declarer who will attempt to make it up as he goes along.
Bridge requires that you think/plan more than one trick at a time.
Learn to think ahead, **BEFORE** you play to trick 1.

ERROR 4.

HESITATING because you failed to predict that declarer would do what he did!



DUMMY
♠ A3
♥ K962
♦ 85
♣ J7

Declarer, in 3NT leads towards dummy's ♥K962 you Hold ♥AJ3
As soon as dummy was faced you should have predicted that at sometime declarer would do this. You should have already decided what you will do, **and play smoothly in tempo**.

ERROR 5.

Having your card out BEFORE RHO has played a card.

I have often been unsure whether to finesse or play high. There are some players who kindly assist by having their low card in the hand ready to play!!!!

WAIT until declarer calls for the card he wants **BEFORE** removing your card from the fan!

ERROR 6.

Holding your hand so that opponents can see your cards!

A quick peep at the opponent's hand is better than a finesse. Of course it is not ethical but sometimes very difficult to avoid. Have you ever been told by an opponent to keep your cards up?
Sometimes it is embarrassing, how open/horizontal opponents fans their cards.

The 6 SILLIEST responses to Partner's DOUBLE

Partner DOUBLES 1NT (for penalty)

ERROR 1.

Bidding with 6+ HCPs
(unless looking for a vulnerable game)

S - W - N - E
1NT - X - P - ?

EAST
♠ Q1073
♥ K5
♦ QJ5
♣ 6542

BEGINNER
"I will give partner my best suit."
2♠

(as your opponents breathe a sigh of relief).

BRIDGE PLAYER
Partner has 15-18 pts.!
I have 8 HCPs. 23-26 in total.
Game may be possible.
They are vulnerable.
Lets just take their money.

Suggested bid **PASS**

Partner DOUBLES 1NT (for penalty)

ERROR 2.

Passing with fewer than 5 HCPs



S - W - N - E
1NT - X - P - ?

EAST
♠ J1073
♥ 85
♦ 965
♣ 6542

BEGINNER
"I don't have enough pts. to bid partner."
Pass

(Opponents enter +380* on the scoresheet)
* 1NT X +1 vulnerable

BRIDGE PLAYER
Partner has 15-18 pts.!
Sadly, I cannot support the penalty double but I can tell partner that I am weak by 'taking out' the double.

Suggested bid **2♣.**

Partner has made a TAKEOUT X

ERROR 3.

Failing to bid because you only have a few points.

S - W - N - E
1♥ - X - P - ?

EAST
♠ 10732
♥ J5
♦ 965
♣ 6542

BEGINNER
"I don't have enough pts. to bid partner."
Pass

(Opponents enter +560* on the scoresheet)
*1♥ X +2 vulnerable

BRIDGE PLAYER
Partner has at least 12 pts!
If I pass, partner will assume that I have hearts AND HCPs.

I am forced to bid!

Suggested bid **1♠**

Partner has made a TAKEOUT X

ERROR 4.

Bidding - when you hold 9ish pts. AND five of your opponent's suit.

S - W - N - E
1♠ - X - P - ?

EAST
♠ Q10732
♥ K5
♦ KQ105
♣ 65

BEGINNER
"I will give partner my best suit."
2♦

(as your opponents breathe a sigh of relief).

BRIDGE PLAYER
Partner has at least 12 pts!
and probably four hearts.
I have 9 HCPs, & no heart fit.
They are vulnerable.
Can we make 3NT or 5♦?
Can they make 1♠?

Suggested bid **Pass**

More advanced agreement = (If NV opponents, 1NT = 9 ish not 6-9)

Partner has made a TAKEOUT X

ERROR 5.

Not bidding 1 level higher to show 10+points.



S - W - N - E
1♥ - X - P - ?

EAST
♠ KJ1073
♥ K5
♦ KJ10
♣ 652

BEGINNER
"I will give partner my best suit."
1♠

(At the end of the hand your side scores +200 instead of +650.)

BRIDGE PLAYER
Partner has at least 12 pts!
and probably four spades.
I have 11 HCPs,
(*13 pts., as we have a fit*).
My hand is flat! (an 8 loser)
but game COULD be on!

Suggested bid **STOP 2♠**

Partner has made a TAKEOUT X

ERROR 6.

Bidding 1NT - when you CANNOT stop the enemy suit, or you are simply TOO WEAK.

S - W - N - E
1♠ - X - P - ?

EAST
♠ 1073
♥ K54
♦ J108
♣ A652

BEGINNER
"I will show partner my point count"
1NT

"I will show partner my spade stop"
1NT

BRIDGE PLAYER
Unfortunately I cannot stop the spade suit and I do not have four hearts.

Suggested bid **2♣**

I am VERY weak and do not have 4 hearts.
I am forced to bid !

Suggested bid **2♦**

The 6 SILLIEST OVERCALLS

ERROR 1.

Overcalling RHO's 1NT when you hold a big 15+ hand.



♠K8
♥AQ
♦QJ8
♣KQJ652

♠QJ94
♥1032
♦K942
♣75

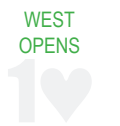
I watched a number of north's over-calling 2♣ on this huge hand instead of doubling 1NT for penalties.

W	N	E	S
1NT	~~2C~~	P	P
P			

RECOMMENDED BID for north DOUBLE

ERROR 2.

Overcalling with a 4 card suit.



♠1083
♥1095
♦KQ8
♣KQJ6

♠QJ94
♥Q32
♦K942
♣75

One of the main reasons for playing in a suit contract is to give you the chance to ruff. There is NO ruffing potential in these balance hands!

W	N	E	S
1H	~~2C~~	P	P
X			

RECOMMENDED BID for north PASS

ERROR 3.

Making a JUMP overcall without agreeing its strength.



NORTH
♠K108653
♥95
♦QJ8
♣J6

SOUTH
♠J4
♥KQ3
♦K942
♣10975

North thought that they were playing weak jump overcalls (6-10)!

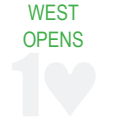
South thought that they were playing STRONG jump overcalls (16+)

W	N	E	S
1D	~~2S~~	P	4S
X			

RECOMMENDATION - Agree your system!

ERROR 4.

Making a SIMPLE overcall with 16+ HCPs



NORTH
♠KQ865
♥9
♦AQJ8
♣AJ6

SOUTH
♠J94
♥A873
♦K9
♣10975

Simple overcalls are NON FORCING and show a 5 card suit with 8-15 pts.

With 17 pts., north is too strong to overcall and should begin with a X.

W	N	E	S
1H	~~1S~~	P	4S
X			

RECOMMENDED BID for north DOUBLE

ERROR 5.

After RHO opens 1 of a suit, OVERCALLING 1NT with only 12 -14 HCPs.



NORTH
♠KQ8
♥A965
♦Q108
♣Q62

SOUTH
♠94
♥KQ3
♦K942
♣J1075

The overcall of 1NT shows 16-18 HCPS, and a good stop in spades.

South with 9 pts. would bid 3NT.

W	N	E	S
1S	~~1NT~~	P	3NT
X			

RECOMMENDED BID for north PASS

ERROR 6.

Overcalling in a minor suit, when a takeout DOUBLE says so much more.



NORTH
♠8
♥K965
♦AQ1083
♣KJ6

SOUTH
♠94
♥AQ32
♦J42
♣Q1075

To overcall 2♦ with north's hand, risks missing a game contract in 4♥.

W	N	E	S
1S	~~2D~~	P	P
P			

A X of 1♠ would strongly suggest 4 cards in the other major.

RECOMMENDED BID for north DOUBLE