

BIDDING





BIG BALANCED HANDS

Bridge Lab

with the Monroes

Strong balanced hands are primarily bid by combining High Card Points and making “quantitative” Notrump bids. Notrump bids are a top *priority* when options are available and usually make it easier for the partnership to find the best contract. . Natural Notrump bids are very precise – both in describing shape and strength. The requirements are:

- **SHAPE** ~ BALANCED – *no* voids, *no* singletons, only *one* doubleton – and
- **STRENGTH** ~ DEFINED two to three point range.

2-STEP	18-19 High Card Points	Balanced Shape
1    	Open 1 of a suit, planning to rebid 2NT. <ul style="list-style-type: none"> • If Responder bids a new suit at the 1-level, jump rebid 2NT. • If Responder bids 1NT, raise to 2NT. <ul style="list-style-type: none"> ○ Opener passes 1NT with 12-14, opens 1NT with 15-17. 	

1-STEP	20-21 High Card Points	Balanced Shape
2NT	<ul style="list-style-type: none"> • Responder may use both Stayman and transfers. • Responder may pass with about 0-4 points. 	

2-STEP	22+ High Card Points	Balanced Shape
2♣	Artificial and Forcing Slam Invitational	
Responder's Bids	2♦ Waiting, 0+ Points (artificial) Give Opener maximum space on the bidding ladder to describe the strong hand.	
Opener's Rebids	2NT = 22-24 HCP 3NT = 25-27 HCP 4NT = 28-30 HCP ... and so forth	

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Responder's Rebids		Do the math! HOW HIGH? Game? Slam? Partscore?	
How High?	Combined Points	Responder's Quantitative Bid	
Partscore	24 or Less	Pass 2NT or Transfer to a major suit and pass. <ul style="list-style-type: none">Count length points in the major suit.	
Game	About 25-30	3NT Signoff	
Maybe Slam?	About 31-32	4NT Invitational (<u>not</u> Blackwood) <ul style="list-style-type: none">Opener bids 6NT with a maximum hand, otherwise passes.	
Small Slam	About 33-35	6NT Signoff	
Grand Slam	About 37+	7NT Signoff	

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STRONG BALANCED HANDS

East Deals

	♠ Q J 10 8 3		
	♥ 8		
	♦ Q 8 2		
	♣ A 8 4 2		
♠ A 7 4 2	♠ K 6		
♥ A K	♥ Q J 10 6 2		
♦ A K 6 3	♦ 7 5 4		
♣ K J 7	♣ 9 6 3		
	♠ 9 5		
	♥ 9 7 5 4 3		
	♦ J 10 9		
	♣ Q 10 5		

	9 22 6 3		
West	North	East	South
		Pass	Pass
2 ♣ ¹	Pass	2 ♦ ²	Pass
2 NT ³	Pass	3 ♦ ⁴	Pass
3 ♥	Pass	3 NT ⁵	All pass

1. 22+ HCP if balanced. Strong, artificial, forcing.
2. Artificial, waiting.
3. 22-24 HCP, balanced hand.
4. Transfer to hearts.
5. Game values, choice of games.

CONTRACT: 3 NT by West **LEAD:** ♠ Q, Top of 3-card Honor Sequence

Auction. West has a balanced hand with 22 High Card Points, too strong to open 2 NT. West starts with 2 ♣, and rebids 2 NT to show a balanced hand with 22-24 points. East knows the partnership has between 28-30 combined High Card points, enough for game. Unsure whether the contract belongs in NoTrump or hearts, East starts with a transfer to hearts, then bids 3 NT to show exactly five hearts and game values, giving Opener a choice of games, either 3 NT or 4 ♥ with a fit. With only two hearts, West passes 3 NT.

Declarer's Plan. Declarer has nine sure tricks, but must plan carefully to take the heart tricks in Dummy. With the concentration of high cards in the West hand, and no small hearts in Declarer's hand to reach Dummy, the ♠ K entry to Dummy's heart suit must be preserved. Win the first trick with the ♠ A, then play the ♥ A and ♥ K to unblock the suit. Then play a small spade to Dummy's ♠ K, to claim the remaining heart tricks. Take the ♦ A and ♦ K to make the contract.

Defense. Prefer the solid sequence in spades, planning to use the ♣ A as an entry to the spades once promoted. Defenders use the same techniques as Declarer when establishing tricks. Leading the solid sequence establishes spade tricks through *promotion*. Keep an entry with the established winning tricks.

Big Balanced Openers

22-23 Points

Board 1

South Deals

	♠ 6 4		
	♥ 8 6 4		
	♦ 9 5 4		
	♣ J 9 6 3 2		
♠ 5 3 2	N	♠ J 10 9 8 7	
♥ 5 3	W	♥ A 9 7 2	
♦ K Q J 3	E	♦ 10 8 2	
♣ A 10 7 4	S	♣ 8	
	♠ A K Q		
	♥ K Q J 10		
	♦ A 7 6		
	♣ K Q 5		

1
10 5
24

West	North	East	South
			2 ♣
Pass	2 ♦	Pass	2 N ¹
Pass	Pass ²	Pass	

1. Balanced, 22-24 Points
2. 0-1 Points

Contract: 2 NT South, 8 Tricks

Lead: ♦ K, Sequence, East plays ♦ 2

Sure Tricks: 3-♠, 1-♦ = 4.

Play: South holds up once or twice, wins the ♦ A, promotes ♥s and ♣s, loses three ♦s, and then plays ♠s.

20-21 Points

Board 2

South Deals

	♠ J 8 7 6 4 2		
	♥ 4		
	♦ 9 5 4		
	♣ 9 6 3		
♠ A 3	N	♠ 10 9	
♥ 6 5 3	W	♥ A 9 8 7 2	
♦ K Q 6 3 2	E	♦ J 10 8	
♣ 10 8 2	S	♣ A J 7	
	♠ K Q 5		
	♥ K Q J 10		
	♦ A 7		
	♣ K Q 5 4		

1
9 10
20

West	North	East	South
			2 N
Pass	3 ♥ ¹	Pass	3 ♠
All pass			

1. Transfer to ♠s

Contract: 3 ♠ South, 9 Tricks

Lead: ♦ K, 2-card Seq, East plays ♦ J

NorthLosers: 1-♠, 1-♥, 2-♦, 2-♣ = 6.

Play: South wins the ♦ A, promotes ♥s, draws trump, and discards Dummy's ♣s and ♦s on the good ♥s.

25-27 Points

Board 3

South Deals

	♠ Q 6 5		
	♥ J 4		
	♦ 10 9 8 4		
	♣ A 6 5 4		
♠ J 10 8 2	N	♠ K 9	
♥ 5	W	♥ 10 9 8 7 6 2	
♦ K J 6 5	E	♦ 7 3 2	
♣ 10 9 8 2	S	♣ 7 3	
	♠ A 7 4 3		
	♥ A K Q 3		
	♦ A Q		
	♣ K Q J		

7
5 3
25

West	North	East	South
			2 ♣
Pass	2 ♦	Pass	3 N ¹
Pass	4 N ²	All pass	

1. 25-27 Points, Balanced
2. 32-34 Total Points

Contract: 4 NT South, 10 Tricks

Lead: ♠ J, Broken Seq., ♠ K covers ♠ Q

Sure Tricks: 1-♠, 4-♥, 1-♦, 4-♣=10.

Play: South wins ♠ A, unblocks ♣ KQJ, plays to ♥ J, and wins ♣ A and ♥ AKQ.

18-19 Points

Board 4

South Deals

	♠ A K 3		
	♥ 10 8 5 3		
	♦ A Q 5 2		
	♣ Q 4		
♠ J 8 7 5	N	♠ 9 4	
♥ 7 6	W	♥ A 9 4 2	
♦ 9 8	E	♦ J 7 6 4 3	
♣ J 10 9 7 6	S	♣ 3 2	
	♠ Q 10 6 2		
	♥ K Q J		
	♦ K 10		
	♣ A K 8 5		

15
2 5
18

West	North	East	South
			1 ♣
Pass	1 ♥	Pass	2 N ¹
Pass	6 N	All pass	

1. 18-19 points, may have 4 ♠s

Contract: 6 NT South, 12 Tricks

Sure Tricks: 3-♠, 3-♦, 3-♣ = 9.

Lead: ♣ J, Sequence - East plays ♣ 2

Play: South wins the ♣ Q and promotes ♥s. South then wins 3 tricks in each suit ensuring entry to dummy's ♥ 10.