BOG STANDARD BRIDGE 2014



RESPONDING TO PARTNER'S 1NT

Partner opens 1NT. (12-14). Ask yourself -

1. Is a game contract possible? **NO** *With 0-10 points game is not possible, but before you PASS ask the 2nd question - -*

2. Is there a better part score available?



YES	*if you have 5 of a major suit?*	Transfer
YES	*if you have 7 of a minor suit?*	Bid 2♠*
YES	*if you have a void or singleton club.*	Use Stayman
YES	*if you have 5/4 in the majors.*	Use Stayman

With 0-10 pts. and ANY other holding PASS

Hand 1		Hand 2		Hand 3		Hand 4		Hand 5		Hand 6	
♠ 63		♠ 63		♠ Q632		♠ Q7632		♠ A63		♠ A63	
♥ QJ975		♥ J75		♥ Q653		♥ Q653		♥ J75		♥ 7	
♦ A42		♦ QJ97642		♦ QJ972		♦ K4		♦ QJ9764		♦ AJ976	
♣ J75		♣ 5		♣		♣ J9		♣ 10		♣ 10632	
1NT	2D	1NT	2S	1NT	2C	1NT	2C	1NT	P	1NT	P
2H	P	2NT	3D	2?	P	2H/S	P				

*After a 1NT opening bid from partner, all but one of responder's 2 level bids have a conventional meaning. 2♣ is Stayman, and 2♦ & 2♥ are transfers. That ONLY leaves 2♠ without a meaning. You could use it simply as a transfer to 2NT so that responder can now bid a weak 6 or 7 card minor suit, which opener must pass.

If any of you are playing the following sequences as a way of playing in a weak minor, we would remind you that the bids MUST be alerted and we suggest that 2♠ is a better alternative method.

1NT	2C
2D	3C

1NT	2D
2H	3D

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1. Is a game contract possible? **YES** *With 11+ points, game IS possible,*

2. How can I find the BEST contract?



1.	With a 4 card major,	use 'Stayman'.
2.	With a 5+ card major,	transfer.
3.	With no major, with 13-17 pts.	bid 3NT
4.	With 5/4 in the majors, transfer and then	bid the other one.
5.	With no major, and balanced, with 19/20 pts.	bid 4NT
6.	With slam interest in any suit,	bid 3 of the suit.
7.	With slam interest use Gerber asking for aces	bid 4♣.
8.	With 6+ hearts or spades and game values	bid 4♥ or 4♠

Responding Hands to partner's 1NT

Hand 1		Hand 2		Hand 3		Hand 4		Hand 5		Hand 6		Hand 7	
♠ 63		♠ 63		♠ A63		♠ KQJ32		♠ A63		♠ KQJ		♠ A10	
♥ QJ97		♥ AQJ97		♥ A75		♥ KJ53		♥ AK		♥ AQ5		♥ KQ5	
♦ AJ2		♦ QJ9		♦ QJ976		♦ 94		♦ K1097		♦ AQJ972		♦ KQ4	
♣ KQ75		♣ K75		♣ KQ		♣ A9		♣ KQ32		♣ 7		♣ KQ1093	
1NT	2C	1NT	2D	1NT	3NT	1NT	2H	1NT	4NT*	1NT	3D	1NT	4C*
2D/2S	3NT	2H	3NT*	?		2S	3H	?				?	
'STAYMAN'		TRANSFER		TO PLAY		NATURAL/FORCING		QUANTITATIVE		MILD SLAM TRY		GERBER	
		*Not 4H !						*Inviting 6NT if max.				*Ace asking	

ADVANCED RESPONDING 2S TO PARTNER'S 1NT

One of the problems of using Stayman & transfers is that you can no longer play in a weakness takeout of 2♣ or 2♦. The best you can do with a weak 6/7 card minor is play in 3♣ or 3♦ -
But how do we get there?

The use of Stayman 2♣ followed by 3♣ is NOT recommended.
Nor is 2♦ (which partner will announce as a transfer) followed by 3♦.
If you use this method, you must alert each of these 2 level bids and explain your system if asked.

A better solution is to use the only 2 level response that doesn't yet have a meaning - 2♠.
At its simplest, it works like this:

1NT	2S
2NT	3C

♠ 63
♥ 97
♦ 75
♣ K1098752
Responder

But always searching for efficiency, bridge players realised that 2♠ could ALSO be used to show another type of hand. ***A responding hand with precisely 11 pts and no major.***

Traditionally after a 1NT opening from partner,
2NT showed 11/12 HCPs without a four card major.

So with 11 pts., what if we responded 2♠ as a question about whether partner has 12/13 or significantly 14 HCPs?
Opener will rebid 2NT to show 12/13 HCPs
Opener will rebid 3♣ to show 14 HCPs

With 11 HCPs, responder asks the question by bidding 2♠.

In this 1st example opener rebids 2NT to show 12/13 HCPs?

Responder passes!

OPENER	Hand 2
♠ Q87	♠ KJ3
♥ K1042	♥ A87
♦ A6	♦ 10975
♣ QJ43	♣ K108
1NT	2S
2NT	PASS

With 11 HCPs, responder asks the question by bidding 2♠.

In the 2nd example opener rebids 3C to show 14 HCPs?

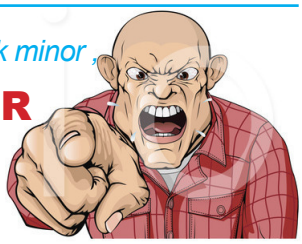
Responder bids 3NT!

OPENER	Hand 2
Q87	♠ KJ3
KQ102	♥ A87
A6	♦ 10975
QJ43	♣ K108
1NT	2S
3C	3NT

Now a response to 1NT of 2NT shows 12 pts exactly!

Opener obviously doesn't know whether responder has a balanced 11 count or a weak minor until responder rebids, but REMEMBER after a 1NT opening

RESPONDER IS IN CONTROL!!



As opener what do you think responder has for these sequences

As the 1NT opener, what do you think partner is showing in these sequences

1NT	2S
2NT	3D

1.

1NT	2S
2NT	pass

2.

1NT	2S
3C	3D

3.

1NT	2S
3C	pass

4.

1NT	2S
3C	3NT

5.

Even more - 2♠ can get the same information as the rather ungainly response of 4NT (quantitative.)

6

♠ A63
♥ AK
♦ K1097
♣ KQ32

1NT	2S
3C	6NT

Answers

1. 0-6 HCPs At least 6 diamonds.
2. 11 HCP No 4 card major suit.
3. 0-6 HCPs At least 6 diamonds.
4. 0-6 HCPs At least 6 clubs.
5. 11 HCP No 4 card major suit.
6. 19/20 HCPs Balanced

LOSING TRICK COUNT

An opening bid is assumed to be 12+HCPs with 3 controls, and 7 losers.
(but players should optimize and open with ANY 2 of these 3 criteria)

1. COUNTING LOSERS.

A popular method of hand evaluation is the 'Losing Trick Count'. Using it should improve the accuracy of your bidding in suit contracts IF you find an eight card trump fit.

In each of the four suits, there are only 3 potential losers, the ace, king and queen of the suit. e.g.

A K x x	Missing the queen.	Count 1 loser
K x x x	Missing ace & queen.	Count 2 losers
A K	Count 0 losers.	
A Q	Count 1 Loser.	
x x x x x	Count 3 losers etc.	

2. WHAT OPENER PROMISES.

A 1 level opening suit bid should be a 7 loser or better *(1NT is often an 8 loser).*

3. WHAT RESPONDER PROMISES.

6-8 pts. is approx. a 9 loser
9-11 pts. is approx. an 8 loser
12-14 pts. is approx. a 7 loser

But when a fit is apparent -
Prefer to use the LTC responses.

Open 1♥	Open 1♥	Open 1♥
♠ J3	♠ J43	♠ A43
♥ Q10964	♥ AQ1096	♥ Q1096
♦ KQ	♦ 9	♦ KQ9
♣ A873	♣ A873	♣ A87
♠ AQ9	♠ 9	♠ 9
♥ 8754	♥ K7542	♥ K754
♦ 10875	♦ 10875	♦ 1087
♣ 92	♣ K92	♣ KQ962
With a 9 loser	With an 8 loser	With a 7 loser
Respond 2♥	Respond 3♥	Respond 4♥*

4. HOW HIGH CAN WE BID?

As responder, always assume partner to be a 7 loser if s/he opens 1 of a suit.

ASSUMING AN 8 CARD HEART FIT

Opener	Responder	
7 loser	9 loser	18 -16 contract = 2H
7 loser	8 loser	18 -15 contract = 3H
7 loser	7 loser	18 -14 contract = 4H*

(of course opener may be better than a 7 loser!)

The simple principle is - that the combined losers in your two hands will suggest how many ***winners*** you should have. There are potentially 3 losers in each suit for both players. (3x4) x 2. - 24 losers in total!

With a heart fit &14 losers between your two hands, subtract 14 from 24 to leave you with 10 winners. *As the 1st 6 don't count, make this subtraction from 18 (rather than 24).* The result tells you the LEVEL that you can play. 18 - (7+7) = 4

You can play at the game level in 4♥

5. HOW DOES IT HELP?



The L.T.C. enables you to bid games on fewer HCPs than is normally expected. Despite the difference in HCPs, both of these hands will produce 10 tricks in spades.

UNTIL a fit becomes apparent you should still use the traditional HCPs but remember to adjust for distributional pts.

Opener is a 6 loser

♠ AQ94
♥ AK2
♦ Q84
♣ A93

30 HCPs

♠ KJ62
♥ J52
♦ K653
♣ K7

Responder is an 8 loser

18 - (6 + 8) = 4



Opener is a 6 loser

♠ AJ9432
♥ KJ932
♦ 8
♣ 3

18 HCPs

♠ KQ65
♥ 105
♦ 9653
♣ A75

Responder is an 8 loser

6. DO NOT



be silly enough to respond 2♠ to partner's 1♠ open with this hand "because it is a 9 loser". Its an 11 count!

♠ 643
♥ A1096
♦ Q10
♣ AJ73

The following is a rough guide to the relationship between H.C.P.s, L.T.C. and controls.
Mentally devalue the hand if for example the 14 -16 hand has only 2 controls - etc.

6 - 8 HCPs	=	1 control	= 9 loser
9 -11 HCPs	=	2 controls	= 8 loser
12/13 HCPs	=	3 controls	= 7 loser
14-16 HCPs	=	4 controls	= 6 loser
17-19 HCPs	=	5 controls	= 5 loser
20-22 HCPs	=	6 controls	= 5/4 loser
23-25 HCPs	=	7 controls	= 4 loser

*Pairs will miss slams unless they can separate weak raises to game from big hands!
The convention we recommend to do this is called 'Jacoby 2NT'

ADVANCED LOSING TRICK COUNT 2.

DIFFERENTIATION

Partner	You
1H	4H

♠ 63
♥ K8532
♦ K4
♣ K73

Partner opens 1♥ and you are holding this hand. You count your losers and bid 4♥. A splendid bid! This FAST ARRIVAL jump to game is a 7 loser with no slam interest.



Partner	You
1H	?

♠ Q10
♥ KJ98
♦ AQ4
♣ AJ73

Should you really make the same response of 4♥ with a 17 count?
I HOPE NOT!

Many club players use a conventional bid of 2NT (*'Jacoby 2NT'*) to show a fit with 12+ pts.
Without this gadget, how do YOU separate a fast arrival 9 count from a 17 count with slam potential?

ADJUSTMENTS



In the 'Milton Work Count' of A=4, K=3, Q=2, J=1, aces are worth more than 4 and queens and jacks are hardly worth 2 and 1. Similarly in the 'Losing Trick Count', it is obvious that Axx is better than Qxx.
Accordingly, to compensate for this you could try taking an extra half loser off your loser total for each ace you hold, but adding half a loser for unprotected queens (without the jack) e.g.

♠ 92
♥ A1097
♦ A974
♣ J103

A 9 loser and 9 HCPs but well worth a jump to 3♥

♠ Q62
♥ Q732
♦ J743
♣ KJ

An 8 loser and 9 HCPs but not worth more than 2♥.

When you're dealing in half losers it is ***not*** wise to have two overbidders in your partnership (or two underbidders), Decide whether your temperaments are compatible before getting into a permanent partnership with anyone. *(Bit like marriage really).*

OPENER'S REVERSE

♠ J75
♥ J852
♦ K865
♣ K10

9 ***loser***

♠ 4 3
♥ AKQ9
♦ A4
♣ QJ732

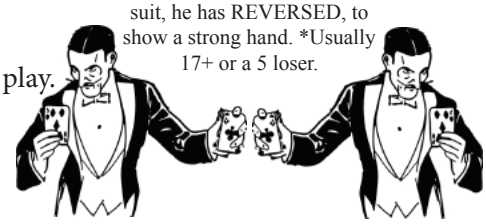
5 ***loser***

OPENER'S REBID

On this hand it is opener that determines the level to play.
After south opens 1♣ north responds 1♥.
Opener assumes responder to be a 9 loser.
So when the heart fit is revealed, opener now adds his 5 losers to 9 and bids 4♥

5 + 9 = 14.
18 - 14 = 4
Final contract 4♥

If opener **rebids** in a new suit, higher than 2 of his opening suit, he has REVERSED, to show a strong hand. *Usually 17+ or a 5 loser.



*If responder changes suit at the 2 level e.g. 1H -2C s/he is showing 10+pts. and opener can 'reverse' with only 15 pts.

OPENER'S LIGHT OPEN

♠ A3
♥ Q74
♦ KQJ2
♣ AK94

5 ***loser***

♠ K109654
♥ --
♦ A65
♣ Q532

6 ***loser***

CRAMLINGTON BC - MAY 2014

For those of you who play Weak Twos', you may think that south is a perfect hand to open 2♠ - BUT - If you accept the criteria for opening 1 of a suit you will see that this has two of the three criteria. It does not have 12 HCPs but it has 3 CONTROLS & it is a 6 LOSER.
After checking that it conforms to the rule of 19 (10 in length and 9 in HCPs) open 1♠.

Even with the club fit you are a obviously a *little concerned* when the bidding reaches 6♣ but the slam made despite the 4-1 trump break.
One pair bid and made 6♠. Notice that north is a 5 loser, and south promised a 7 loser!

DON'T BE FRIGHTENED TO GIVE OPPONENTS THE LEAD

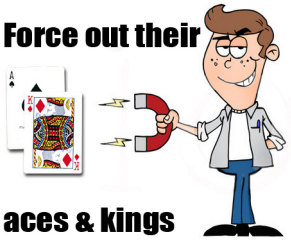


You can always tell when you are playing against beginners! How?
They will grab all their aces and kings and take the first 7 tricks.
ONLY THEN will they think about where the next two will come from.

They seem to think that something disastrous will happen if they let the opponents in.
In fact giving the lead away early in the play is often the only way to make your contract.
It is VERY rare that all your tricks are there for the taking **at the beginning of the hand.**

	♠ AKQ ♥ 6 ♦ 9753 ♣ J10953	
♠ J10975 ♥ Q42 ♦ 86 ♣ K87	3NT by south	♠ 62 ♥ J1097 ♦ QJ104 ♣ A42
	♠ 843 ♥ AK853 ♦ AK4 ♣ Q6	

♠J LEAD Remember, defenders lead their best suits. (*You usually avoid. that suit.*)
HOW MANY TOP TRICKS HAVE YOU?
3 spades, 2 hearts 2 diamonds = 2 needed.
Where from? clubs of course!



BEGINNERS will play off their top tricks. BUT
YOU - - realise the need to establish those 2 extra tricks while you still have all the other suits guarded.
(Particularly, two more stops in their spade suit.)
Your aces and kings guard the other suits enabling you to force out the ♣A & ♣K.
So win ♠A and play ♣3 to ♣Q. (*Honour from the short hand 1st.*)
Win the return and lead ♣6 towards ♣J.
With ♠Q still on table, you will win the race to establish winners!

	♠ AKQ5 ♥ 743 ♦ QJ ♣ 8643	
♠ 109 ♥ A65 ♦ 652 ♣ QJ875	3NT by south	♠ J8763 ♥ K982 ♦ A43 ♣ 10
	♠ 42 ♥ QJ10 ♦ K10987 ♣ AK2	



♣7 LEAD. (4th highest)
HOW MANY TOP TRICKS HAVE YOU?
3 spades and 2 clubs = 4 needed.

BEGINNERS will play off their 3 top spades without counting how many are needed?!
YOU will see the need to ESTABLISH diamond winners AND
YOU will notice the shortage of entries to your hand!

Win ♣A and immediately lead towards ♦Q (*Honour from the short hand 1st.*)
Whether taken or ducked, you must now overtake ♦J so that you are in the right hand to force out ♦A **while you still have** ♣K entry to enjoy them!

	♠ J7 ♥ 82 ♦ J65 ♣ AK8653	
♠ 1095 ♥ QJ1075 ♦ Q98 ♣ QJ	3NT by south	♠ Q632 ♥ 964 ♦ 1032 ♣ 1097
	♠ AK84 ♥ AK3 ♦ AK74 ♣ 42	



♥Q LEAD. (Top of Sequence)
HOW MANY TOP TRICKS HAVE YOU?
2 spades 2 hearts, 2 diamonds and 2 clubs = 1 needed.
BEGINNERS will play off their 2 top clubs *and then feel pretty silly!!*

YOU will realise that with five clubs missing, you must lose 1 club
YOU will see the need to lose this trick FIRST - while you still have another to get to the 5 established diamond winners!

Win ♥A and play ♣2 to the ♣3. Win the return and lead ♣2 to ♣A. Run the clubs!

In NT contracts it is often a race to establish winners for your side.
ALWAYS ASK YOURSELF.
"How many times can I afford to lose the lead to set up my winners"?

With SLOW LOSERS (*where an honour guards the suit. e.g. A84 opposite 65*) you can lose the lead once.

With FAST LOSERS (*where you have no guard e.g. 843 opposite 972*) you are in obvious danger if you lose the lead.

♦ J8763 ♦ Q102
You would need to give the lead up twice to establish this suit.

♦ A10763 ♦ QJ2
You would need to give the lead up only once to establish this suit.

♦ KJ63 ♦ Q102
You would need to give the lead up only once to establish this suit.

In NT contracts, ***before playing to trick 1***, it is usual for declarer to count WINNERS.
In suit contracts ***before playing to trick 1***, declarers should look at the two hands and count LOSERS.
IF there are more losers than you can afford see if you can dispose of them before giving the lead away.

YOU MUST TRAIN YOURSELF TO DO THIS ON EVERY HAND BEFORE PLAYING TO TRICK 1

If you ***can*** draw trumps without giving the lead away you should usually do so -
UNLESS on 5-3 trump fits you need to ruff a loser in the short hand. (Ruffing in the long hand gains NOTHING.)

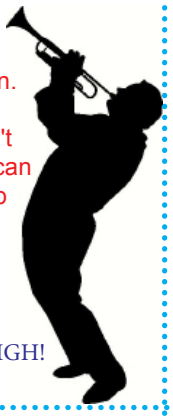
Hand 1 If you CAN ruff high to avoid being over-ruffed DO SO
Hand 2 If you HAVE a long solid side suit get the opponent's trumps out immediately.
Hand 3 If you NEED to finesse, be brave and DO SO
Hand 4 If you have a SLOW LOSER try to establish a winner on which you can throw it.
Hands5 & 6 If you have a FAST LOSER do you have an extra quick winner on which you can throw it? .

S	N
1S	3H
4S	4NT
5D	6S

DON'T DRAW TRUMPS IMMEDIATELY

♣A LEAD

Win club continuation. Even when trumps don't break you can ruff 3rd club BEFORE drawing trumps.



BUT TRUMPET HIGH!

1.

	♠ J53 ♥ AQJ1094 ♦ AQ ♣ KQ	
♠ - ♥ 52 ♦ J9832 ♣ AJ10863		♠ 1098 ♥ K873 ♦ 10764 ♣ 92
	♠ AKQ7642 ♥ 6 ♦ K5 ♣ 754	

S	N
1H	2D
2H	4H

DRAW TRUMPS IMMEDIATELY



2.

	♠ 73 ♥ K106 ♦ AKJ87 ♣ Q65	
♠ K10862 ♥ 43 ♦ 1096 ♣ J109		♠ QJ95 ♥ 752 ♦ 42 ♣ AK73
	♠ A4 ♥ AQJ98 ♦ Q53 ♣ 842	

♣J LEAD

With your solid diamond side suit you should draw trumps immediately. Losers can be then thrown on diamonds.

S	N
1H	2C
4H	

DRAW TRUMPS WITH FINESSE



3.

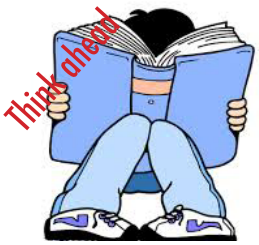
	♠ K74 ♥ 93 ♦ Q1076 ♣ AQ109	
♠ J1096 ♥ A5 ♦ 983 ♣ 7653		♠ AQ83 ♥ Q64 ♦ J542 ♣ 84
	♠ 52 ♥ KJ10872 ♦ AK ♣ KJ2	

♠J LEAD

Ruff the 3rd spade.
Trumps are the problem.
Run ♥9. (finesse).
A club is returned.
Win with ♣A and repeat the finesse for 10 tricks.

S	N
1S	3S
4S	

DON'T DRAW TRUMPS IMMEDIATELY



4.

	♠ J1063 ♥ KQ3 ♦ 542 ♣ AJ3	
♠ A4 ♥ 10964 ♦ QJ1076 ♣ 62		♠ K2 ♥ A872 ♦ 83 ♣ 98754
	♠ Q9875 ♥ J5 ♦ AK9 ♣ KQ10	

♦Q LEAD

You will soon have a diamond loser. Win ♦A. Lead ♥J to set up a heart winner NOW - on which you can throw ♦9. Do this ***before*** playing trumps.

S	N
1S	3S
4S	

DISCARD LOSER FIRST

♣K LEAD

There are 4 fast losers!
Win ♣A.Unblock ♥A & ♥Q.
Play low to ♦A.
Throw 2♣ on ♥K.



5.

	♠ J1074 ♥ KJ42 ♦ A5 ♣ 863	
♠ K6 ♥ 865 ♦ Q942 ♣ KQJ10		♠ A3 ♥ 10973 ♦ J1083 ♣ 954
	♠ Q9852 ♥ AQ ♦ K76 ♣ A72	

ONLY NOW, DRAW TRUMPS.

S	N
1S	3S
4S	

DISCARD LOSER FIRST

♥Q LEAD

You have a loser in each suit. 1 too many! Win with ♥K (not ♥A). Play ♣Q, which loses to ♣A. Win heart return and throw ♥2 on ♣J



6.

	♠ Q1093 ♥ A974 ♦ 62 ♣ KJ6	
♠ A87 ♥ QJ10 ♦ 10753 ♣ 932		♠ 2 ♥ 853 ♦ A984 ♣ A10874
	♠ KJ654 ♥ K62 ♦ KQJ ♣ Q5	

ONLY NOW, DRAW TRUMPS.