

# BRIDGE 21

*A New Approach to Bidding*



**Your Secret Weapon to Better Bridge!**





# Bridge 21 Convention Card

## Fast Tips:

1. Sort cards and count HCP.

**HCP:** A=4, K=3, Q=2, J=1

Count 1 point for every suit over 4 cards.

2.  and  are good bidding tools, but playing them in a hand is usually bad! (Use as artificial bids)



3. Determine a **MINIMUM, MEDIUM** or **MAXIMUM** hand (See #3)



4. Plan your play. In **NT** count your sure tricks; in a suit contract count your losers.

### #1 Opening Bids (Lessons 4-8)

1  (A) 12 - 21 HCP, no 5+ ,  or  ( short as 1) (12 - 14 HCP 90% of the time)

1  12 - 21 HCP, 5+  & no 5-card major (12 - 14 HCP 90% of the time)


1  12 - 21 HCP, 5+ 



1  12 - 21 HCP, 5+  Spades are longer or equal to hearts

1 **NT** 15 - 17 HCP (do not count length)

No 5-card major & no singleton; think STAYMAN or TRANSFER

### Higher Level Bids (Lesson 9)



**\*\*2  22+ points**

Response is 2  game force, 2  0 - 2 HCP

**\*\*2  (A) 18 - 19 HCP**

Artificial - treat similar to a **NT** opening

**\*2  5 - 11 HCP, any 6 **



**\*2  5 - 11 HCP, any 6 **

Response to 2 bids:  
(rule of 17) **2NT** with, for example, 14 pts and 3+ of bid suit or PASS without any combination of 17 points or more.

Opener's answer: 3  (BB) 3  (BG) 3  (GB) 3  (GG)  
Points first, then suit - B (Bad) G (Good) or **3NT** = 6 solid tricks

**2 NT** 20 - 21 HCP (think STAYMAN or TRANSFER)

no 5+ card major  
no singleton

**\*3  5 - 11 HCP, any 7 **

**\*3  5 - 11 HCP, any 7 **



**\*3  5 - 11 HCP, any 7 **

**\*3  5 - 11 HCP, any 7 **

If vulnerable, open with 9 - 11 HCP  
If non-vulnerable 5 - 11 HCP

**3 NT** 24 - 27 HCP (think STAYMAN or TRANSFER)

no 5+ card major  
no singleton

**\*4  5 - 11 HCP, any 8 **

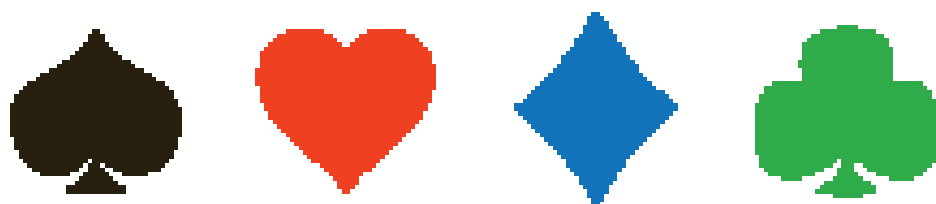
**\*4  5 - 11 HCP, any 8 **

**\*4  5 - 11 HCP, any 8 **

**\*4  5 - 11 HCP, any 8 **

\* is a weak bid meant to disrupt opposition's bidding  
\*\* indicates an artificial bid, showing a strong hand

Strong bids highlighted in GRAY, with partner's response



# BRIDGE 21



Why struggle with old systems that take ages to figure out when **Bridge 21** will make you competitive against any player in a fraction of the time?



Welcome to the greatest card game ever played.

This book, created by Charles Xavier William Wheeler, is based on the systems and methods used in the **Bridge 21 System**, also known as “*Wheeler’s System, Bill’s System or Bill’s 2 over 1*”, developed by **Bill Wheeler** (a.k.a. **Wild Bill**).

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Special thanks and help with formatting and editing from Marilee Fazil, who had tremendous patience with my errors, reminding me what an academic writer should aspire to, and William Enright, who enlightened me with editing powers and sharp investigative skills. A shout out to Julia Beatty for practical precision language and outstanding marketing slogans.



We look forward to hearing about your bridge experience and would love to see you at one of our lessons or games @:

**LIVEBRIDGE.ONLINE**

# Bridge 21 Advantage

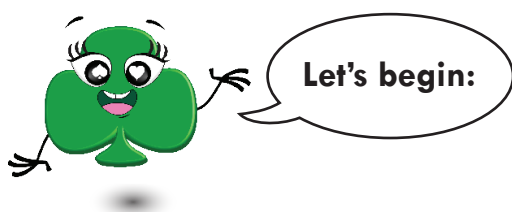
1. You will learn the basics of duplicate bridge.
2. You will learn the easiest bidding language.
3. You will achieve a solid foundation in the basics of “Play of the Cards.”
4. You will become comfortable and confident in your bidding and playing.
5. The strategies and concepts will make every game of bridge more fun, be it rubber, kitchen, social, chicago or duplicate bridge.



**Note:** Please don't expect to understand everything in this book until you have finished every Lesson. Once you have, we guarantee it will make sense and you will start picking up the finer points of bridge as well.



# Table of Contents



**“21 TIMES,**  
the number of times your brain needs to use  
something before it becomes automatic.”

*- Bill Wheeler*

**Bridge 21** starts from the perspective of zero knowledge, builds up your bridge vocabulary and makes you a competitive bidder using simple techniques and optimum strategies.

This book uses a linear layout, starting with the basic rules, the game equipment, and bidding and playing hands. The main focus - 90% - is bidding.

If you have a basic understanding of bridge and have played before, skip to Lesson 2 (How to Bid a Hand).

If you have played over 100 games in duplicate, kitchen or Chicago bridge, and are just interested in learning the accurate **Bridge 21 System**, skip to Lesson 4 (1♣ Opening).



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# Lesson 1

## The Basics of Bridge

### K.I.S.S.

Keep It Simple S'il vous plait.

In order to enjoy bridge, you have to know how to have fun with it. That is the purpose of this book: *to make bridge fun.*



# Introduction



You are starting your journey on the game of bridge and **Bridge Is For Fun (B.I.F.F.)**.

In this book, you will find a simple system for playing bridge that will make you competitive against any player. Why? Because it is the easiest to remember and it isn't going to take you 3-5 years to learn. Instead, with the **Bridge 21 System**, you will be capable of playing against top players and competing within six months to a year.



Bridge seems like a complicated game, but there are really only two goals you and your partner need to know to play any style or type of bridge. They are the backbone of **Bridge 21** and why the **Bridge 21 System** is successful.

## Goals in Bridge

1. Bid the best contract (the first half of the game).
2. Win as many tricks as you can (the second half of the game).



















# Point Types

*Detailed explanations of these 5 point types are found throughout this book.*

1. **High card points (HCP)** are based on the points in your hand from Aces, Kings, Queens and Jacks where A = 4, K = 3, Q = 2 and J = 1 point(s) (The 10 can be counted as 0.5 HCP).
2. **Distribution Points/shortness (DP)** are based on the extra length/shortness of a suit.
3. **Combined points/hand value points** are the sum of both HCP and DP between you and your partner.
4. **Game points** are those that you receive after playing a board.
5. **Bonus points** are extra points you receive for bidding and making a game or slam contract.

## Player Names

*In this example hand North declared the trump suit.*

Declarer		
NORTH / Opener		
	 A Q 4 2	
	 K 7 5	
	 Q J 4 2	
	 Q 8	
SOUTH / Responder		
	 J 10 9 7	
	 A 4 2	
	 9 8	
	 A J 10 3	
Lead		
WEST / Opponent		EAST / Opponent
 K 5 3		 8 6
 J 10 9 6		 Q 8
 A 7 6		 K 10 5 3
 7 5 2		 K 9 6 4

# Convention Card

We have developed a “Convention Card” (CC), which summarizes and highlights the key bids and bidding tips. At the end of each lesson, you will find the relevant parts of the CC. You can order the physical convention card at **bridge21.ca** or on **Amazon** (search: **bridge21** or **Bridge 21 convention card**).

## Symbol Formatting

**3♥** and **7♥** represent bids. The numbers **3** and **7** are in bold font. There is no space between the characters.

3♥ and K♥ represent cards. The number 3 and letter symbol K are in regular font. There is no space between the characters.

3 ♥ and 7 ♥ represent the number of cards in a hand. The numbers 3 and 7 are in regular font. There *is* a space between the characters.

## Memory Tips

The first time you do something, you will only partially remember what you have learned. But repeated **21** times, it will become permanent in your memory! To lock these principles into memory, so they are automatic, you must repeat the same principle **21** times. This is one of the reasons we call the system **Bridge 21**.





## Suit Values

♣ and ♦ are awarded fewer game points than ♥ and ♠. Playing in ♣ and ♦ stink! (but are good bidding tools)

# Types of Bridge

**Kitchen bridge** (a.k.a. rubber bridge) is inviting two or three friends over to play bridge, sometimes in the kitchen. **Social bridge** (or party bridge) is two or more tables, possibly switching between partners each round. **Chicago bridge**, sometimes called “four deals bridge”, is when each person at the table deals once. Vulnerability is predetermined and rotates with each deal. Partners change every four deals. And then there is **duplicate bridge**.

## Duplicate Bridge

Duplicate bridge takes the “luck out of the deal” and is a partnership game, where you keep the same partner and play other partnerships. Two pairs of partners (four players total) bid for the right to pick a suit (, ,  or ) or No Trump (**NT**). One pair is called **North (N)** and **South (S)** and plays the same cards as every other **N/S** partnership. The opposing partnership is called **East (E)** and **West (W)** and play the same cards as other **E/W** partnerships. This allows a comparison of how N/S partnerships played, as all scoring is in relationship to the other N/S pairs. Ditto for the E/W pairs. This book is geared towards duplicate bridge.

**Note:** If you belong to the **American Contract Bridge League (ACBL)**, you can accumulate **ACBL** master points in the ACBL-sanctioned games to compare your progress with other members. There are six types of points.

**Neutral:** Online Games

**Red:** Regional Tournaments

**Black:** Club Games

**Gold:** Regional Tournaments

**Silver:** Sectional Games

**Platinum:** NABC National Events

However, learning the **Bridge 21 System** will make you better at all types of bridge, not just duplicate.

# The Game of Bridge

Many people call bridge “the greatest card game ever played.” It helps you make friends, improves your memory and makes positive changes in your life.

So what is bridge? In the picture below, you can see the standard layout for a bridge game. All the tools you will need are here as well.



**A The Cards**

**B The Board**

**C The Mat**

**D The Bidding Box**

**E A Square Table**

**F Bridgemate (Scorer)**

**G Convention Card**

**H Coffee (Optional)**

## A: The Cards



The cards used in bridge are a standard deck of 52 cards without the jokers. There are four players in a game, and each player will have 13 cards. The 52 cards are pre-shuffled for each board. You will never be dealt the same 13 cards twice. (If you were to put the possible different hands in order, in a line, they would span from the Earth to the Sun.) The likelihood of you getting the same hand twice in your lifetime is as likely as being hit by lightning five times. Every time you play bridge, it is a different hand, which makes bridge so interesting.

## B: The Board

“The Board” is a thin container holding a full 52-card deck in four sets of 13 pre-dealt cards before play starts. Each set of 13 cards is assigned one of four positions: North, East, South and West. One of the positions will also be marked “Dealer,” letting you know who will bid first. The bidding starts with the Dealer after all four players have counted and sorted their 13 cards. After playing the hand, cards are returned to the identical board position.



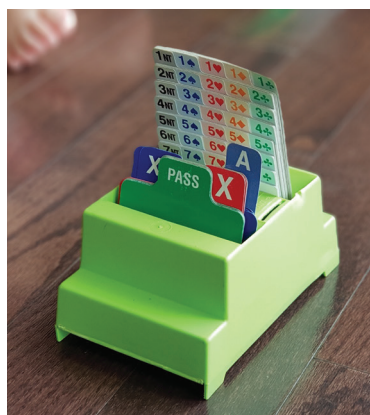
## C: The Mat

“The Mat” is a piece of plastic or paper placed under the boards. It describes the four positions: North, East, South and West. The mat also shows which pairs are playing each other during a round. After a round, the mat indicates where players and boards need to move.



## D: The Bidding Box

If there were ten tables of people and everyone started speaking their bids, what would happen? It would be too noisy and would allow players to provide extra (not allowed) information with their tone, etc. To communicate with each other, we just use the bidding box.

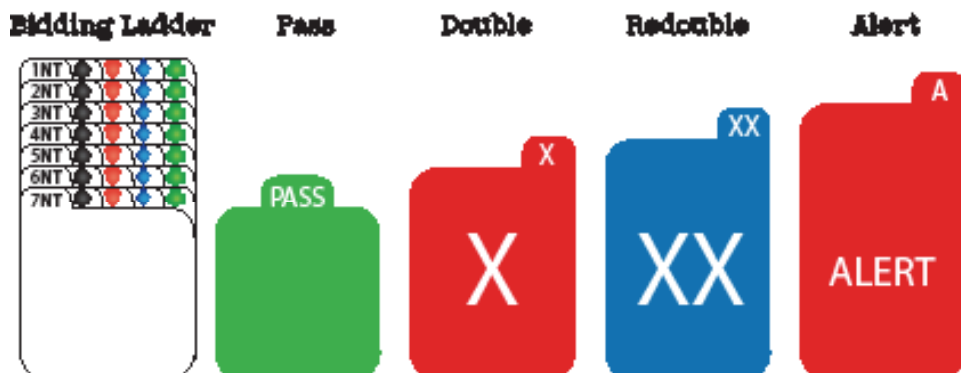




# Inside the Bidding Box

The bidding box consists of bids from 1♣ to 7NT. The ranking of the suits starts with ♣, being the lowest, followed by ♦, ♥ and ♠, then NT.

## Bidding Ladder Cards



**Note:** Bidding starts with the dealer and finishes after there are three consecutive passes.

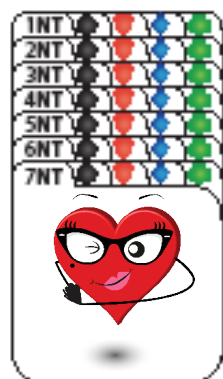


A bidding box allows you to bid a contract between 1♣ and 7NT. You can reference bids on the book's inside cover and the **Bridge 21 Convention Card**. They enable you to describe your hand legally.

There are cards for **passing, doubling, redoubling, alerting** and **bidding** in this standard bidding box.

Bidding boxes can look very different, but they all do the same thing - allow you to describe your hand.

### Bidding Ladder



**Note:** There are two separate stages of play in bridge. The first part uses the bidding box and the special set of cards found inside (Bidding Ladder). This book clearly explains how to use **Bridge 21's** bidding box system effectively. There are two sets of cards. One set is labeled 1♣ to 7NT and they are used to describe your hand to your partner. The other smaller set of cards in front of the bidding box are labeled **Pass, Double (X), Redouble (XX)** and **Alert**. They are used as communication tools as well.

# E: A Square Table

Most bridge tables are square, typically 33 inches/85 cm per side and 27 inches/69 cm high, giving everyone enough space to play comfortably. But of course you can also use any table and set of chairs you have at home.

# F: Portable Data Transfer (wireless scorer)

In the past, players would write their bids, scores and results on a scoring sheet with a pencil. This was the popular way to tally scores. At the same time, the “Standard American Yellow Card” system was invented. Times have changed, and there is now an easier and better way. A **PDT (Portable Data Transfer)** machine (e.g., Bridgемate) is used, which is easy, fast and instantaneous.

## Scoring Card

Team 1				Team 2				Team 3				Team 4			
Bid	Score	Match Points	Hand	Bid	Score	Match Points	Hand	Bid	Score	Match Points	Hand	Bid	Score	Match Points	Hand
1				1				1				1			
2				2				2				2			
3				3				3				3			
4				4				4				4			
5				5				5				5			
6				6				6				6			
7				7				7				7			
8				8				8				8			
9				9				9				9			
10				10				10				10			
11				11				11				11			
12				12				12				12			
13				13				13				13			
14				14				14				14			
15				15				15				15			
16				16				16				16			
17				17				17				17			
18				18				18				18			
19				19				19				19			
20				20				20				20			
21				21				21				21			
22				22				22				22			
23				23				23				23			
24				24				24				24			

TOTAL IMPs/VPS

Team 1				Team 2				Team 3				Team 4			
IMP	Score	Match Points	Hand	IMP	Score	Match Points	Hand	IMP	Score	Match Points	Hand	IMP	Score	Match Points	Hand
1				1				1				1			
2				2				2				2			
3				3				3				3			
4				4				4				4			
5				5				5				5			
6				6				6				6			
7				7				7				7			
8				8				8				8			
9				9				9				9			
10				10				10				10			
11				11				11				11			
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15				15				15				15			
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19				19				19				19			
20				20				20				20			
21				21				21				21			
22				22				22				22			
23				23				23				23			
24				24				24				24			

## Bridgемate



# G: Convention Card

All players in ACBL-sanctioned games must keep a Convention Card which describes their bidding system. The opponents may ask to look at it. It can also double as a personal scoring sheet, useful in power/wireless outages or to check later at home.

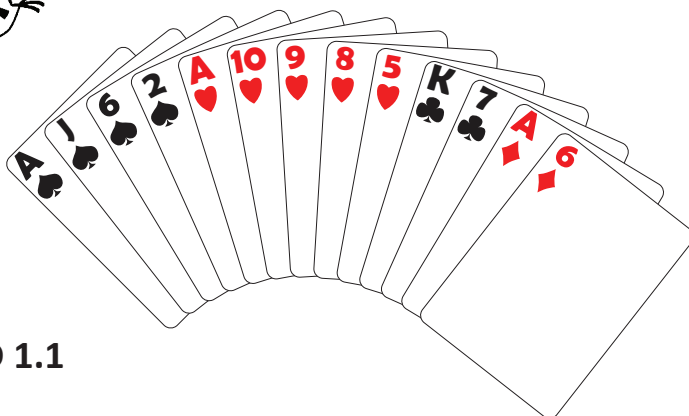
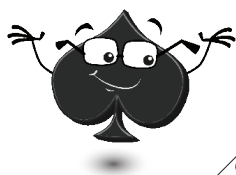


## 13 Cards, 13 Tricks

Bridge is a trick-taking game. Each person has 13 cards, like **Hand 1.1** below: thus, 13 tricks total. In **Hand 1.1** you can assume that you will win with the three Aces and maybe the K♣.

As bridge is a partnership game, you need to work with your partner. Remember, you aren't playing alone.

The partnership that can predict the number of tricks before the hand is played, and make that number of tricks or more, usually wins.



**HAND 1.1**





## Count Your High Card Points (HCP)

When you first take your cards, count them to make sure you have 13, then sort them into suits, perhaps like **Hand 1.1**. Next, value your hand by counting your HCP. The card values are below:

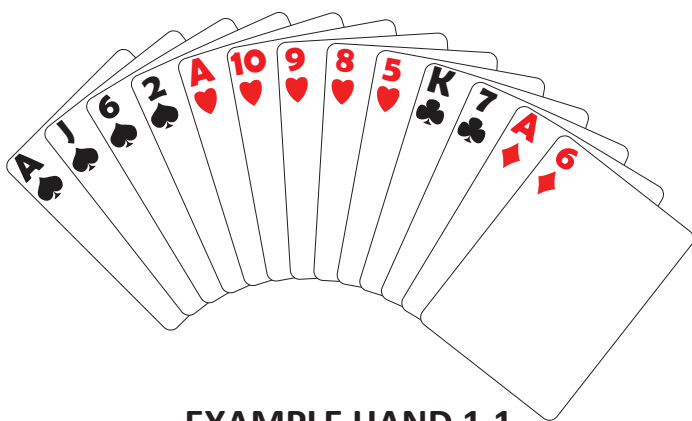
A=4

K=3

Q=2

J=1

Once you count your points, you will know how strong your hand is and can pick the right bid. **Bridge 21** uses points to determine the first bid, so you will be able to indicate to your partner what you have and what you don't have by making different bids as outlined on the **Bridge 21 Convention Card**.



### EXAMPLE HAND 1.1

Using the point counts outlined above, see how many HCP are in **Hand 1.1**. There are 3 Aces worth 4 points each, 1 King worth 3 points and 1 Jack worth 1 point, for a total of  $4+4+4+3+1=16$  HCP.



# Communicating with Your Partner

To communicate with your partner you will use HCP to help describe your hand using the bidding ladder cards from **1♣** to **7NT**. Your partner will do the same.

Bidding starts with the dealer, then the person to the left bids next. The bidding continues clockwise until there are three consecutive passes. Then the bidding is finished and the contract decided.

## BID 1.2

NORTH	EAST	SOUTH	WEST
<b>1♣</b>	Pass	<b>1♦</b>	Pass
<b>1♠</b>	Pass	<b>3♠</b>	Pass
<b>4♠</b>	Pass	Pass	Pass

The final contract here is **4♠**.

**Bid 1.2** will be explained in Lesson 2, bid by bid. Then in Lesson 3, **Play of the Cards** will be explained in detail to give a clear picture of how to play your contract.

The **Bridge 21 System** provides a huge advantage to players because it describes HCP and suits accurately.



# How Many Tricks Does 4♠ Promise to Take?

Bridge descended from the game Whist - the grandfather of bridge. In Whist, there was no bidding and trump was determined by the final card dealt or by rotating the five options (♣, ♦, ♥, ♠ and NT) in a predetermined manner. The player to the left of the dealer made the opening lead. After playing all 13 tricks, the side that won more tricks scored 1 point for each trick they won over their first 6 tricks. (During the writing of the laws of bridge the creators decided not to count “the book” or the first 6 tricks). Hence, a 4-level contract promises to win 10 tricks (6+4) and the declarer must make them to fulfill the contract.

## Remember:

The ♣, ♦, ♥, ♠ and NT symbols are useful bidding tools. They are also in order of worth. ♣ is the weakest and NT the strongest. However, the symbols don't tell you how many tricks are contracted to win but rather which symbol will be trump (the strong suit).



## Let's Bid a Hand!

You have now seen enough of the basics to start learning the **Bridge 21 System**.



# Lesson 2



## How to Bid a Hand

“Bridge is a game of counting,  
communication and recalling cards.”

**Note:** Try to follow the bidding in this example hand. At first, it will seem hard to follow, but **Lessons 2 and 3** will show you the process of bidding and play of the cards. You don’t need to remember it entirely. As you read through Lessons 4 - 12, you can always go back to **Hand 2.1** and eventually, all the bids will make sense, and the reasons for the play will become automatic after being used 21 times! It will help if you use the **Bridge 21 Convention Card** and deal out the hand to follow the lessons and bids.



## Hand 2.1

You are all set up. Let’s take a look at what happens when you bid.

In this book, you can assume you are North and your partner is South.





NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8

*Hand 2.1 Throughout the book, you will only find the hands of the Opener and the Responder to make it easier to follow examples*

SOUTH / Responder

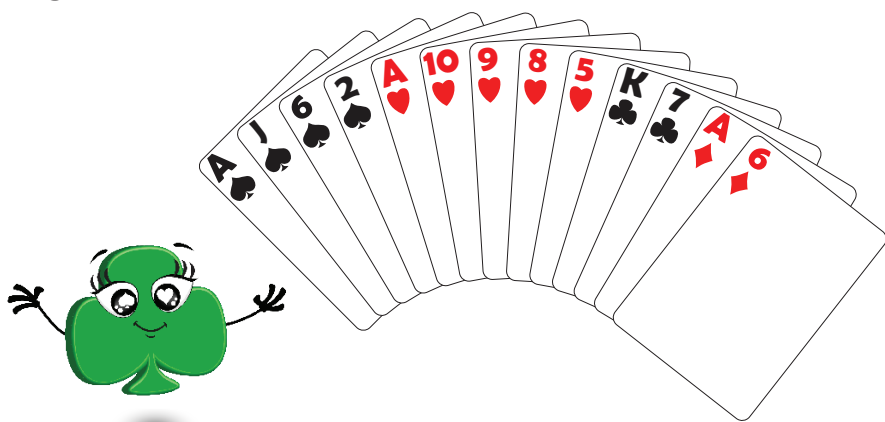
♠ J 10 9 7  
♥ A 4 2  
♦ 9 8  
♣ A J 10 3

## Sorting Your Cards



You will first have to deal out the cards or take them from the pre-shuffled boards when you play.

Organization is the key to success in any part of life and it is the same in bridge. Once you have counted your 13 cards, carefully sort them into suits. Here is what your sorted hand might look like:



**Note:** All ♠ have been grouped together and ordered from highest to lowest. Similarly, the rest of the suits have been organized in sequences and placed in colour order, alternating from black to red and black to red.

**Note:** North and South are vulnerable (Vul) in this example. This is important, vul and non-vulnerable (NV) dictate how many points are awarded to the winning partnership.

# Counting Your Points



After organizing your hand, the next thing you need to do is value your hand by counting the HCP value of each of the honour cards.

NORTH / opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

**Note:** The A, K, Q and J are called **Honours**.

Can you figure out what your hand is worth?

Here is the HCP count for North:



A ♠ = 4 HCP

K ♥ = 3 HCP

Q ♠ = 2 HCP

Q ♦ = 2 HCP

Q ♣ = 2 HCP

J ♦ = 1 HCP

---

**Total = 14 HCP**



# The Opening Bid

Now that you know your hand is worth 14 HCP, you will be able to make a bid using the **Bridge 21 Convention Card**. Try and reference the opening bids in **Step #1**. They are coloured bars: yellow, green, blue, pink and red. Can you tell which opening bid you should use?

You will notice each bid describes how many HCP you need and the suits you have. The bid also describes the number of cards in a suit (length) and which suits have few cards (voids, singletons and doubletons).

The correct opening bid is **1♣**. Why? A **1♣** opening bid describes a hand with 12+ HCP, without 5+ cards in any other suit.

**1♣ (A)**    12 - 21 HCP, 1+ ♣ and no 5+ ♦, ♥ or ♠  
 \*12 - 14 HCP (90% of the time)

Bids are shown in newspapers, online and in books as below. This is North's bid:

**NORTH**

**EAST**

**SOUTH**

**WEST**

**1♣**



# Continuing the Bidding

It is East's turn. Bidding continues clockwise until there are three consecutive passes. So far, the contract might be 1♣, but only if the next three bids are passes.

NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8



*Example Hand 2.1*  
*Throughout the book you*  
*will only find the hands*  
*of the Opener and the*  
*Responder to make it*  
*easier to follow examples*

SOUTH / Responder

♠ J 10 9 7  
♥ A 4 2  
♦ 9 8  
♣ A J 10 3

**Note:** In **Bridge 21**, you have just told your partner a lot of information using the 1♣ opening bid, most importantly, that you have 12+ HCP. Your partner also knows you don't have 5+ ♦, ♥ or ♠. You will also note your hand (North) only has 2 ♣. This is not important, the 1♣ bid does not describe ♣ it does describe HCP (North has 14 HCP in this example) and guarantees less than 5 ♦, ♥ or ♠.

Since this bid doesn't say anything about ♣, it is called an **Artificial Bid** and must be alerted (to your opponents by your partner).

# East is Next to Bid

**East:** East has 8 HCP, but should pass because they don't have 5+ of a suit.



EAST / OPPOSITION

Overcaller

♠ 8 6

♥ Q 8 3

♦ K 10 5 3

♣ K 9 6 4

**NORTH**

1♣

**EAST**

Pass

**SOUTH**

**WEST**



## South Bids Next

**South:** South (also called the responder because they are answering North's opening bid) needs to do the same thing North did and count their HCP. South has 2 Aces (4+4) and 2 Jacks (1+1) for a total of 4+4+1+1=10 HCP. With enough HCP to make a response bid (6+ HCP), they will try to find out more about the opener's hand by bidding 1♦.

Consider the 1♦ bid a way for the responder to ask the opener to describe their hand further. 1♦ will mean the responder has 0-12 HCP and does not necessarily mean anything about ♦ but denies 5+ ♥ or ♠.

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

NORTH

1♣

EAST

Pass

SOUTH

1♦

WEST

Notice that South only has the 8 and 9 of ♦. Under the **Bridge 21 System**, we always try to describe points and what we have and don't have in ♥ and ♠. In this case, South denies opening HCP (13+ HCP) and denies 5+ ♥ or ♠. With a 1♦ bid, South is asking how many HCP North has and if they have a 4-card major. We are using the artificial ♦ bid to find out more about North's hand.

The scoring system in bridge will be described later, but right now you have to realize that we usually don't want to be in a ♣ or ♦ contract (it means a lower score). We are simply using them as bidding tools, called **Artificial Bids**. The 1♦ bid here asks North to describe their hand further and is also called a **Waiting Bid**. It must be alerted.



# West's Bid

**West:** This is your other opponent. With only 8 points and a balanced hand, West should simply pass.

WEST / OPPOSITION

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

**NORTH**

1 ♣

**EAST**

Pass

**SOUTH**

1 ♦

**WEST**

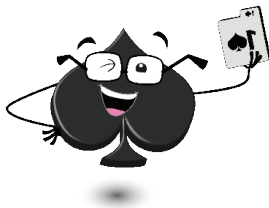
Pass



## North's Second Bid

**Note:** The opener and responder have both bid once. The opener's second bid must determine if they have enough combined strength (HCP) to **Go to Game** (i.e., bidding a game contract: **3NT**, **4♥**, **4♠**, **5♣** or **5♦**).

The opener needs to show a minimum (12 - 14 HCP), medium (15 - 17 HCP) or a maximum hand (18 - 19 HCP).




NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8

With 14 HCP, the North hand falls into the minimum hand category and should rebid at the 1 Level.

The opener’s 2nd bid must also show what they have or don’t have in ♥ or ♠. The opener doesn’t want to tell them ♥ because there are only 3. So avoid the 1♥ bid. Instead, the opener wants to tell them about ♠ since there are 4 ♠ in this hand. Therefore, North will bid 1♠.

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠			
			

# East’s Second Bid

**East:** East cannot do anything but pass.

EAST / OPPOSITION

- ♠ 8 6
- ♥ Q 8 3
- ♦ K 10 5 3
- ♣ K 9 6 4

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass		



# South's Second Bid

## (Part 1)

Now the responder knows the opener has 12 - 14 HCP, which is called a minimum hand because partner remained at the **1 Level**. South now knows North has 4 ♠, which gives them a total of 8 ♠, called a ♠ **fit**).

The next thing for South to think about is the total HCP between the two hands. South knows North has 12 - 14 HCP, and South has 10 HCP. Combined, this is 22-24 HCP.

NORTH / Opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

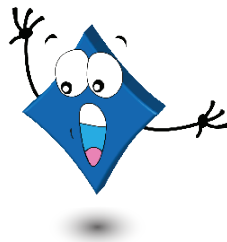
SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3



12 - 14 HCP + 10 HCP = 22 - 24 HCP

A “fit” is when you and your partner have at least 8 cards in the suit. South can't see both hands during play but knows there is a fit because of North's **1♠** bid. Having a fit also means you can now count **shortness**, also known as **Distribution Points (DP)**. Note, South only has 2 ♦ which is worth 1 DP.

With the fit in ♠, South still has a few other things to think about before bidding. There may be more DP available in North's hand.

Before we make South's second bid we will define shortness, hand point types and the benefits of shortness in the **1♣** opening bid.



# More Points?

## Doubleton, Singleton and Void

In this hand there are distributional points (DP) to consider. In general, DP are only counted after finding a trump fit between the opener and the responder.

NORTH	EAST	SOUTH	WEST
1 ♣	Pass	1 ♦	Pass
1 ♠	Pass		

## Types of DP in a suit contract

A **doubleton** - Having only two cards in a suit is called a doubleton and is given a value of 1 DP (not counted as HCP). You may or may not win an extra trick by ruffing the suit with a trump.

A **singleton** - Having one card in a suit is called a singleton and is given a value of 3 DP because it is likely you will win one trick by ruffing the suit with a trump.

A **void** - No cards in a suit is called a void and is given a value of 5 DP because you will likely win one trick and maybe even two tricks by ruffing the suit with a trump.

Shortness in Distribution	Doubleton	= 1 DP
	Singleton	= 3 DP
	Void	= 5 DP

**NOTE:** You cannot count DP in a **NT** contract. It is important that you confirm that you have a fit before you count DP.

# Minimum, Medium and Maximum

## A way to count even more points

**South:** By seeing North's bid (your **1♣** bid), South has learned many things about your hand. The values for each opener's hand are listed below and we refer to this as Point Quality.

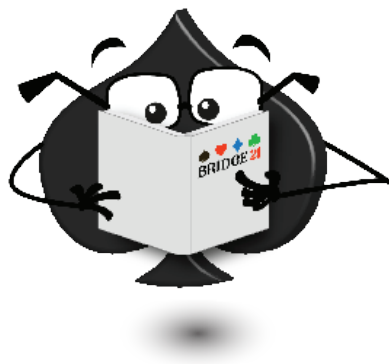
2.2

### Opener's Point Quality

Minimum	= 12 - 14 HCP
Medium	= 15 - 17 HCP
Maximum	= 18 - 19 HCP

In **Bridge 21**, any 1 Level opening bid in a minor suit will rarely show 15 or more HCP. 15 - 17 HCP is covered by opening **1NT**, 18 - 19 HCP is covered by opening **2♦** and 20 - 21 HCP is covered by opening **2NT**. 22+ points is covered by opening **2♣**.

**Note:** minimum, medium and maximum hands are included on the **Bridge 21 Convention Card** on the inside cover of this book.



# South's Second Bid

*(Part 2)*

South uses their second bid (fourth bid between partners) to account for their doubletons, singletons and voids.

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

There are no Voids or Singletons, but South does have one Doubleton. Therefore, South can add 1 DP (for shortness in ♦) to their HCP count.

$$10 \text{ HCP} + 1 \text{ DP} = 11 \text{ points}$$

South can also consider North may have shortness too.

The question here is, will that extra point be important? It is if you can **Go to Game**. Before making South's bid, one more time, let's look at what the extra points mean when Going to Game.

## Going to Game

Remember the first goal in Bridge **21** is to make the best contract. A big part of the second goal is to win as many tricks as possible. Going to Game is the third goal. You will get more game points if you bid higher and make a game contract. This is because there are game bonus points on top of the trick points. For example, If you only bid **2♠** and make **4♠**, you don't get the same amount of game points compared with bidding **4♠** and making **4♠**. Below is the Game Point difference.



$2\spadesuit + 2 = 170$  Points  
 $4\spadesuit = 620$  Points  
 (assuming Vulnerable)

Let's repeat that. If you bid  $2\spadesuit$  but make  $4\spadesuit$ , you get 170 points, but if you bid  $4\spadesuit$  and make  $4\spadesuit$  you will get 620 points (or 420 if non-vulnerable).

Bridge players will always talk about "Going to Game". And all "Going to Game" means is making any of these bids listed below. This reflects all the extra Game Points awarded.

### 2.3 Game/Slam Bonus Points

Bid	NV	Vul	Contract
<b>3NT</b> , $4\spadesuit/\heartsuit$ , $5\diamondsuit/\clubsuit$	300		500 <del>50</del>
<b>6NT</b> , $6\spadesuit/\heartsuit$ , $6\diamondsuit/\clubsuit$	500		750 <del>50</del>
<b>7NT</b> , $7\spadesuit/\heartsuit$ , $7\diamondsuit/\clubsuit$	1,000	1,500	Slam

If you do not bid "Game" contracts you are only awarded a "Partial Score" but not the game bonus points as shown in 2.3. A partial score is any contract from  $1\clubsuit$  to  $4\diamondsuit$  (with the exception of **3NT**) and you are only awarded 50 bonus points, plus:

20 points for every trick over 6 in  $\clubsuit$  or  $\diamondsuit$ .  
 30 points for every trick over 6 in  $\heartsuit$  or  $\spadesuit$ .  
 40 points for the first trick over 6 in **NT**.  
 Plus 30 points for every trick thereafter.

## 2.4 Partial Scoring Points

Bid	Approx. HCP + DP needed	Bonus (VUL + NV)	Contract
1♣ - 1♦	20	50 + 20 HCP	PartialScore
1♥ - 1♠	20	50 + 30 HCP	PartialScore
1NT	21	50 + 40 HCP	PartialScore
2♣ - 2♦	22	50 + 40 HCP	PartialScore
2♥ - 2♠	22	50 + 60 HCP	PartialScore
2NT	23	50 + 70 HCP	PartialScore
3♣ - 3♦	24	50 + 60 HCP	PartialScore
3♥ - 3♠	24	50 + 90 HCP	PartialScore
4♣ - 4♦	24	50 + 80 HCP	PartialScore

\* See the convention card (page 149) for all combined points needed for a game (to go to game you need 25+ combined points).

### Examples:

1 - Bidding 1♠ and making 3♠ = 140 Game Points  
 $[(50) + (3 \times 30) = 140 \text{ point}]$

2 - Bidding 3♣ and making 4♣ = 130 Game Points  
 $[(50) + (4 \times 20) = 130 \text{ point}]$

Realize that it is a lot harder to make 4♣ (which is 10 tricks) than making 9 tricks in 3♠ (which is 9 tricks). So, with ♠ you can make one trick less but score more - a win-win situation.

**Note:** Making 9 tricks in ♠ scores 10 more points than making 10 tricks in ♣. You will hear me say, “♣ and ♦ stink, but they make great bidding tools.” That is why I recommend playing in ♥, ♠ or NT when possible.

# South's Second Bid

## (Part 3: Point Quality)

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

South is going to describe their hand further to you. To consider Going to Game, South's bid needs to show 10 - 12 HCP, and at least an 8-card fit in ♠. South will use the responder's Point Quality table.

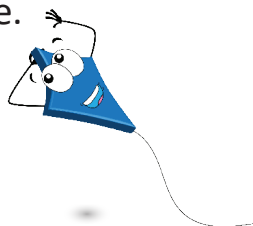
2.5

### Responder's Point Quality

Minimum	= 6 - 9	HCP + DP
Medium	= 10 - 12	HCP + DP
Maximum	= 13 +	HCP + DP

Using Point Quality, you need to bid **2♠** to show a minimum response hand of 6 - 9 HCP, **3♠** to show a medium response hand of 10 - 12 HCP and **4♠** to show a maximum response hand of 13+ HCP. By choosing one of these three bids, we give North the information needed to decide the next bid.

**Note:** South (Responder) will include their shortness (in this case 1 DP) in their Point Quality value. This will help them decide which of the three bids to make.



So, South has a medium hand (10 HCP + 1 DP = 11 combined points) and bids **3♠**.

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass	3♠	

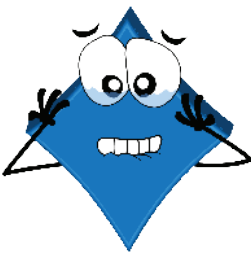
North now knows that South has a medium hand with 10 - 12 HCP + DP. The **3♠** bid also invites North to bid **4♠** if they have extra DP and the top of their range (14 HCP). **4♠** is **Game** and will earn the Game Bonus if 10+ tricks are made.



**West:** At this point, there is nothing West can possibly do but Pass.

WEST / OPPOSITION  
Advancer

- ♠ K 5 3
- ♥ J 10 9 6
- ♦ A 7 6
- ♣ 7 5 2



NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass	3♠	Pass





# The Bidding Can Stop

For most players, **3♠** is the final bid, worth 170 points. (Lots of players don't count DP). This is a Partial Contract and does not score the Game Bonus. If you are in a **4♠** Game Contract, you will score 420 points being non-vulnerable and 620 points being vulnerable, if you make the contract and win 10 tricks.

North would pass if they decide the **Q♣** in their hand is not likely to win and is probably not useful. With 24 points, a **3♠** contract is very likely to be won. Anything higher is a risk. North passes if they want to be conservative.

Also, if North continues and bids **4♠** but only makes **3♠**, they will lose 100 points if Vul; 50 points if NV. There is risk in bridge. You have to choose whether to be passive or aggressive. (Personally, I like to be aggressive and consider the **Q♣** to be useful.)

NORTH / Opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

The final bidding if North stops at **3♠**

**NORTH**

**1♣**

**1♠**

Pass

**EAST**

Pass

Pass

Pass

**SOUTH**

**1♦**

**3♠**

**WEST**

Pass

Pass



# North's 3rd Bid

*(Decision Time)*

Now North has to decide whether to stop in **3♠** and score 140 points (or 170 points if you take an extra trick), or Go to Game and bid **4♠**. If successful, you will earn 620 points. If you fail, minus 100 points - a big difference - usually the difference between a top score and a bottom score.

NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8

How will you decide? You have to look at your hand and visualize South's 10 - 12 points. If they have 10 points, you will likely be short. With 12 points you will be fine. What about 11 points opposite your hand? Have you revalued your hand now that South has shown 4-card support?

**24 - 26 HCP + 1 DP = 25 - 27 points**

North can see that by bidding **4♠** they can make the game bonus points, outlined in **Table 2.3** on page 28. There is a two out of three chance of making **4♠** for the 500 point game bonus. So let's be aggressive and bid **4♠**.

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass	3♠	Pass
4♠			



# East's Third Call

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass	3♠	Pass
4♣	Pass		

Passing is all East can do.



# South's Third Call

South shouldn't be nervous; they bid their hand correctly and North made the decision to Go to Game. South should trust that North made the right call. Trust your partner.

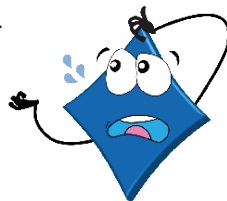
SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3



South knows the contract includes an 8-card ♠ fit, 25-27 combined points and will make 620 game points if North plays the cards well. South also knows there are not enough combined points to bid higher and passes.

NORTH	EAST	SOUTH	WEST
1♣	Pass	1♦	Pass
1♠	Pass	3♠	Pass
4♣	Pass	Pass	



# West's Third Call

NORTH	EAST	SOUTH	WEST
1 ♣	Pass	1 ♦	Pass
1 ♠	Pass	3 ♠	Pass
4 ♠	Pass	Pass	Pass

West passes again and is already wondering what East will lead.

## The Bidding is Finished

There have been three consecutive passes and the contract is 4♠. North has contracted to make 10+ of the 13 available tricks.



## Take-Away Lesson

**Lesson 2** was about looking at **Hand 2.1** and how to bid it using the **Bridge 21 System**. It is hoped that **Hand 2.1** gave you some insight into how to value, revalue and bid a typical bridge hand.

### Point count conclusion between North and South

NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8

SOUTH / Responder

♠ J 10 9 7  
♥ A 4 2  
♦ 9 8  
♣ A J 10 3



$(14 \text{ HCP} + 1 \text{ DP}) + (10 \text{ HCP} + 1 \text{ DP}) = 26 \text{ combined points}$

North and South's HCP + DP = 26 combined points, enough for a 4-Level game.

Using **Bridge 21** we have found a contract in **3♠**. According to HCP and DP, this hand will be a definite winner and fulfil the contract. We have also considered another option and continued to **4♠**; this is an aggressive bid. If the cards are played well, and the opposition doesn't find a weakness in North and South's hand, it will be possible with 26 combined points. Let's see how to play this hand in **Lesson 3**.

## Bidding Summary

1. **1♣** - Shows an opening bid of 12 - 14 HCP or 18 - 19 HCP and denies 5+ cards in **♦**, **♥** or **♠**. It says nothing about **♣**, is an artificial bid and is alerted.
2. **1♦** - Shows 6 - 12 HCP, denies 5 **♥** or 5 **♠** and says nothing about **♦**. It is an artificial bid and is alerted.
3. **1♠** - Shows 12 - 14 HCP and 4 **♠**. With 18 - 19 HCP, you would have bid **2♠**.
4. **3♠** - Shows 4 **♠** (a fit!) in an invitational hand of 10 - 12 combined points (not just HCP).
5. **4♠** - Game is the bid, hoping that 10 tricks are there for the taking.

**Lesson 2** shows you the process of bidding and play of the cards. You don't need to remember it entirely. As you read through the Lessons, you can always go back to **Hand 2.1** and eventually all the bids will make sense. The reasons for the play will become automatic after being used 21 times!

# Key Terms

**Artificial Bids** - Bridge 21 uses artificial bids, usually in ♣ or ♦, to describe HCP and what they have and don't have in ♥ and ♠. Artificial bids say almost nothing about ♣ and ♦.

**Combined Points** - This is the total sum of the HCP and DP between you and your partner.

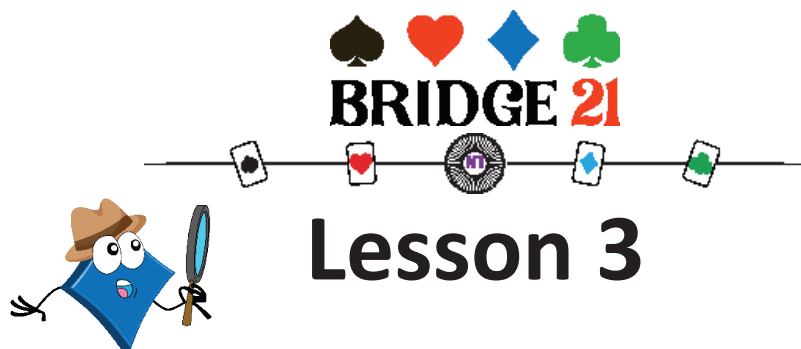
**Distribution Points / DP** - Shortness or length. Distribution is having shortness of 0 - 2 cards (void, singleton or doubleton) in a suit or having length of 5 or more cards in a suit.

**Fit** - This means that between you and your partner, there are 8+ of a suit. Looking for a fit is important. You will win more game points if you are in ♠ or ♥ (or NT) compared with the same number of tricks (or even one more trick) in ♦ and ♣. Knowing which suit(s) you have fits in is very important.

**Game Points** - The points awarded for winning a game contract.

**Going to Game** - Bidding a game contract and making it grants you extra points. For example, bidding and making 4 ♠ in Hand 2.1 gets you 500 bonus points.

**HCP** - These are the values for the A, K, Q and J (A = 4, K = 3, Q = 2 AND J = 1) cards in your hand and help you value your hand to make accurate bids.



## Playing Example Hand 2.1

This book focuses on bidding, but this lesson will cover what players have the most trouble with: “Play of the Cards.” Play of the cards is like being Inspector Clouseau. You are always looking for clues to make the greatest number of tricks. Here you will find solutions to maximize your trick-taking ability.

### Bidding conclusion from Lesson 2

NORTH / Opener

♠ A Q 4 2  
♥ K 7 5  
♦ Q J 4 2  
♣ Q 8

SOUTH / Responder

♠ J 10 9 7  
♥ A 4 2  
♦ 9 8  
♣ A J 10 3

$(12 - 14 \text{ HCP} + 1 \text{ DP}) + (10 \text{ HCP} + 1 \text{ DP}) = 25 - 27 \text{ HCP}$

**NORTH**

1♣

1♠

4♠

**EAST**

Pass

Pass

Pass

**SOUTH**

1♦

3♠

Pass

**WEST**

Pass

Pass

Pass

# The Opening Lead

**NORTH**

1 ♣

1 ♠

4 ♠

**EAST**

Pass

Pass

Pass

**SOUTH**

1 ♦

3 ♠

Pass

**WEST**

Pass

Pass

Pass

Since North bid ♠ first, they will **Declare** (i.e., play the N/S cards). The opening lead is made by the player to the left of the declarer, in this case East.

**Declarer**



**Lead**

NORTH / Opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

WEST / Opponent

♠ K 5 3

♥ J 10 9 6

♦ A 7 6

♣ 7 5 2

*Example Hand 2.1*

3 ♥

EAST / Opponent

♠ 8 6

♥ Q 8

♦ K 10 5 3

♣ K 9 6 4

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

## East Leads

East has led the 3 ♥. It is often a good idea to lead an unbid major suit. Also, East hopes and decides to assume West has three ♠ and does not want to finesse his own partner. Nor does East want to underlead either of the minor suit Kings.

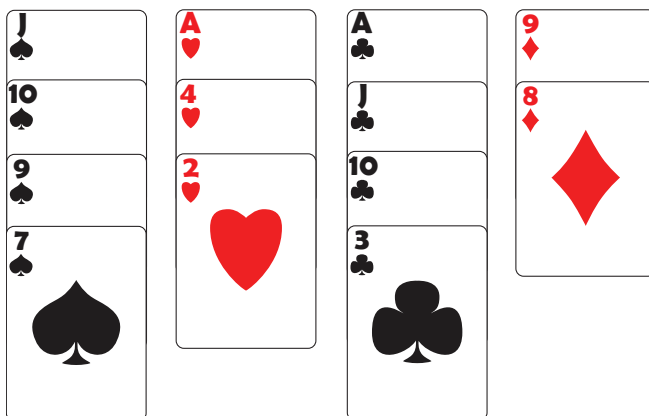


# The Open Hand

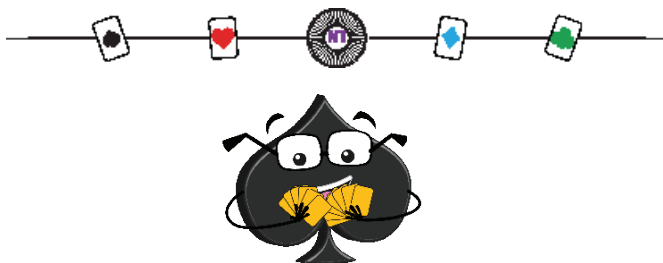
## *(Dummy Hand)*

North, as the declarer, will play South's hand after East, the opener, has led (bridge does not give the opponents the advantage of seeing the "open hand" before playing the first card).

After East plays, South puts their hand face up on the table. The contract suit (♠ in this case) goes first on the declarer's left (this reminds everyone about which suit is trump). ♥, ♣ and ♦ are placed to the right of the trump suit (alternating colours).



**Note:** The bridge community usually calls this hand the "dummy hand." I like to call it the "open hand" since everyone can see it. And it sounds nicer.



# North's Thinking Process

Never ever call for the first card from the open hand without first making a plan of action. More contracts go down due to a bad decision on trick one than all the other tricks combined. DO NOT RUSH TO PLAY that first card!

The secret to success in a suit contract is to count up your losing tricks (and possible losing tricks) and plan how to eliminate them.

NORTH / Opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

North sees there could be one loser in ♠, one loser in ♥, two losers in ♦ and one loser in ♣. North is in a 4-level contract and must win 10 tricks minimum. Losing 5 tricks will mean the N/S partnership is short 2 tricks.

Remember, bridge is a partnership game, and the opener (North) will be using South's hands in combination to make as many tricks as possible.

Let's look at the opening plan of action.



**Note:** Please don't expect to understand this sample hand completely until you have finished this entire book. Refer back to this hand after you have read the book. We guarantee it will make sense.



# Plan of Action

## *Step # 1: Suit losers*

1. South is missing the K♠ and will lose one trick if the King is wrong-sided. But if it is right-sided, they can capture it.
2. In ♥, South is missing two honours, the Queen and the Jack. This is important because E/W hold more ♥ and could take tricks with their Q♥ or J♥ after the A♥ and K♥ have been played.
3. North is missing the A♦ and K♦, meaning N/S will very likely lose two tricks in ♦.
4. There is a 50% chance the K♣ is to North's right, leading to a lost trick.
5. It will be difficult to take more than 8 tricks by having a combined five losers, but now we will look at possible ways to win more than 8 tricks.



## Step # 2: Winning Possibilities

(Length)

Length is when you have 7 or more cards in a suit between you and your partner.

In this example hand, other than ♠ this partnership does not have length in any other suit.

NORTH / Opener

♠ A Q 4 2

♥ K 7 5

♦ Q J 4 2

♣ Q 8

SOUTH / Responder

♠ J 10 9 7

♥ A 4 2

♦ 9 8

♣ A J 10 3

Because the declarer doesn't have length in any suit in this sample hand, they must consider other methods for eliminating losing tricks.

## Step # 3: Analysing the Trump Suit

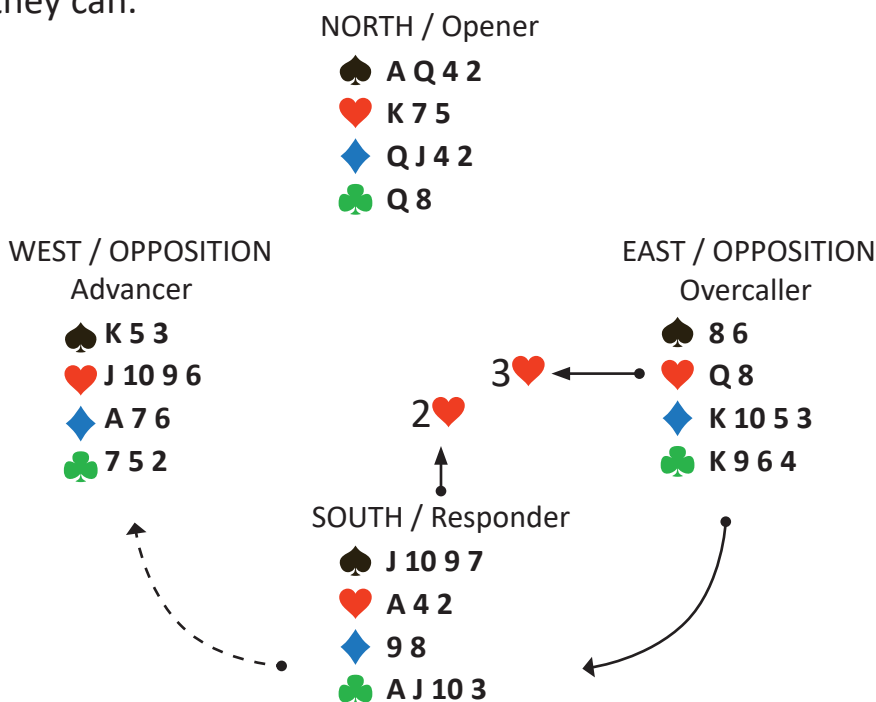
You do have great ♠. Once the K♠ is drawn out, you and your partner have all the rest of the high ♠ cards.

## Step # 4: Other High Card Suits

Let's focus on other suits. North and South are missing the K♦ but can use the Q♦ and J♦ as possible winners. They have two winners in ♥ (A♥ and K♥). They will win two ♥ tricks, but the third will be a loser. In ♣, North and South have the A♣, Q♣, J♣ and 10♣ but are missing the K♣. This means they can set up at least one extra ♣ trick in South's hand in order to discard a loser in North's hand.

# 1st Trick / Following Suit

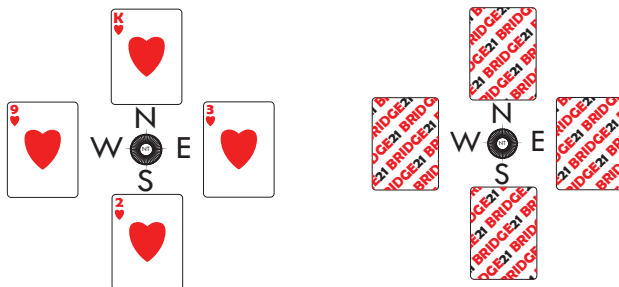
Since a ♥ was led, each person must follow suit (play a ♥) if they can.



North calls for the deuce (2♥), a low card. *Playing second hand low is a good guideline, leading to better results most of the time.*

## Placement of Cards (After a Trick is Won)

Unlike rubber bridge, the cards are not played in the centre of the table and are not gathered together by the trick's winner. Each player keeps their cards separately, so each hand is still intact at the end of play. The cards are pointed face down towards the winner of the hand. After the hand is played the cards are put back into the board for transport to another table.



After each card is played, it is placed face down, pointing in the direction of the player who won the trick. Never turn your cards over before the declarer turns theirs. North won the first trick, and the cards are turned over, pointing towards the winners, North and South.



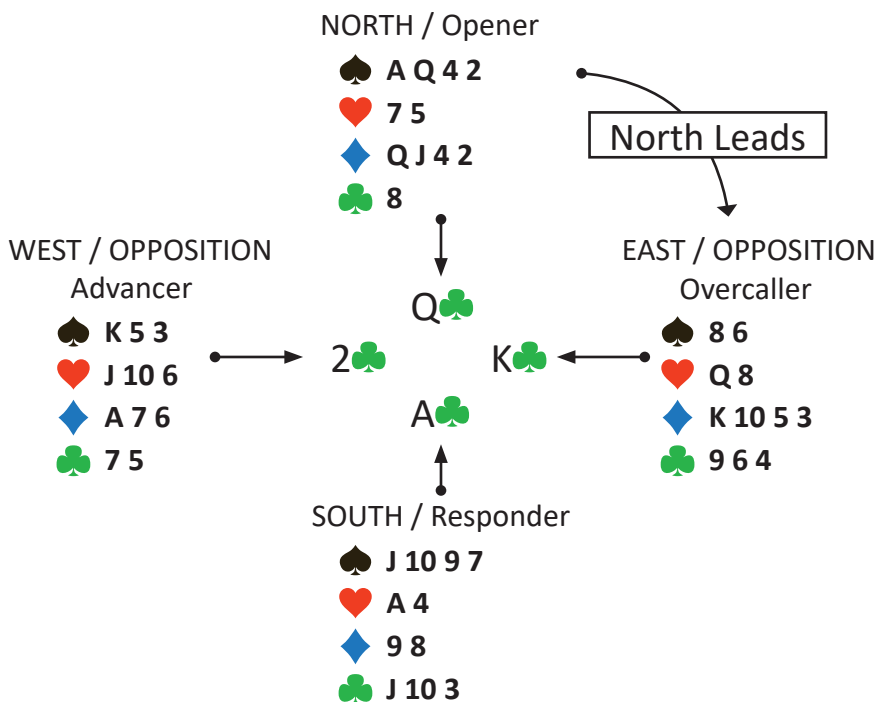
## North Searches for the K♣

North won the first trick and leads to start the second trick. Try to guess which ♣ North should lead for flushing out the King. The Q♣ or the 8♣?

To tempt East to play the K♣ (if they have it), you should lead the Q♣. Now if East plays low, you will finesse (i.e., *let it ride*). If he “covers” the Q♣ with the K♣, you will play the A♣. Without any bidding from the opponents, it is a guess whether East or West holds the K♣.



# 2nd Trick



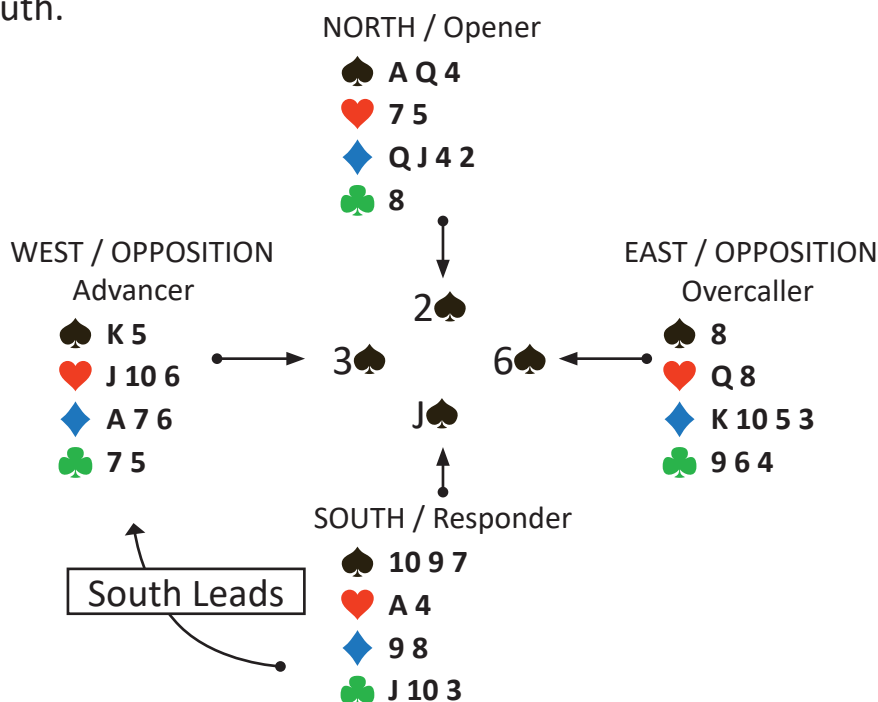
Luck is on our side because the K♣ is in East's hand. East plays the K♣, now you can relax a little. You call for the A♣ and now your J♣ and 10♣ are good. You have eliminated one possible loser.

North / South vs. East / West  
2 tricks 0 tricks



# 3rd Trick

South won the second trick, so the lead will come from South.



West doesn't play the K♠ (West ducks) which makes the J♠ a winner. This means that North successfully finessed West's K♠.

North knows the K♠ is in West's hand because East would likely have taken the trick if they had it.

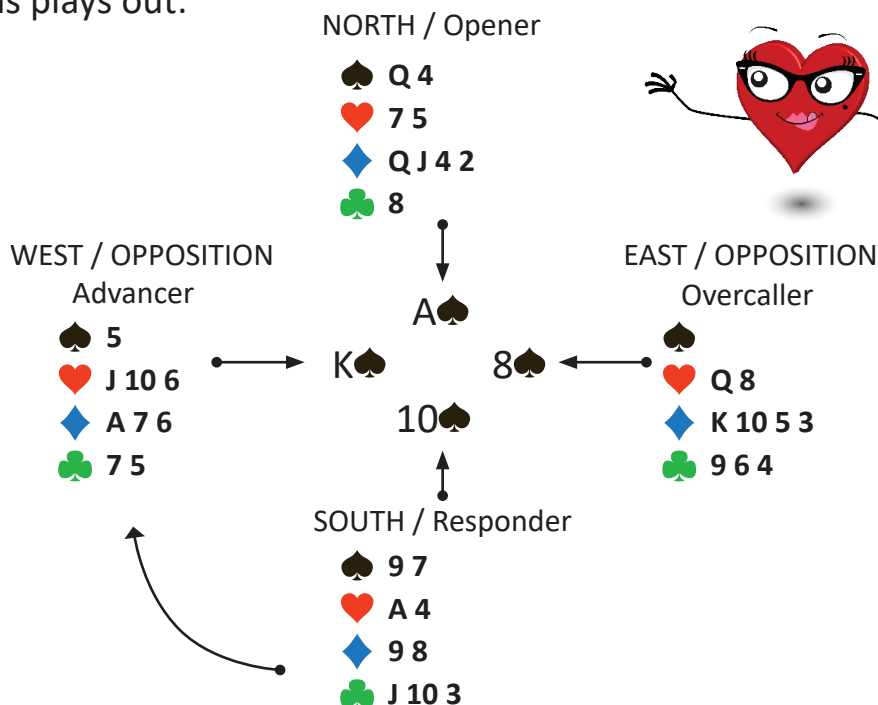
**North / South** vs. **East / West**  
 3 tricks vs. 0 tricks

**Note:** Remember, we can't see what East and West have during an actual game. Try to visualize which possible cards the opposition have.



# 4th Trick

South (open hand) won the last trick, so North asks for another ♠ from South to draw out the K♠. Let's see how this plays out:



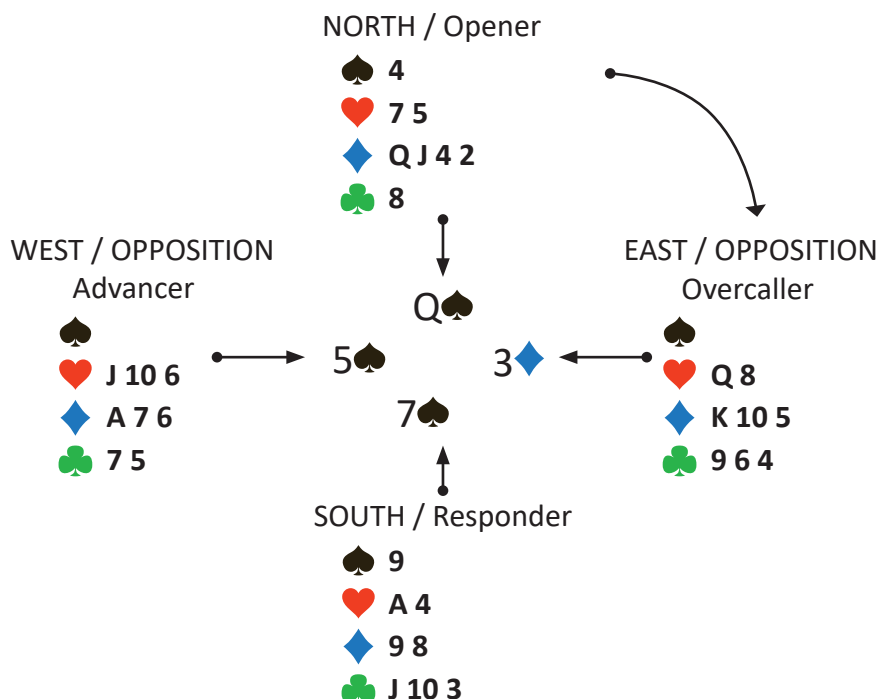
This time, South covers the 10♠ with the K♠ and North takes the trick with the A♠. East plays his last trump card, the 8♠.

**Note:** Have you been counting cards? This means counting the number of cards played in a suit. If you have, you will know that ♠ were led twice. Each time four ♠ were played. That means eight out of 13 ♠ have been played and there are still five remaining. Therefore, one remains in an opponent's hand.

**North / South** vs. **East / West**  
 4 tricks vs. 0 tricks

# 5th Trick

So far, you have won all four tricks, and you know that you have the two highest ♣ left and there is still one more ♠ in either East or West's hand. Continue with another ♠ to eliminate all the remaining ♠ in the opponent's hand.

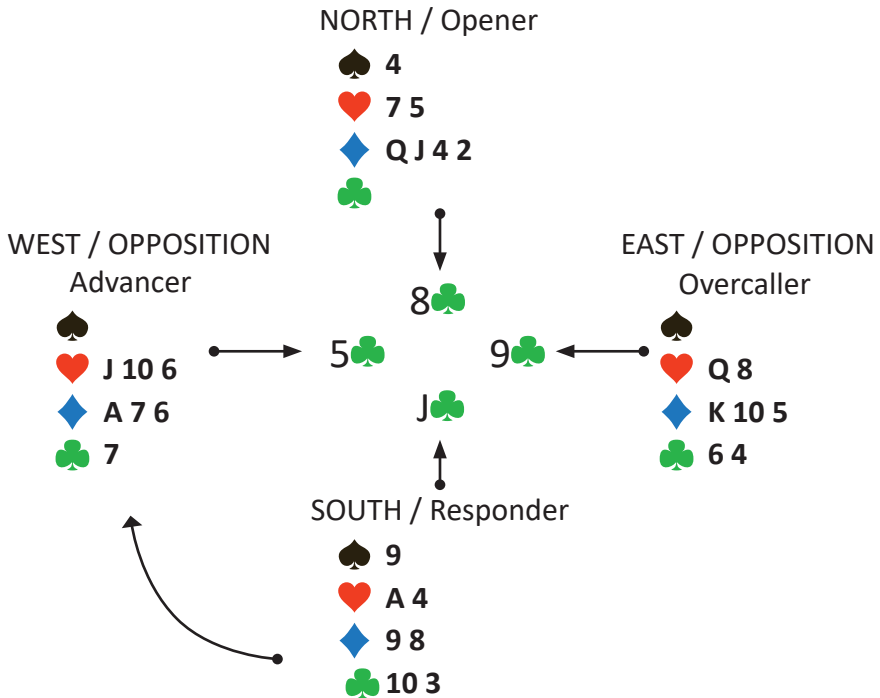


North / South vs. East / West  
5 tricks      0 tricks



# 6th Trick

Now that you know all the ♠ are out and no one can trump in, you can start playing all the high card winners in ♣.



South wins with the J♣. The 10♣ will also win a trick.

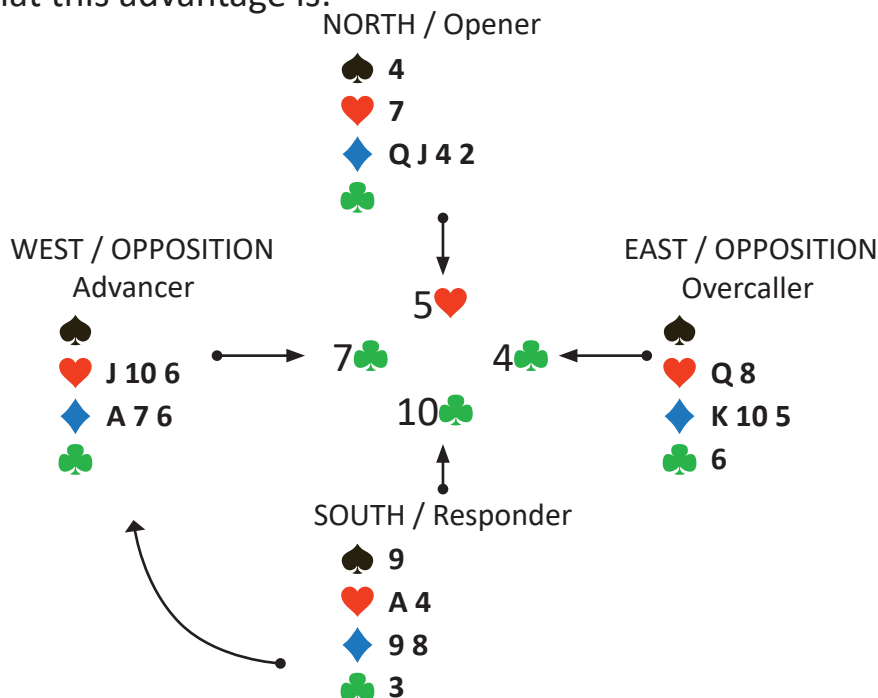
North / South vs. East / West

6 tricks 0 tricks



# 7th Trick

South took the 6th trick with the J♣. Now they lead the 10♣. This gives you a fantastic advantage. Let's take a look at what this advantage is:



South will win this trick, so North can throw away a losing card. The ♥ suit is a problematic suit for North/South so discarding the 5♥ is throwing away a losing card, thus increasing your chance of making an extra trick.

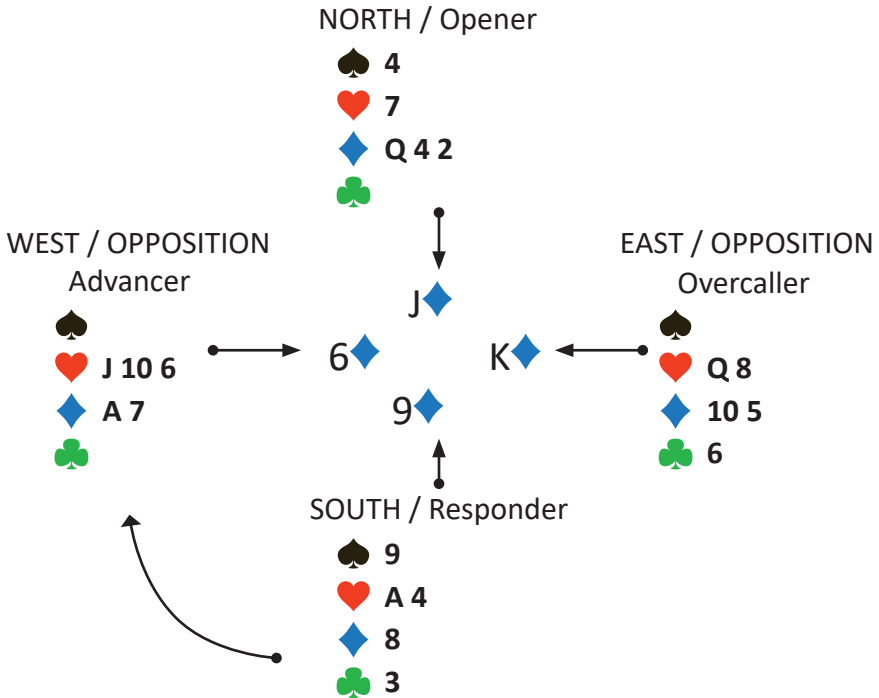
As you can see, South leads the 10♣ and everyone follows suit because they have to. Only North is out of ♣ and can therefore play something else. Now you have avoided a ♥ loser by throwing the 5♥ away.

North / South vs. East / West  
7 tricks                      0 tricks



# 8th Trick

North re-counts the losers. There were five losers when this hand was started. Now there are only three.



South leads the 9♦. West plays low, following the rule, *“second to play, plays low.”* North plays the J♦. East wins with the K♦.

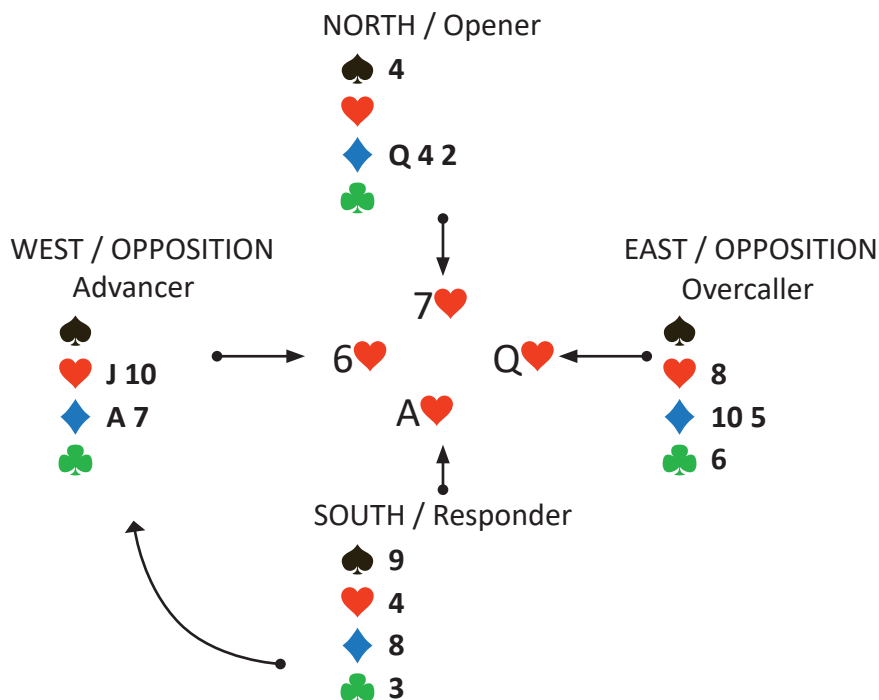
**Note:** If West plays the A♦, North and South will win an extra trick.

North / South vs. East / West  
 7 tricks 1 trick



# 9th Trick

East is now leading and decides to play the Q♥. North tells South to play the A♥.

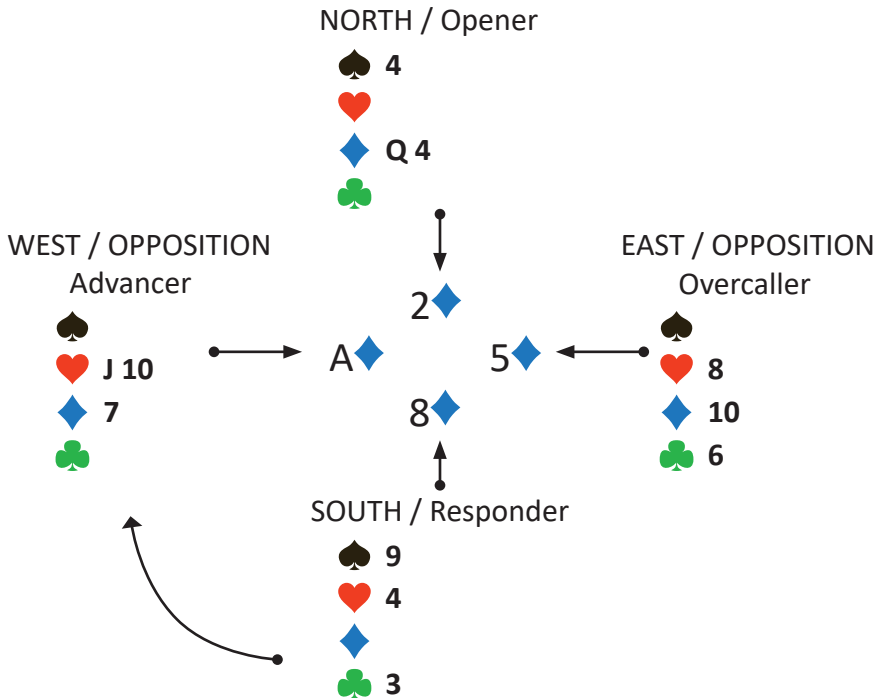


South wins the trick with the A♥.

North / South vs. East / West  
8 tricks 1 trick

# 10th Trick

North tells South to play the 8♦ and West has to decide whether to play the A♦ or 7♦. If West plays the A♦, North plays the 2♦. If West plays the 7♦, North plays the Q♦ and wins the trick.



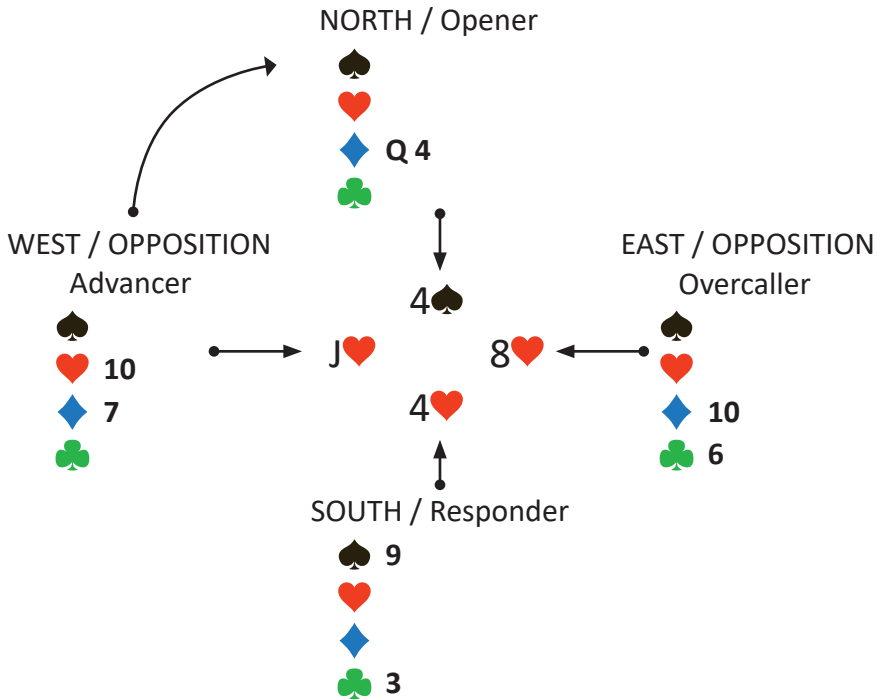
Of course, West can see the South hand and knows that the 8♦ is South's last ♦ and that South still has a trump. They know that if they don't win with their A♦ now, they may not get another chance. Therefore, West plays the A♦ so North plays low and saves their Q♦.

**North / South** vs. **East / West**  
 8 tricks                      2 tricks



# 11th Trick

West must lead a ♥ or a ♦. If West leads a ♦, the Q♦ wins.  
West decides to lead a ♥, North trumps in with the 4♠.



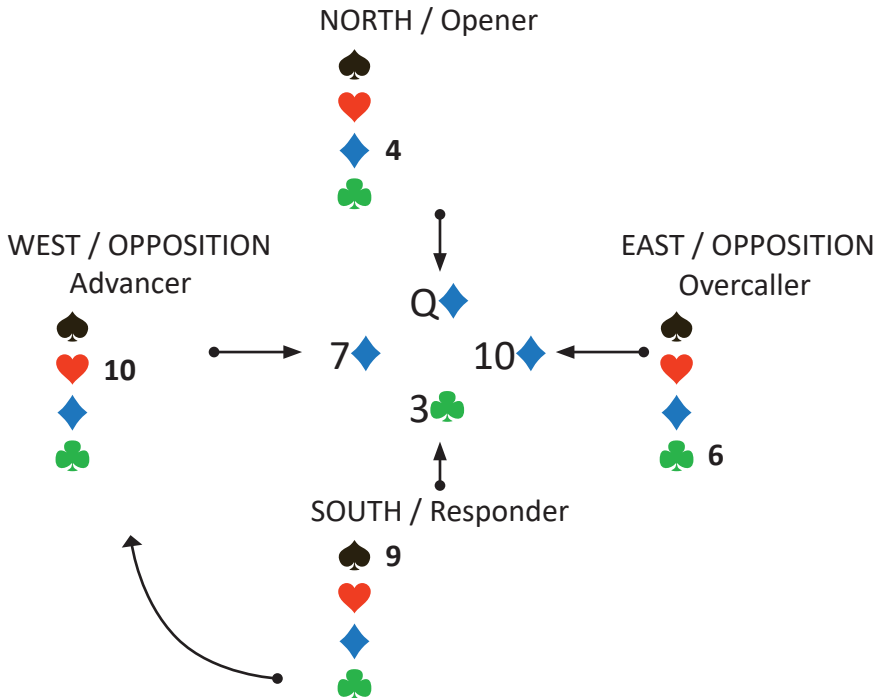
**North / South** vs. **East / West**  
 9 tricks vs. 2 tricks





# 12th Trick

North now plays the Q♦.

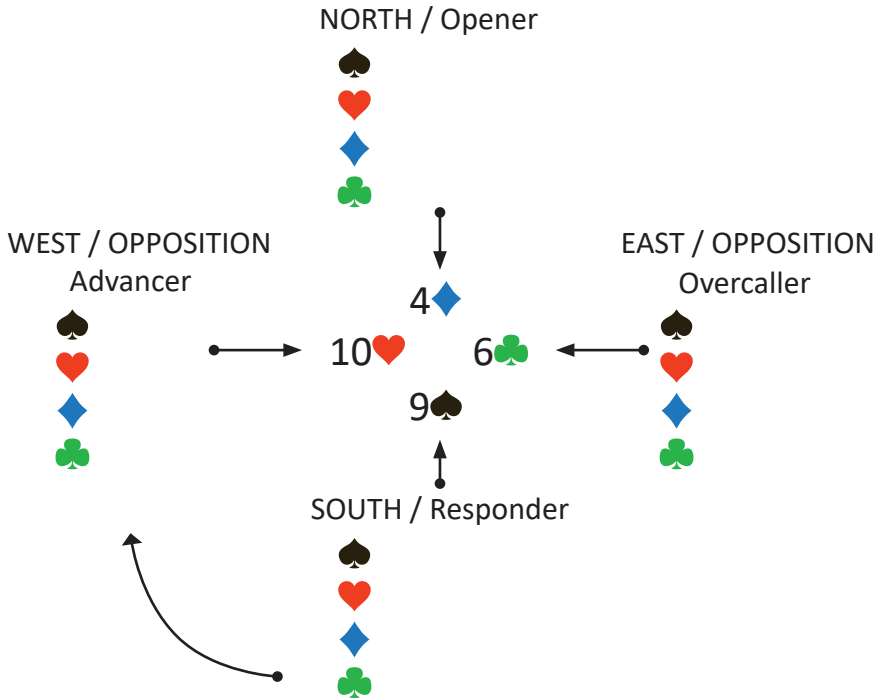


Q♦ wins because it was developed into a winner.

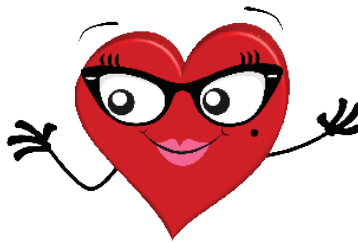
**North / South** vs. **East / West**  
10 tricks vs. 2 tricks

# 13th Trick

North plays the 4♦.



South has no choice but to play 9♠ and wins the final trick.















North / South vs. East / West  
11 tricks vs. 2 tricks




# Lesson Summary

Let's go over what we learned from this hand:

1. North started with five potential losers but ultimately only two were lost.
2. North developed , in North/South's favour, by playing low to the Q and J.
3. North showed how to finesse by playing the Q and successfully finessing the K.
4. North played the J, hoping the K was on West's side, and it was. Again, another example of a successful finesse.

NORTH	EAST	SOUTH	WEST
1 	Pass	1 	Pass
1 	Pass	3 	Pass
4 	Pass	Pass	Pass

**Note:** By thinking ahead, North removed three of the five potential losers from their hands and won 11 of 13 tricks, making their 4 Contract, plus an extra trick, for a total of 650 points.

N/S only lost two . This was a great contract.

**Practical use:** Now that you have learnt the theory, go to the kitchen table to practice this hand by bidding and then playing it and see if you can duplicate the result.