

INTERMEDIATE BRIDGE - TIPS FOR TOPS

INTRODUCTION

The “Tips For Tops” that we are about to discuss are not meant for beginners. Neither are they intended for experts. They are meant for the intermediate player in an attempt to substantially improve his or her game.

As you might well imagine, it is virtually impossible to cover the infinite number of variables that might exist in the almost infinite number of possible card combinations. Furthermore, although most of the offensive and defensive tips covered are considered standard and basic by most, occasionally they will require a mutual partnership understanding in order to be put them into proper usage. Partner’s level of skill as well as the level of play of the opponents, and the use of playing and bidding Conventions, all factor into the possible variables effecting the tips discussed as well as how and when they are to be utilized.

If some of the tips, at first, seem too difficult to absorb, patience please!!! No memorization is necessary. My experience is that by doing nothing more than participating in the discussions that will accompany the presentation of the Tips to follow, you cannot help but begin to have a greater, deeper, and more thorough understanding of the game, and the logic behind the tips will become increasingly more familiar. In the final analysis, your ability to play the fascinating and challenging game of bridge cannot help but improve. Over the months ahead you will, without much effort, discover the realization of a perceptibly increased acumen at the game. Your understanding, appreciation, and pleasure of the game cannot help but improve over the next several years. Yes, it will take that long to cover the more than 600 tips that I expect to accumulate for presentation.

Finally, one “must”. Please be aware of the title of each series of Tips. They will be **presented by topic** and you must mentally add the title to the tip for them to make any sense. For example, if the Lesson be entitled, “When You Are A Passed Hand,” the words will not appear before each Tip. You must mentally incorporate the title as to the circumstance accompanying the Tips presented so as to complete the understanding of each item presented. If you play a different Convention or system, are comfortable with it, and it works, by all means disregard the tip. Remember the old adage, “If it isn’t broken, don’t attempt to fix it!”.

The Tips that are to follow will be in three broad categories; (1) Bidding Tips, (2) Declarer Tips, and (3) Defensive Tips. Some ideas that will be presented will expand upon that which you already have been taught, while others will necessitate your unlearning that which you previously considered as “the law”. But, by all means, have fun, expand your mind, and improve your Bridge.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPSLESSON 1THE OPENING BID - TIPS 1-8

1. **Before opening the bidding, prepare your potential rebid.** Remember, unless partner makes a 1NT or a simple 2-level raise in your opening suit (both of which show a limited 6-10 HCP count), you, as opener, are obligated to make a rebid (the only other exception being if your RHO makes an overcall thereby giving responding partner another opportunity to bid). Assume partner will respond in your shortest suit - he/she usually does. If you are prepared with a reasonable rebid under the worst response scenario from partner, you will surely be prepared under better than adverse circumstances should your worst case scenario not occur. Absent this aforementioned preparation, you might be backed into a corner having to lie, err, or mislead on your rebid.

Ex: (a) AQ XX QXXXX AJXX (Open 1D) - If partner bids 1H or 1S, rebid 2C
 (b) KX XX AXXX AQXXX (Open 1C) - If partner bids 1H or 1S rebid 2C
 (c) XXX A AKXX QJXXX (Open 1D) - If partner bids 1H or 1S rebid 2C
 (d) AXX X AQJX AQXXX (Open 1C) - You are strong enough to reverse

2. **Never open the bidding 1C holding a singleton or doubleton Club - ever!**

3. **With two 5-card suits, open up the higher ranking suit first**, regardless of the strength of the hand or of the relative suit strengths. However, with specifically five Clubs and five Spades, open 1C if the Spades are weak and/or the hand is of a minimum point count; i.e., less than 16 HCP's.

Ex: (a) AX XXXXX AKJXX X (Open 1H, Prepared to rebid 2D)
 (b) AKXXX AQXXX XX X (Open 1S, Prepared to rebid 2H)
 (c) JXXXX AX X AKXXX (Open 1C, Prepared to rebid 1S)
 (d) AQXXX XX A AQXXX (Open 1 S, Prepared to rebid 3C if needed)

4. With a 4-4-3-2 hand pattern, open the preferred 1D if the hand is too strong or too weak to open NT. In the same vein, with a 4-3-3-3 or 3-4-3-3 distribution, open the hand 1C if the hand be too strong or too weak for a NT opening. **Always use the preferred Minor opening rather than lie about the point count.**

Ex: (a) AQXX AKXX AXX QX (Open 1D) - Too Strong for a 1NT opening
 (b) AQXX AQXX QXX XX (Open 1D) - Too Weak for a 1NT opening
 (c) AQXX AQXX AXX XX (Open 1NT)
 (d) AXXX AXX XXX AQX (Open 1C) - Too Weak for a 1NT opening
 (e) AXX KQXX AJX QXX (Open 1NT)

5. **With a hand strong enough to open 1NT but holding either (1) four Clubs and four Spades but no stopper in *either* red suit, or (2) four Diamonds and four Spades but no stopper in *either* alternate suit, open the preferred Minor suit rather than 1NT.**

Ex: (a) AKJX XX XXX AKJX (Open 1C)
 (b) AKQX XXX AQJX XX (Open 1D) If partner responds 1H, rebid 1S)
 If partner responds 2C, rebid 2S)

6. **With three 4-card suits plus a singleton open 1D, unless the singleton is in Diamonds, then open 1C.**

Ex: (a) AKJX QXXX KXXX X (Open 1D)
 (b) AKQX X KXXX XXXX (Open 1D)
 (c) X KQXX KQXX KJXX (Open 1D)
 (d) AXXX AXXX X AQXX (Open 1C)

7. **With a broken 6-card Minor (Clubs or Diamonds) and 15HCP's, open 1NT if you have stoppers in the other three suits. Live a little!**

Ex: (a) KX KX KJX AJXXXX (Open 1NT)
 (b) AX KX KQXXXX KXX (Open 1NT)

8. **With a balanced hand containing specifically five Hearts and 15-16 HCP's, open 1NT not 1H.** This hand usually has no convenient rebid if partner goes to the 2-level in another suit. Most rebids are usually misleading at best. (Note: The use of the Puppet Stayman Convention will eliminate this problem.) **With 17 HCP's, however, open 1H.**

Ex: (a) AX KJXXX AJX QXX (Open 1NT) If you had chosen to open 1H
 and partner had responded either 1S, 2C
 or 2D, you have a tough rebid problem.

(b) AX KJXXX AQX KXX (Open 1H)
 If partner responds 1S, jump to 2NT.
 If partner responds 1NT, raise to 2NT.
 If partner responds either 2C or 2D, jump to 3NT.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 2

THE FIRST RESPONSE - TIPS 9-17A

9. **With 4-4 in the Majors, respond in the lower ranking suit (Hearts) first to a Minor Suit (Club or Diamond) opening bid. With 5-5, respond in the higher ranking (Spades) first.**

Ex: (a) AJXX QXXX XX QXX (Partner opens 1C, respond 1H)
(b) KXXXX AKJXX XX X (Partner opens 1D, respond 1S)

10. **With a 5-card Major suit and 5 HCP's or a 6-card Major suit with 4 HCP's, do not pass a Minor suit opening bid by partner if your RHO (the second hand) passes.**

Ex: (a) QXXXX KXX XXX XX (Partner opens 1C, Respond 1S (audibly!!))
(b) QXX KXXXX XX XXX (Partner opens 1D, Respond 1H)

11. Partner has opened the bidding with 1C. **With a 4-card or 5-card Diamond suit and a 4-card Major suit, respond in Diamonds if you have 11 HCP's or more, respond in the Major if you have 6-10 HCP's.** With fewer than 11 HCP's it is possible that you will only have the opportunity of only one bid and it is, therefore, more important to mention the Major suit than the Minor. With 11 or more HCP's, you are strong enough for a second bid, and you can, thus, bid the Minor suit first and other suit later, if necessary.

Ex: (a) AXXX XX KQXX XXX (Partner opens 1C, Respond 1S, not 1D)
(b) XX AKXX JXXXX XX (Partner opens 1C, Respond 1H, not 1D)
(c) AXXX XX AKJX XXX (Partner opens 1C, Respond 1D)
(d) QX AKXX AXXXX XX (Partner opens 1C, Respond 1D)

12. **With game going responding hands, respond in your longer or stronger suit first.** There may be a Slam and you could wind up in the wrong suit. Reread, reread, reread this one!

Ex: (a) AKQX XXXX AJX JX (Partner opens 1D, Respond 1S)
(b) XXXX AKQX XX AJX (Partner opens 1C, Respond 1H)
(c) AKXXXX AXXX XX XX (Partner opens 1D, Respond 1S)
(d) AXXX AKXXXX XX XX (Partner opens 1C, Respond 1H)

13. In some systems a two-over-one response is a game force. In others, it promises one more bid. In still others, it does not promise another bid if partner makes a minimum rebid. **It is essential for a partnership to know which one of these methods, forcing or not, you and your partner are playing.**

14. A direct *natural* response of either 2NT or 3NT *denies* a singleton. A 1NT response may contain a singleton - yes, even a void.

Ex: (a) X AKXX KJXX AXXX (Partner opens 1S, Respond 2C) Do not even think about bidding 2NT, you can always bid NT later, if necessary.
 (b) AX KXXX AXXX XXX (Partner opens 1S, Respond 2NT)
 (c) AKX AXX KXXX XXX (Partner opens 1C, Respond 3NT)
 (d) - KXXX QXXXX QXXX (Partner opens 1S, Respond 1NT)

15. With a 4-3-3-3 distribution and 6-7 HCP's plus 3-card support for partner's Major suit opening, respond 1NT rather than supporting partner. With the same distribution and 8-10 HCP's raise partner to the 2-level. However, if all of your points are in partner's suit, raise regardless.

Ex: (a) QXX JXXX QXX QXX (Partner opens 1H, Respond 1NT in order to slow the auction down with this piece of cheese.)
 (b) AQX XXXX XXX XXX (Partner opens 1S, Raise to 2S, all of your strength is in partner's suit.)
 (c) XXX KQX AXXX XXX (Partner opens 1S, Raise to 2S, is more encouraging than 1NT.)

16. A 2-level Club or Diamond response to a 1 Spade opening bid by partner can be made on as few as four pieces. A 2H response to a 1 Spade opening bid by partner, however, promises five or more pieces and cannot be made on as few as four pieces.

Ex: (a) QX AXX XXXX AKXX (Partner opens 1S, Respond 2C)
 (b) AX XXX AKXXX XXX (Partner opens 1S, Respond 2D)
 (c) AX KXXXX XX KQXX (Partner opens 1S, Respond 2H)
 (d) AX AXXX XXX AXXX (Partner opens 1S, Respond 2C, not 2H)

17. In competition, any response by opener's partner promises at least a 5-card suit due to the presence of an overcall by responder's RHO. In addition, in order to respond with a new suit at the 2-level, responder must have at least 11 HCP's. With only a 4-card suit and/or less than 11 HCP's, responder must use the "Negative Double" in lieu of an inadequate response with either a 4-card suit, or fewer than 11 HCP's, or both. In the following examples, partner has opened 1S and your RHO has overcalled 2D:

Ex: (a) XX AQXXX XX KQXX (Respond 2H, You have a 5-card suit and the requisite 11 or more HCP's.)
 (b) XX KQXX XXX AKXX ("Double" (negative) - You have the requisite 11 or more HCP's but only a 4-card Heart suit.)
 (b) XX KQXXX XXX AKX ("Double" (negative) - You have the requisite 5-card suit but not the required 11 or more HCP's.)

- 17A. Under usual circumstances, when partner opens a Minor suit (Clubs or Diamonds), and you, as

Responder, are faced with an overcall of a Major suit (Hearts or Spades) by your RHO, a double (Negative) by you as Responder evidences a 4-card holding in the alternate Major suit.

Ex. Bidding has proceeded: a) 1C 1H Dbl. (Shows 4 Spades)
(AQXX XX XXXX KXX)

or: b) 1D 1S Dbl. (Shows 4 Hearts)
(XXX KQXX XX AKXX)

Previously we had spoken about circumstances when partner opens 1C, and you, as Responder, are faced with an overcall of 1D by your RHO, that a double (Negative) by you, as Responder evidences a 4-card holding in **both** Major suits, or at the very least, 4 of one and 3; i.e., tolerance, for the other.

Ex. Bidding has proceeded: c) 1C 1D Dbl.
(AQXX XXXX XX JXX)
or: (XXXX AQX XX QXXX)
or: (QXX AXXX KXX XXX)

In the specific circumstance when partner opens 1C, and you, as Responder are faced with a 1D overcall by your RHO, a double (Negative), by you as Responder, evidences a holding of 4 cards in both Majors, or at least 4 of one and 3; i.e., tolerance, for the other. Absent that holding, a bid of 1H or 1S by you, as Responder, can be made with as few as a 4-card holding in only one of the Majors; 5 cards in the bid suit are not needed.

Ex. Bidding has proceeded: d) 1C 1D ??

choice
With: AXXX KXXX X XXXX (Double [Negative])
X AXXX XXXXX AXX (Bid 1H [Note: previously you would have had no other but to pass])
choice
KXXX XX XXXXX AX (Bid 1S [Note: previously you would have had no other but to pass])

Remember, this is only used when Responder if faced with a 1D overcall by his/her RHO subsequent to partner having opened 1C.

Note: If you and partner subscribe to this understanding, Opener must presume that Responder has only a 4-card Major suit, just as if there had not been any previous overcall by Responder's RHO, until proven otherwise to the contrary.

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OPENER'S REBID - TIPS 18-31A

18. After any 2-level response from partner, a new suit by the opener is forcing. After a 1NT response from responder, a new suit is not forcing.

Ex: (a) AKJXX X KXXX AXX (You open 1 Spade, partner responds 2C. What is your Rebid? [2D] Forcing)
(b) J AXX KQXXX AXXX (You open 1 Diamond, partner responds 1S. What is your Rebid? [2C] Not Forcing)

19. After partner raises opener's first bid suit, any new suit bid by opener is forcing. Bidding on in a secondary suit after partner raises you does not mean you are running from the agreed-upon suit, but rather that you are either seeking a no trump contract with a holding of 16 or more HCP's, else are cue-bidding Aces exploring for Slam.

Ex: (a) XX AQX AX AKXXXX (You open 1 Club. Partner raises to 2C. Bid 2H forcing. If partner bids 2S evidencing a Spade stopper, you can bid 3NT else return to 3C. If partner alternatively rebids 3C you can pass.)
(b) AKQXX AXXX XX AK (You open 1 Spade. Partner raises to 3S. Bid 4C showing first round control of Clubs. If partner bids 4D you can go to 6S. If partner returns to 4S denying first round control of Diamonds, you can pass.)

20. Avoid re-bidding weak 5-card suits. Look for something else as an alternative.

Ex: (a) KX AKX XXX KXXXX (You open 1C. Partner responds 1D/1H/1S. Rebid 1NT, not 2C, your Club suit is too weak.)
(b) XX AXX XXX AKQXX (You open 1C. Over partner's 1D/1H/1S rebid 2C, your 5-card Club suit is strong.)

21. With a minimum hand and a 2-2-5-4 distribution, open 1D and rebid 2C over a Major suit response.

However, if the Major suit doubletons are strong, rebid 1NT.

Ex: (a) XX KX AJXXX KQXX (Open 1D. Over partner's 1H/1S, rebid 2C.)
(b) AQ KX QXXXX KXXX (Open 1D. Over partner's 1H/1S, rebid 1NT.)

22. With a 3-1-5-4 or a 1-3-5-4, open 1D. If partner responds in your singleton suit, rebid 2C, not 1NT.

Ex: (a) Q AXX QXXXX AKXX (Open 1D. Over partner's 1S, rebid 2C.)

23. A jump shift followed by a simple return to partner's original suit shows 3-card support, not four.

29. **In a similar vein, holding a 5-4 Major suit distribution, having possible partnership game values, do not insist upon your 5-card suit *even after a preference*.** Partner already knows you have 5 Spades, and should he/she have only 2 Spades, 2NT or 3NT are better contracts.

<u>Ex:</u>	<u>Opener (You)</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
	KQXXX	AJ	1S	1NT
	AXXX	QXX	2H	2S
	AK	KXXX	2NT	3NT
	JX	XXXX		

After hearing 2H, responder returns to a 5-2 fit rather than to accept a possible 4-3 Heart fit, initially believing opener to have a minimum 13 HCP hand. Opener knows, absent an initial support of Spades, that responder does **not** have 3 Spades, and, thus, with a better than a minimum hand, opener corrects to 2NT. Now knowing there is game, Responder continues to 3NT.

30. Now that you are getting the hang of this, consider this. **Holding a 5-4-3-1 distribution, and assuming you to be strong enough, consider the possibility of bidding in order you 5-card, 4-card, and then even your 3-card suit.** What fun!

<u>Ex:</u>	<u>Opener (You)</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
	AQXXX	KX	1S	1NT
	AJX	XXXXX	2D	2S
	AKXX	XX	3H	4H
	X	AJXX		

By first rebidding 2D, opener denies having 4 Hearts (see Tip # 27). By next rebidding Hearts at the 3-level, you complete the picture of your hand; i.e., a maximum 17-18 HCP and a 5-3-4 holding. Partner gets the message, raises to 4H and you are in the right contract.

31. **Bidding twice opposite a silent partner shows extra values (15-17 HCP minimum). Bidding three times opposite a silent partner shows a hand in the 18-20 HCP range. Bidding four times opposite a silent partner hints strongly of a death wish.**

- 31A. **The normal procedure for bidding a 6-4 distribution is 6,4,6.**

Ex: KQXX AX X KQXXXX - (Open 1C, over partner's probable 1D or 1H, Rebid 1S with intent to bid Clubs once more at the next opportunity, unless, of course, partner supports your Spades.)

LESSON 4

RESPONDER'S REBID - TIPS 32-43

32. **Return preference to a Major suit after an initial 1NT response usually shows a doubleton.**

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>
	1H	1NT
	2D	2H (Showing a doubleton)

33. **If a 1-level responder wishes to sign-off thereby showing a weak hand (6-9 HCP's), the weak bids to evidence this are, pass, rebidding responder's original suit, returning to opener's original suit at the cheapest level, or 1NT.**

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>
	1D	1H
	1S	? ?

(a) XX KQXXXX JX QXX (Rebid 2H showing a 6-card suit, or at the very least a strong 5-carder.)

(b) XX KXXXX XX QJXX (Rebid 1NT. Do not even think of rebidding those lousy Hearts.)

(c) X AXXXX QXXX XXX (Return to 2D.)

(d) QXX KJXXX X XXXX (Pass)

34. **One level responding hands in the 11-12 HCP range are expected to make invitational rebids after opener makes a minimum rebid. These invitational rebids include: 2NT or at the 3-level and suit that has already been bid.**

	<u>Opener</u>	<u>Responder</u>
(a)	1D 1S	1H 2NT (11-12 HCP's, <u>not forcing</u>)
(b)	1D 1S	1H 3H (10-12 HCP's, a 6-card suit, <u>not forcing</u>)
(c)	1D 1S	1H 3D (11-12 support points, <u>invitational</u>)
(d)	1D 1S	1H 3S (11-12 support points, <u>invitational</u>)

35. After a one-level response. Holding game-going values, rebid game if a major suit fit has been uncovered, game in an independent Major suit, or 3NT. Do not bid 2NT with such a hand since, as in # 34 above, 2NT would be invitational and not forcing.

<u>Ex:</u>	<u>South (You)</u>	<u>North (Partner)</u>	
	1D	1H	
	1S	? ?	
	(a) XX AKJXXXX KX XX		(Rebid 4H; 3H is not forcing)
	(b) AQXX AQXXX XX XX		(Rebid 4S; 3S is not forcing)
	(c) XXX AKXX XX AQJX		(rebid 3NT; 2NT is not forcing)

36. When a one-level responder wants to be in game, but does not know which game, a new suit should be bid in order to continue to force the bidding. If this new suit is the fourth suit, the bid may be completely artificial, and usually evidences a 5-card first-bid suit. FOURTH-SUIT FORCING BIDS ARE ALERTABLE.

<u>Ex:</u>	AX AKJXX JXXX XX	<u>North (Partner)</u>	<u>South (You)</u>
		1D	1H
		1S	"2C"

After partner's 1S bid, you are sure that game is likely, although you are uncertain whether this hand belongs in Hearts, Diamonds, or even NT. "2C" is fourth-suit, alertable, and forcing. It enables responder to find out more about opener's hand. Partner will now support Hearts with 3-pieces, will bid NT with a Club stopper, or will return to Diamonds holding 5 pieces. (Note: a 3-level jump to 3D or 3H by responder would not have been forcing (Tip #34).

37. After fourth suit, any subsequent rebid by the responder at the 3-level is game forcing, and any subsequent rebid at the 2-level is invitational.

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
1D	1H	1D	1H
1S	"2C"	1S	"2C"
2NT	3C/D/H/S (Forcing)	2D	2H/S/NT (Invitational)

38. Raising a second suit promises 4-card support.

<u>Opener</u>	<u>Responder</u>	If opener does not have four Clubs he/she
1H	1S	better have a pretty good reason to not; like:
2C	3C	"Sorry partner, I had one of my Spades mixed up in my Clubs!"

39. A direct response of 2NT (following a Major suit opening) not only shows 13-15 HCP's, but specifically denies a singleton, as opposed to a 2NT rebid, which evidences 11-12 HCP's and does not deny a singleton.

<u>Ex:</u>	(a) KQX KX AXXX QXXX	<u>North (Partner)</u>	<u>South (You)</u>
		1H	2NT
	(13-15 HCP'S & denying a singleton)		
	(b) KQX KXXXX X KXXX	<u>North (Partner)</u>	<u>South (You)</u>
		1D	1H
		1S	2NT
	(11-12 HCP'S & a possible, not guaranteed, singleton)		

INTERMEDIATE BRIDGE – BIDDING TIPS FOR TOPS

LESSON 5

THE JUMP SHIFT BY THE RESPONDER – TIPS 44–48

44. **Think of a Jump Shift by Responder as a Slam invitation.** Having 19 or more HCP's opposite an opening bid, Slam is probable, and it is up to the Responder to push towards that goal.

45. **With Responder having 19 or more HCP's opposite an opening bid, Slam is likely unless:**

- (1) **The hand is misfitted.**
- (2) **Two cashable Aces are missing; i.e., no voids are present nullifying a missing Ace.**
- (3) **You have a worthless doubleton; i.e., two quick losers in one side suit.**
- (4) **You are missing one Ace plus the King of Trumps.**
- (5) **You have an 8-card Trump fit and are missing one Ace plus the Trump Queen.**
- (6) *You have seen partner's play before and must mentally subtract one trick.*

46. **A Jump Shift by Responder evidences 19 or more HCP's plus one of the following types of hands:**

- (1) **A one-suited hand with 6 or more cards in the suit.** (AQJXXX AX AQX KX)
(Partner opens 1H, Respond 2S, intending to rebid the suit.)
- (2) **A hand with 4 or more cards in partner's suit.** (AKXX AQXXX KX KX)
(Partner opens 1S, Respond 3H, intending to return to Spades.)
- (3) **A balanced hand with a 5-card suit.** (AKJXX AX AJX KXX)
(Partner opens 1H, Respond 2S, intending to rebid No Trump.)

47. **Do not jump shift with a 2- or a 3-suited hand (unless one of the suits is partner's) regardless of the strength of the hand.** By keeping the bidding space open you have the timing and the room to find the best spot in which to play; and the bidding will remain open simply by your continuing to force the by means of bidding a new suit until the denomination (suit or No Trump) of the final contract has been established.

- Ex: (a) AKXX AQXX X AQXX (Partner opens 1D, Respond 1H. You do not have any of the three types of hands partner will be expecting if you jump shift. **Discipline !!!**)
- (b) AKXX AKXXX AJX X (Partner opens 1C, Respond 1H. **Patience !!!**)

48. **A Jump Shift can be made on a 4-card, yes even on a 3-card suit providing responder has strong support for opener's first suit and manifests the responsibility of later taking control of the hand.**

- Ex: (a) AX X AKQX AQXXXX (Partner opens 1C, Jump to 2D. This hand would otherwise be difficult to describe if you begin by responding 1D.)
- (b) AKX QJXXX AQX KX (Partner opens 1H, Jump to 2S.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 7

WHEN YOU OVERCALL - TIPS 54-60

54. **A reasonable minimum for a one-level overcall is a 5-card suit and at least 8 HCP's.** If you are timid and desire greater security as to the validity of your overcall; i.e., a self-imposed structured rigidity, then the suit with which you overcall should have a suit quality of 7 (One point for every card in the overcall suit + one point for every card 10 or above). In the following, 1D has been bid by the dealer, your RHO.

Ex: (a) XX AQXXX XXX QXX (Overcall 1 Heart)
(b) XX AXXXX QXX QJX (Pass)

55. **A reasonable minimum for a two-level overcall is at least 10 HCP's with a 5-card or longer suit. If the hand does not have at least one Ace or one King outside of the main suit, chances are you have a weak jump (pre-emptive) overcall instead.** In the following, 1C has been bid by the dealer, your RHO.

Ex: (a) AX XX AQJXXX XXX (Overcall 1D) - An outside Ace is present.
(b) XX JXX AQJXXX QX (Overcall 2D) - no outside Ace or King.

56. **Fourth seat overcalls frequently depend upon the strength of your RHO's response when there has been a previous opening bid by your LHO. If your RHO has made a two over one response,**

BEWARE! The opponents are in a power auction scenario, and your bid should only be made with a

strong suit to help direct a lead from partner and/or to suggest a sacrifice. Forget points, you are outgunned. The opponents figure to have at least 23 or more HCP's between them.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
1S	P	2C	???

Ex: (a) KJX AQXXX AXX JX (Pass - Your suit is seedy, you have losers galore, remember Spades were bid by your LHO, and besides, partner figures to have 2-3 HCP's, at most.)
(b) X KQJXXX QXXX XX (Bid 2H - After a two over one start by your opponents, a fourth seat overcall should be thought of as a weak jump overcall pointing towards a possible sacrifice or else lead directing.)

57. **Conversely, if responder makes a weak response. Particularly a single raise in opener's suit, loosen up. Your overcall can be made, even at the 2-level, with as few as 9 HCP's.**

<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
1H	P	2H	???

Ex: AKQXX XX XXX XXX (If opener passes, partner can place the opponents with 18-21 HCP's at best, and will know your strength within a point or two.)

58. A Jump Overcall of "2NT" is "unusual", showing 5-5 or longer in the two lower-ranking suits. The range is anywhere from 6-11 HCP's. With greater strength one could, alternatively, bid both suits (the higher ranking suit first); i.e., giving partner a choice.

Ex: (a) Your RHO opens with 1H/1S and you hold: X X AXXXX KXXXXX
 (Overcall "2NT", "Unusual" for the Minors (two lower-ranking unbid.)
 (b) Your RHO opens with 1C and you hold: X KJXXX AJXXXX X
 (Overcall "2NT", "Unusual" for D/H (the two lower-ranking unbid.)
 (c) Your RHO opens with 1D and you hold: X AKXXX XX KQXXX
 (Overcall 1H, intending to rebid Clubs later.)

59. A vulnerable two-level overcall should approximate an opening bid. A non-vulnerable two-level overcall need not be as strong. One Heart has been bid by the dealer, your RHO.

Ex: (a) AX XX KJXXXX QXX (Pass vulnerable, overcall 2D non-vulnerable.)
 (b) AX XX AQXXXX QXX (Overcall 2D at any vulnerability.)

60. Michael's (either 2-way or 4-way) Cue-bid overcalls are used to describe a 5-5 or longer distribution with as suit specificity as follows:

1C "2C" = Hearts and Spades
 1D "2D" = Hearts and Spades (2-way)
 1H "2H" = Spades and an Unspecified Minor
 1S "2S" = Hearts and an Unspecified Minor (4-way)

The conventional wisdom is that such cue-bid overcalls should be used with either very weak (0-10 HCP's) *or* very strong (16 or more HCP's) two-suiters. With an intermediate HCP range (11-15 HCP's) it is recommended to bid both suits yourself, the higher ranking suit first.

Ex: (a) Your RHO opens with 1C and you hold: QXXXXX KXXXX X X
 (Overcall "2C", "Michael's" for the Majors accepting partner's choice of the two without any further bidding by you (WEAK).)
 (b) Your RHO opens with 1D and you hold: AKXXXX AKQXX X X
 (Overcall "2D", "Michael's" for the Majors. After partner's choice of H/S, you would cue-bid Diamonds once more to evidence (VERY STRONG).)
 (c) Your RHO opens with 1C and you hold: AKXXX AXXXXX XX -
 (Overcall 1S with intent of rebidding 2H giving partner a choice of H/S (INTERMEDIATE).)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 8

WHEN PARTNER OVERCALLS - TIPS 61-66

61. A single raise of partner's overcall is equivalent to a single raise of an opening bid; i.e., 6-10 HCP's and at least three pieces for partner's (5-card) bid suit.

<u>West</u>	<u>North (Partner)</u>	<u>East</u>	<u>South (You)</u>
1H	1S	2H	???

Ex: AXX XX KXXX XXXX (Raise partner by responding 2S.) (9 Losers)

62. Jump raises in partner's overcall suit are preemptive. They promise at least 4 pieces of partner's overcall suit with fewer points (3-5 HCP'S) than would otherwise have been evidenced by a simple raise as in Tip #61.

<u>West</u>	<u>North (Partner)</u>	<u>East</u>	<u>South (You)</u>
1H	1S	2H	???

Ex: AXXX XX JXXX XXX (Jump-Raise partner by responding 3S.) (10 Losers)
AJXXX XX XXX XXX Do not make the sissy bid of 2S. Your team is never going to buy the contract for 2S anyway, and so you might as well attempt to pre-empt the opponents, while, at the same time, informing partner of the situation.)

63. With primary (4 Pieces) support for partner's overcall suit and a hand too strong for a single raise, cue-bid the first bid suit of the opponents inviting partner to game. A CUE-BID IS THE ONLY FORCING BID THAT CAN BE MADE BY A RESPONDER TO AN OVERCALL. No other bid is forcing. A cue-bid, therefore, is a stronger raise in partner's overcall suit than a simple raise would be.

<u>West</u>	<u>North (Partner)</u>	<u>East</u>	<u>South (You)</u>
1D	1H	1S	???

Ex: X KJXX JXX AQXXX (Cue-bid "2D", the first bid suit by the opponents, evidencing 11-12 HCP's (8 Losers) inviting partner to game.)

64. If partner overcalls with a Major suit, **do not** change suits if you have support for that Major. A change to any other suit, Minor or Major, would evidence lack of support for partner's suit and **is not** forcing.

	<u>West</u> 1C	<u>North (Partner)</u> 1H	<u>East</u> 2C	<u>South (You)</u> ???
<u>Ex:</u>	(a) XX JXX AKXXX XXX			(Bid 2H, 2D would deny support for Hearts.)
	(b) AKXXX QXX XXX XX			(Bid 2H, 2S would deny support for Hearts.)
	(c) AQXXX X KXXX XXX			(Bid 2S, denying support for Hearts.)

65. If partner overcalls with a Minor suit, a change to a Major suit by partner **does not** deny support for the overcall suit. It does, however, guarantee at least a 5-card, or better, Major suit.

	<u>West</u> 1C	<u>North (Partner)</u> 1D	<u>East</u> 2C	<u>South (You)</u> ???
<u>Ex:</u>	(a) XX AJXXX XXX KXX			(Bid 2H, does not deny Diamond support.)
	(b) AKXXX QXX X XXXX			(Bid 2S)

66. Know your HCP ranges when it comes to bidding no trump in response to a 1-level overcall by partner. A **1NT response = 8-11 HCP's**; a **2NT response = 12-14 HCP's**; and a **3NT response = 15-18 HCP's**. All, of course, evidence a stopper in the opener's bid suit as well as lack of primary support for partner's overcall suit

	<u>West</u> 1C	<u>North (Partner)</u> 1S	<u>East</u> Pass	<u>South (You)</u> ???
<u>Ex:</u>	(a) XX AQX JXXX KXXX			(Bid 1NT.)
	(b) XX AQX KXXX AXXX			(Bid 2NT.) Is not forcing.
	(c) JQ AQX KQJX KXXX			(Bid 3NT.)

LESSON 9

WHEN PARTNER OPENS NT / STAYMAN OR JACOBY TRANSFERS / WHEN & HOW - TIPS 67-73

67. The STAYMAN CONVENTION is only used over partner's NT opening when the responder has one or two 4-card Majors and is seeking a 4-card match from opener. Stayman is never used to seek a 3-card match for an existing 5-card suit.

Stayman & Jacoby Transfer Bids are not interchangeable

JACOBY TRANSFERS are used over partner's NT opening under very different circumstances. Such transfers are only used: (1), when responder is seeking 3-card support for

his/her 5-card Major suit; (2), when responder has 5 or more pieces of any suit, Major or Minor,

and is transferring into a suit for which he/she knows opener has no fewer than 2 pieces but is desirous of having the stronger hand concealed and/or the lead coming into the stronger holding;

(3), when responder is desirous of escaping into a suit contract under circumstances in which he/she feels that a NT contract is untenable; (4), assuming the partnership is playing 3-way transfers, the responder may be seeking a Minor suit preference ("Minor Suit Stayman") on the way to a possible Slam in one of the Minors. Jacoby Transfers are never used to seek a 4-card match for an existing 4-card suit.

68. There are times when partner opens 1NT, or even 2NT, and responder is not capable of extricating the partnership from the a NT scenario. Never attempt to utilize either the Stayman

Convention or Jacoby Transfers if conditions are not favorable for their usage.

Ex. (a) XXXX QXX XXX JXXX (Partner opens 1NT, You must Pass)

69. The Stayman Convention must never be utilized seeking a 4-4 Major suit fit under conditions when responder has too few HCP's such that he/she cannot tolerate the worst case scenario response from opener. Thus, assuming the partnership is playing a 15-17 HCP 1NT opening, and unless under circumstances as seen below in Tip #70(a-f), responder must have no fewer than 9 HCP's to invoke the Stayman Convention.

Ex: (a) AXXX KX XXXX XXX (Over a 1NT opening bid by partner, responder with this holding must pass and not seek a 4-4 Spade fit with Stayman, for if opener were to respond "2D", or 2H over "2C", responder would have to rebid 2NT which would appear to opener as if it were an invitation to 3NT which, if accepted, would place the Contract in game with no greater than a 24 HCP count for the combined partnership.)

(b) XXX AQXX QXXXX X (Pass. If Stayman were to be used and opener were to give a 2S response opposite this holding, responder would have no place to run. In addition, the hand has too many points to needlessly run into a Diamond contract in lieu of a potentially better scoring NT contract.)

70. **“DROP DEAD” SCENARIOS:** There are some circumstances where responder has too few HCP’s to seek game or even to invite to game; but where responder may believe it advantageous to escape to a suit contract rather than remain in what responder believes to be an untenable NT contract for the partnership. The Stayman and Jacoby Transfer Conventions can both be utilized under the following circumstances for the purpose of pursuing a “drop dead” best suit alternative following a NT opening by partner.

(1) “Drop Dead” Stayman Scenarios with a 3-Suited S,H,D, Holding

- Ex. (a) XXXX XXXX AXXX X (Bid “2C” with intent to pass “2D”, 2H, 2S.)
- (b) JXXX QXXX XXXXX - (Again, Invoke Stayman and pass any response.)
- (c) JXXXX KXXX XXXX - (Again, Invoke Stayman and pass any response.)
- (d) AXXX XXXXX XXXX - (Again, Invoke Stayman and pass any response.)

(2) “Drop Dead” Stayman Scenarios with either a 5-4 or 4-5 in the Majors

- Ex. (e) KXXXX XXXX XX XX (Bid “2C”. If partner bids 2H or 2S you will pass, if opener responds “2D” you will bid 2S and play in, worst case scenario, a 5-2 fit.)
- (f) XXXX KXXXX XX XX (Bid “2C”. If partner bids 2H or 2S you will pass, if opener responds “2D” you will bid 2H and play in, worst case scenario, a 5-2 fit.)

Note: In examples (e) and (f), when a 4-card and a 5-card Major are both present, the Stayman Convention takes precedence over Jacoby transfers so as not to miss a possible 4-4 fit.

(3) “Drop Dead” Jacoby Transfer Scenarios Holding a 5-Card or Longer Suit

- Ex. (g) XXXXX XXX XX XXX (Bid “2H” transferring to Spades.)
- (h) XXX JXXXXX XX XX (Bid “2D” transferring to Hearts.)
- (i) XX X KXXXX JXXXX (Bid “2S”, “Minor Suit Stayman”, requiring opener to choose his/her best Minor.)

(4) “Drop Dead” Specialized Scenario Holding 5-5 or Better In The Majors

- Ex. (j) XXXXX XXXXX XX X (Bid “3H”. This tells partner to either pass or correct to 3S dependent upon opener’s better Major suit holding.)

(5) “Drop Dead” Exit Into Clubs or Diamonds

- Ex. (k) XX XXX XX QXXXXX (Bid “2S”. Partner will bid 3C showing a Club preference which responder may then Pass; else opener will bid “2NT” showing a Diamond preference and responder may then correct to 3C.)

Note: When playing Stayman and Jacoby Transfer bids, there is no way to play in a final 2C or 2D contract. The 3-level is the earliest escape into a Minor.

71. **INVITATIONAL SCENARIOS:** There are circumstances in which responder has enough HCP's (9-10) such that he/she wishes to explore for a 4-4 or a 5-3 Major suit fit while at the same time, inviting to game. The Stayman and Jacoby Transfer Conventions can both be utilized under the following circumstances for the purpose of pursuing a possible Major suit fit following a NT opening by partner while, simultaneously inviting to game.

(1) Invitational Stayman Scenarios

- Ex: (a) KXXX AXX QJX XXX (Bid "2C". If opener bids "2D" or 2H you can rebid 2NT allowing opener to pass with a minimum 15 and to go to 3NT holding a maximum of 16-17 HCP's. If opener responds 2S, responder can invite to game by bidding 3S, wherein opener passes with 15 HCP's or continues to 4S with 16-17 HCP's.)
- (b) XX AXXX AXXX QXX (Bid "2C". If opener bids "2D" or 2S you can rebid 2NT allowing opener to pass with a minimum 15 and to go to 3NT holding a maximum of 16-17 HCP's.) If opener responds 2H, responder can invite to game by bidding 3H, wherein opener passes with 15 HCP's or continues to 4H with 16-17 HCP's.)

(2) Invitational Jacoby Transfer Scenarios

- Ex: (c) KXXXX AXX QXX XX (Bid "2H" and rebid 2NT after opener responds 2S. Opener will either pass 2NT, or else correct to 3S, 3NT, or 4S.)
- (d) XX AXXXX KXX KXX (Bid "2D" and rebid 2NT after opener responds 2H. Opener will either pass 2NT, or else correct to 3H, 3NT, or 4H.)
- (e) AX QXX KXXXX XXX (Bid 2NT. **Note: Never use Jacoby Transfers in an invitational 9-10 HCP scenario when holding a 5-card or longer Minor Suit, rather invite with 2NT directly.**)

(3) Invitational Bids Seeking 3NT When Holding a 6-card or Better Minor Suit Containing Two of the Three Top Honors

- Ex: (f) XX JXX XX AQXXXX (Bid "3C" evidencing a 6-card or better Club suit headed by two of the top three honors and fewer HCP's than would normally be necessary for a 3NT contract. Partner either passes or alternatively if holding the missing honor and stoppers in the other three suits bids a gambling 3NT response.)
- (g) X XX KQXXXXX XXX (Bid "3D". Opener either passes or as in (a) above, corrects to a gambling 3NT.)

72. **GAME-FORCING AUCTION SCENARIOS:** There are circumstances in which responder has 11 HCP's or more and will therefore force to game no matter whether opener has even as few as 15 HCP's. The Stayman and Jacoby Transfer Conventions can be utilized under the following conditions in order to seek a preferred Suit contract in lieu of NT.

(1) Game-Forcing Stayman Auctions

Holding One 4-Card Major Suit

- Ex. (a) AXXX XX AXX KXXX (Bid "2C". If opener responds 2S you can go to 4S. If opener responds 2H you can go to 3NT and opener can correct to 4S holding four Spades knowing responder has four Spades else he/she would not have invoked Stayman. If opener responds "2D" you can go to 3NT.)
- (b) XX AXXX KX KQXXX (Bid "2C". If opener responds 2H you can go to 4H. If opener responds "2D" or 2S you can go directly to 3NT.)

Holding Two 4-Card Major Suits

- (c) AXXX KXXX KQX XX (Bid "2C". If opener responds either 2H or 2S you can go to 4H or 4S respectively. If opener responds "2D" you can bid 3NT.)

Holding One 5-Card, and One 4-Card Major Suit

- (d) AXXXX KXXX AX XX (Bid "2C". If opener responds "2D" you can go to 3S evidencing four Hearts and five Spades, demanding partner continue to 4S holding three Spades, else 3NT with only two Spades. If opener responds either 2H or 2S you can continue to 4H or 4S respectively.)
- DO NOT USE JACOBY**
- (e) AXXX AQXXX XXX A (Bid "2C". If opener responds "2D" you can go to 3H evidencing four Spades and five Hearts, forcing partner to continue to 4H holding three Hearts, else 3NT with only two Hearts. If opener responds either 2H or 2S you can continue to 4H or 4S respectively.)
- DO NOT USE JACOBY**

Holding One 6-Card or Better, and One 4-Card Major Suit

- (f) QXXXXX AXXX AQ X (Bid "2C". If partner bids 2H or 2S you can go to 4H or 4S respectively. If partner bids "2D" you can go to 4S knowing opener holds no fewer than two Spades.)
- DO NOT USE JACOBY**
- (g) AXXX AQXXXX X JX (Bid "2C". If partner bids 2H or 2S you can go to 4H or 4S respectively. If partner bids "2D" you can go to 4H knowing opener holds no fewer than two Hearts.)
- DO NOT USE JACOBY**

(2) Game-Forcing Jacoby Transfer “Check-Back Stayman” Scenarios

Holding One 5-Card Major Suit

- Ex. (h) AXXXX XX AKX XXX (Bid “2H”. After partner responds 2S, rebid 3NT (“Check-Back Stayman”) asking opener to correct to 3NT holding only two Spades.)
- (i) XXX AKXXX AX XXX (Bid “2D”. After partner responds 2H, rebid 3NT (“Check-Back Stayman”) asking opener to correct to 3NT holding only two Hearts.)

(3) Game-Forcing Jacoby Transfer Scenarios

Holding One 6-Card or Longer Major Suit

- Ex. (j) AKXXXX XX AXX XX (Bid “2H”. After partner bids 2S you can continue to 4S making the stronger hand the concealed declarer.)
- (k) AX XXXXXX AQ QXX (Bid “2D”. After opener bids 2H you can continue to 4H.)

(4) Game-Forcing Specialized Scenario Holding 5-5 or Better In The Majors

- Ex. (l) XXXXX XXXXX XX X (Bid “3S”. This tells partner to bid either 4H or 4S dependent upon which Major suit he/she prefers, else 3NT if holding an unlikely 2-2 in the Majors.)

73. **MINOR SUIT SLAM** There are very infrequent but possible times when responder, opposite a 1NT or 2NT opening from partner, wishes to seek which Minor suit Opener prefers before proceeding to a Small Slam or a Grand Slam one of the Minors. **Jacoby “2S” Minor Suit Stayman** is excellent for determining which is the better Minor for the Slam attempt.

- Ex. (a) AK X AXXXX AKXXX (Bid “2S” requesting partner’s Minor suit preference. Partner will show equal or longer Clubs by bidding “3C” or longer Diamonds by responding “2NT”. Responder may then proceed with either Blackwood, Gerber, or Cue-bidding in a Slam attempt.)

In the following first grouping of test exercises, you are Responder with your partner having opened 1 NT. Your holdings are as follows: Remember, as responder you are the Captain since you know more about partner's hand than partner knows about yours. Ask yourself whether you are in a passing, a salvaging- "drop-dead", an invitational, or a game-forcing scenario. Then ask yourself what additional information, if any, you need to have from partner so as to best place the hand in the proper level and denomination; i.e., what piece or pieces of the puzzle need you determine so as to effectively Captain your team, and what are the pertinent questions you need to ask? Remember that The Stayman Convention is utilized when you have four pieces and are looking for a matching four; Jacoby Transfers are utilized to effect a transfer or to attempt to find three pieces to match your holding of five.

- a. AXXX KXX XXX AXX
- b. XXXXX QXXX X XXX
- c. XX XXX AQXXXX XX
- d. KJXX AXXXXX KX X
- e. QJ10 XX KQXXX Q10X
- f. AJX KX XX KQJXXX
- g. AKXXXX KX XXXX X
- h. XX KXXXX XXXX XX
- i. KXXXX AJXX XX AX
- j. XX X KXXXX XXXXX
- k. XXX AXXX KXXX XX
- l. KQXXX AXXXX AX X
- m. AXXX XXXX XXXX X
- n. XXXX XXXX X XXXX
- o. KQXX X AJXX AJXX
- p. QX XX XX XXXXXXXX
- q. JXXXX XX XXXX XX
- r. X KX AJXXX AQXXX
- s. AQXX KJXX KX QXX

In the following grouping of test exercises you are the opening 1NT bidder faced with the following sequence of bids from your responding partner. What information is responder seeking and what should be your reply, and why? Is partner in a "drop-dead", invitational, or game-forcing scenario?

- a. AXX AXX AJXX KXX (1NT P "3C" P)
???
- b. AQX KJXX XX AJXX (1NT P "3D" P)
???
- c. QJX KXXX AKXX AX (1NT P "2C" P
2H P 3H P
???)
- d. KJXX QJXX AQX AX (1NT P "2C" P
2H P 3NT P
???)
- e. XX AKX QJX AXXXX (1NT P "2H" P
???)
- f. AXX XX KQJX KQJX (1NT P "2C" P
"2D" P 3S P
???)
- g. AXX AXX AX QJXXXX (1NT P "2C" P
"2D" P 2NT P
???)
- h. AQX QX KQX KXXXX (1NT P "2C" P
"2D" P 3H P
???)
- i. AX KXXX KQXX AXX (1NT P "2S" P
???)
- j. AXXX AXX AQ QXXX (1NT P "3C" P
???)
- k. AQX QX AQX QJXXX (1NT P "2H" P
2S P 4H P
???)
- l. QJX KQX AXX AXXX (1NT P "2C" P
"2D" P 2H P
???)
- m. KX AXX AXXX AJXX (1NT P "2H" P
2S P 3NT P
???)
- n. KXX AX AXXX KJXX (1NT P "2D" P
2H P 2NT P
???)
- o. AQXX KXX KQX KXX (1NT P "2H" P
???)

SERIES 1 - (Answers)

- a. Bid 3NT. (Game-Forcing) - In this hand you have enough HCP's which when added to partner's 15-17 will, almost always, produce game. Your hand is balanced with little ruffing necessity and so rather than give the opponents possible valuable defensive information your intent is to abandon the attempt to find a Spade fit which is statistically likely to fail in almost 60% of the time anyway.
- b. Bid "2C". ("Drop-Dead" scenario) - You realize that 1NT is a likely disaster for partner with the near bust hand you hold. The 5-4 Major suit holding, however, allows you to bid "2C". If partner bids a hoped-for 2H or 2S, you plan to pass. If opener bids "2D" denying a 4-card Major, you will bid a "drop-dead" 2S planning to play the hand in a Spade contract with no fewer than a combined total 7 or 8 trumps.
- c. Bid "3D". (Invitational) - This is an invitational bid looking towards a 3NT contract if partner has the missing honor for your 6-card Minor suit which you have stated houses 2 of the top 3 honors. Alternatively, absent this missing honor, opener is expected to pass your "3D" invitation independent as to whether he/she holds 2, 3 or 4 of your suit; 15, 16, or 17 HCP's.
- d. Bid "2C". (Game-forcing) - With a 4-6 or 6-4 in the Majors, use Stayman and if partner denies a 4-card Major, you can go to 4 of your 6-card Major suit, confident both that you have enough combined HCP's for game and that opener can have no fewer than 2 of your 6-card Major owing to the original 1NT balanced declaration.
- e. Bid 3NT. (Game-forcing) - Live a bit on the edge! You have an otherwise invitational hand. However, it holds a 5-card suit, as well as several 10's. (Disregard the 5-card Minor suit with respect to seeking a possible alternative Diamond contract.)
- f. Bid 3NT. (Game-forcing) - Your hand has enough HCP's to force to game. Additionally, you are strong enough so as to disregard the 6-card Club suit which with the combined HCP count between opener and yourself can surely offer more scoring potential in NT at 40 and 30 points per trick than the 20 points per trick should you have alternatively decided upon a Club contract.
- g. Bid "2H". (Game-forcing) - Following this transfer to Spades your intent is to go directly to 4S. Opener can have no fewer than 2 Spades for his/her original 1NT opening bid and you desire to maintain concealment of the stronger hand by allowing the 1NT hand to remain hidden as Declarer.
- h. Bid "2D". ("Drop-Dead Scenario") - Your intent is to pass opener's compliant 2H bid in this drop-dead rescue scenario.)
- i. Bid "2C". (Game-forcing) - You have enough HCP's so as to ultimately head towards a game contract. Because your hand is unbalanced, however, you would like to find either a Heart or Spade Golden fit so as to increase your hand's potential via its ruffing value. With a 5-4 Major suit distribution, you first bid Stayman. If partner responds 2H or 2S you continue to the 4-level. If partner bids "2D" denying any 4-card Major, you still need to determine if partner holds a 3-card Spade holding. Your next bid of 3S forces opener to either continue to 4S holding a 3-card Spade suit, else to exit with a 3NT bid.
- j. Bid "2S". ("Drop-dead" rescue scenario) - "Minor Suit Stayman" requesting opener to select a Minor suit preference by bidding "3C" if

his/her Clubs are equal of longer than Diamonds, else "2NT if his/her Diamonds are longer. If opener bids "3C" you will pass, if opener bids "2NT" preferring Diamonds, you will bid "3D" and opener will pass.

- k. Pass. (You cannot use Stayman here looking for a matching 4-card Heart suit because you do not have enough HCP's to tolerate and respond to a likely 2S response from opener. As much as you would like to rescue opener, you have no guarantee as to finding that which you would like, and so you must Pass.)
- l. Bid "2H". (Game-forcing) - You surely have enough HCP's to force to game but you need to know which Major opener prefers. Because a NT opener can have no more than one doubleton, opener surely has at least one 3- or 4-card Major suit. You, therefore, first bid "2H" transferring into the higher Major. Following partner's 2S bid you then rebid 4H. Opener now knows you have two 5-card Majors and either passes 4H or corrects to 4S.
- m. Bid "2C". ("Drop-dead" scenario) - Responder's intent is to pass any of the only three possible answers from opener; "2D", 2H or 2S. Surely this has got to be a welcomed rescue from an almost certain disaster should the hand have been played in 1NT.
- n. Pass. (You would surely be pleased if opener holds one or two 4-card Majors, but have no come-back (too few points) to a potential "2D" response from opener should he/she have no 4-card Major. Smile, Pass, and wish your partner the best of luck!)
- o. "2C". (Game-forcing) - Knowing that game is assured and Slam unlikely, Responder need only investigate for a possible Spade fit. Should opener respond 2S, responder can bid 4S. If opener responds 2H, having two 4-card Majors, opener will correct to 4S after responder bids 3NT. If opener bids "2D" showing no 4-card Major, responder will bid a sign-off at 3NT.
- p. "2S". ("Drop-dead scenario) - Headed for a hoped-for salvage of 3C, responder bids "2S", "Minor suit Stayman" requesting what opener believes to be a request for an answer as to which Minor suit opener prefers. Irrespective of the answer, however, if opener bids "3C" (Clubs equal or longer), responder passes; if opener bids "2NT" (Diamonds are longer), responder corrects to 3C and opener passes.
- q. "2H". ("Drop-dead scenario) - With responder holding so few points, and desirous of winding up in 2S as a constructive alternative to 1NT, responder transfers to Spades and then passes.)
- r. "2S". (Slam) - Desirous of seeking opener's Minor suit preference on the way to a probable 6C or 6D contract responder invokes "Minor suit Stayman". Over opener's "2NT" (Diamond preference) or "3C" (Club preference) response, responder may then bid "4C" (Gerber) investigating a probable Minor suit Slam.
- s. 3NT. (Game-forcing) - Anytime responder has enough HCP's to total no fewer than 29 HCP's (30 in this instance) the combined holding is almost always likely to produce as many potential tricks in No Trump as in Hearts or Spades, and so responder does not even bother to seek a Major suit fit since its presence or absence is, most likely, irrelevant.

- a. 3NT. (Partner is inviting to game holding a 6-card Club suit headed by two of the top three honors.) - Holding the missing honor you should accept the invitation and bid 3NT. Absent this holding you would have passed.
- b. Pass. (Same scenario, accept this time responder is inviting to 3NT with a similar Diamond holding.) - You cannot accept responder's invitation to 3NT, because you do not have the missing third honor in the Diamond suit. Your HCP count, and number of Diamonds held is irrelevant.
- c. 4H. (Partner is in an invitational mode having liked your 2H Stayman response to his/her Major suit inquiry.) - Responder has invited you to 4 if you have a maximum 16-17 HCP opening 1NT count. Responder must hold a 4-card Heart suit with 9-10 HCP's.
- d. 4S. (Responder has forced to game, refused your 4-card Heart holding, but obviously has four Spades else would not have invoked Stayman in the first place.) - Opener must, therefore, correct to 4S. Absent the four Spade holding, opener would have passed 3NT.
- e. 2S. (A no-brainer! You have no other choice other than to bid 2S in compliance with the demand transfer request of your responder partner irrespective of your dislike for the worthless doubleton Spade you hold.) - Responder has 5 or more Spades and has demanded a transfer response. Responder can then pass, invite to game in Spades, or go directly to the game level of 3NT or four Spades; his/her unilateral choice.
- f. 4S. (Responding partner has forced to game with what must be at least 10 HCP's or more with a 4-card Heart suit and a 5-card Spade suit.) - Despite your denial of any 4-card Major suit holding partner has pushed forward into a game-forcing scenario asking now for you to bid 4S holding three to match responder's 5-card suit, else 3NT.
- g. Pass. (Responder is in an invitational mode.) - Failing to find a 4-card Major suit, Responder has invited you to 3NT showing one or more 4-card Majors with 9-10 HCP's. Your 15 HCP's fails to meet the maximum 16-17 needed to accept responder's invitation.)
- h. 3NT. (Responder has forced to game with his/her jump into 3H.) - Responder thus has 11 or more HCP's, a 4-card Spade suit, and a 5-card Heart suit. With your three Spades and two Hearts you correct to 3NT denying a Golden-fit for either Major suit held by responder.
- i. 3C. (Responder has invoked "Minor suit Stayman" requesting your taking a Club/Diamond preference.) - You must evidence a Diamond preference by bidding "2NT" careful not to bypass 3C since responder may still wish to present a "drop-dead" Club rebid. Responder will then either bid a 3C drop-dead bid notwithstanding your Diamond preference, 3D should responder so choose, else continue on to possible Slam in your stated Diamond preference.
- j. 3NT. (Responder is in an invitational mode holding a 6-card Club suit headed by two of the top three; the AK in this instance since you can see the Q.) - You accept partner's invitation since you have the third honor with stoppers in the three remaining suits.

- k. 4S. (Responder has forced to game with his jump to 4H.) - Responder must have a game-forcing point count with 5-cards in both Major suits. Responder first transferred to the higher Major and then bid the lower Major at game level affording you the stated choice of your preference; i.e., that Major in which you assuredly hold three or four pieces. You must correct to Spades having a 3-card Spade suit match for partner's 5 Spades, but only 2 Hearts.
- l. Pass. (Responder is in a "drop-dead" scenario mode.) - He/she must have 4-Spades and 5-Hearts with fewer than 9 HCP's and is desirous of avoiding what responder perceives to be an intolerable 1NT contract.)
- m. Pass. (Responder is in a game-forcing auction.) - Responder has transferred to Spades with a 5-card suit. Responder then seeks an answer as to whether you hold 2,3 or 4 cards in the Spade suit. Holding only 2 you decline the invitation to 4S by passing the 3NT rebid by responder.)
- n. Pass (Responder is in an invitational mode.) - Responder has transferred to Hearts via his/her "2D" Jacoby transfer bid. Responder, knowing opener could have as few as 2 Hearts, then invites to game via the 2NT bid. Opener now knows that responder has 5 Hearts and 9-10 HCP's. With opener having only two Hearts and a minimum of 15 HCP's, opener rejects the invitation and simply passes. With 3 or 4 Hearts and the same 15 HCP's opener would have corrected to 3H. With 3 or 4 Hearts and 16-17 HCP's, opener would have continued to 4H, and with the same 16-17 HCP's and only two Hearts, opener would have continued to 3NT.)
- o. 3S (Responder has asked for a transfer to Spades. You have, however, **both** a maximum 17 HCP holding **and** a 4-card support for partner's 5 or more Spades. You should bid 3S which has the effect of either (a) encouraging partner if his/her hand is strong so as to possibly invite for Slam, or (b) pre-empt the opponents (you and responder have at least 9 Spades between you) in case partner was in a drop-dead weak hand rescue mode.)

74. Once partner has changed suits, in effect having ostensibly denying support for your overcalled suit, **do not** rebid your suit unless you have a strong 6-card suit.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North (Partner)</u>
1H	1S	Pass	2D
Pass	??		

- Ex. (a) AKXXX XXX X KXXX (Pass. Partner has few Spades and you do not have Diamonds. Partner's 2D is not forcing. Quit while you are behind!!)
- (b) AQJXXX XXX X AXX (Bid 2S.)

75. Overcaller's rebid of opener's Minor suit, subsequent to the responder to the overcall having bid No Trump, is natural and **not forcing**.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North (Partner)</u>
1C	1H	Pass	1NT
Pass	??		

- Ex. (a) X AQXXX XX AQJXX (Bid 2C to show a Heart-Club 2-Suiter.)

76. Overcaller's rebid of opener's Minor suit, subsequent to the responder to the overcall having passed, is natural and **not forcing**.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North (Partner)</u>
1D	1H	Dbl.	Pass
1S	??		

- Ex. (a) X AQXXX AQJXX XX (Bid 2D to show a Heart-Diamond 2-Suiter. The level is cheap and your Diamond suit is good enough.)

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77. Be prepared for a possible cue-bid by partner. Assume that partner has a strong raise for your overcall suit (typically, at least 11-13 Support points), and wants to know more about your hand so as to best tell the final bidding destination.

- (a) A rebid of your overcall suit evidences a simple overcall (8-11 HCP's).

- (b) A jump-rebid of your overcall suit evidences an invitational overcall (12-13 HCP's).
- (c) A bid of 2NT is invitational (12-14 HCP's) with strength in opener's suit.
- (d) A jump into game shows a strong overcall of 15-17 HCP's.
- (e) A cue-bid following partner's cue-bid is game force, slam invitational.
- (f) A bid of a new suit is forcing but not necessarily better than a simple overcall.

East	South (You)	West	North (Partner)
1D	1S	Pass	2D
Pass	??		

- Ex.
- (a) AQXXX XX KXX XXX (Rebid 2S, showing a minimum overcall of 8-11 HCP's.)
 - (b) AQXXXX XX KX XXX (Rebid 3S, showing an invitational better-than-minimum overcall of 12-13 HCP's.)
 - (c) AJXXX KX AJX XXX (Rebid 2NT, invitational 12-14 HCP's with strength in opener's suit.)
 - (d) AKXXXX XX AQX QX (Jump to 4S, 15-16 HCP's.)
 - (e) AKJXXX X AKXX AX (Bid 3D, a cue-bid evidencing a game force with Slam possibilities. Pursuit of a possible Slam is now up to overcaller's partner.)
 - (f) AQXXX XX XX AJXX (Bid 3C, then Pass if partner bids 3S.)
AJXXX KQXX XX XX (Bid 2H, then Pass if partner bids 2S.)
AJXXX KQXX AX XX (Bid 2H, then continue over partner's 2S.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 11

THE TAKE-OUT DOUBLE - WHEN TO USE & WHEN NOT TO USE - TIPS 78-86

- (a) XX AQXX AQXX QXX (Pass. Bid aggressively later.)
- (b) AQX KQXX JXX XXX (Double. Standard Holding.)
- (c) XX AJXX AKJX AQX (Double, if partner bids one Spade, rebid 1NT showing 18-19 HCP's.)

81. A Take-out Double followed by a NT rebid is stronger than overcalling 1NT directly.

<u>Ex.</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
(a)	1C Pass	Double 1 NT	Pass	1D (18-20 HCP's)
(b)	1C	1 NT		(15-17 HCP's)

82. A Take-out Double followed by a suit rebid is stronger than overcalling the suit directly, and should show a 2-suited hand; i.e., the remaining two other than opener's and responder's.

<u>Ex.</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
(a)	1D	1S		(8 or More HCP's)
(b)	1D 2D	Double Pass	Pass	1H (13-15 HCP's)
(c)	1D 2D	Double 2S	Pass	1H (16+ HCP's and S & C.)

83. After making an overcall, you can still make a Take-out Double providing the opponents find a fit and partner has not yet bid.

<u>Ex.</u>	(a)	AKXXX	AJX	XX	KXX	
		<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>	
		1D	1S	2D	Pass	
		Pass	Double			(Strong enough to overcall Spades and then to Double. This evidences 13-16 HCP's, shortness in the opponent's suit, and at least 3-cards in the two unbid suits.)

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84. With 8 or 9 winners in your own hand, plus a stopper in the opener's suit, overcall 3NT. There is no need to use the Take-out Double. Do not worry about HCP's; this bid shows tricks, not points.

<u>Ex.</u>	K	KX	AKQXXXX	AXX	<u>East</u>	<u>South (You)</u>
					1H	3 NT

(Are you chicken or what? Overcall 3NT. If necessary, hide your singleton K Spades in with your Clubs if it eases your nerves.)

85. With 8 or 9 winners in your hand, but without a stopper in the **MAJOR** suit bid by the opponent to your right (RHO), make a jump cuebid. (A new toy!!!) It asks partner to bid 3NT with a stopper in the opponent's Major; otherwise to bid the next higher suit and you will place the contract. Such a bid is more descriptive in such a situation than is a Take-out Double.

<u>Ex.</u>	AX	XX	KX	AKQJXXX		
		<u>North</u>	<u>East (You)</u>	<u>South</u>	<u>West (Partner)</u>	
(a)		1H	"3H"	Pass	"3NT" (Shows a H Stopper)	
(b)		1H	"3H"	Pass	"3S" (Denies a stopper)	
		Pass	"4C"			

86. A direct jump bid in the opponent's **MINOR** suit is natural. It shows a 7-card suit with less than opening values. In such situations, no not use the Take-out Double.

<u>Ex.</u>	AX	X	XXX	KQJXXXX		
		<u>North</u>	<u>East (You)</u>	<u>South</u>		
		1C	3C (Natural)			

(This bid may snow the opponents. They may not have agreed between themselves that a Double by South, in this instance, would be negative for a Take-out Double. SHHHHH!!!! Don't tell them!)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 12

RESPONDING TO A TAKE-OUT DOUBLE - TIPS 87-95

87. When a suit response is considered, never count points for your Jacks and Queen's in the opponent's bid suit.

Ex. 1H Dbl. Pass ??? XXXX QXX AXX XXX (Point Count = 4)

88. When a suit response is considered, add one point for any 5-card suit and three points for any 6-card suit.

Ex. 1S Dbl. Pass ??? XX AX KQXXXX XXX (Point Count = 12)

89. When responding in a suit, make a non-jump response with 0-8 HCP's, a jump response with 9-11 HCP's, and a cue-bid or game response with 12 or more HCP's.

<u>North</u> 1H	<u>East</u> Dbl.	<u>South</u> Pass	<u>West</u> (You) ???	
(a) AJXXX	XXX	KX	XXX	(Respond 2S (Invitational and Non-Forcing) Count one extra point for the 5-card Spade suit, thus you have 9 points.)
(b) AKXX	XXX	KXX	XXX	(Respond 2S - With 9-11 points you must jump the bidding, even with a 4-card suit.)
(c) XX	XXX	XX	AKXXXX	(Respond 3C - This hand is worth 10 Points after adding three for the 6-card Club suit.)
(d) AJXXX	QXX	QXX	XX	(Respond 1S - Do not jump, you have only an equivalent of 8 Points, Six in Spades [one extra for the 5-card suit], two in Diamonds, do not count any for the Queen of Hearts, if the Queen of Hearts were to have been in Clubs, you would count 10 points and would have bid 2S.)
(e) AXX	XX	AJXX	KXXX	(Respond 2H, You are too strong to make a jump response. It suggests game but denies four Spades else you would have jumped to 4S.)

90. With a hand too weak to cue-bid or jump, with a 4-card Major and a 5-card Minor respond in the Major; with a 4-card Major and a 6-card Minor, respond in the Minor.

<u>North</u> 1H	<u>East</u> Dbl.	<u>South</u> Pass	<u>West</u> (You) ???	
(a) KXXX	XX	QXXXX	XX	(Respond 1S)
(b) KXXX	XX	QXXXX	X	(Respond 2D, you will bid Spades later if afforded the opportunity.)

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91. You do not need stoppers in all of the unbid suits to bid No Trump. You do need at least one stopper, preferably two, in the opponent's suit. Bid 1NT with 7-9 HCP's, 2NT with 10-12 HCP's, and 3NT with 13-16 HCP's.

<u>North</u> 1S	<u>East</u> Dbl.	<u>South</u> Pass	<u>West</u> (You) ???	
(a) KQJX	XXX	JXX	XXX	(Respond 1NT.)
(b) KXXX	XXX	XX	XXXX	(respond 2C, you need 7-9 even with a stopper in the opponent's suit.)

- (c) AQX KXX JXX KXXX (Respond 3NT.)
 (d) AQXX KX QXXX XXX (Respond 2NT.)

92. **When holding the option to either cue-bid or to jump in NT, your strength in the opponent's suit should be your deciding factor.**

- | | <u>North</u> | | <u>East</u> | | <u>South</u> | | <u>West</u> (You) |
|--|--------------|--|-------------|--|--------------|--|-------------------|
| | 1S | | Dbl. | | Pass | | ??? |
- (a) AQJ XXXX KJX JXX (Respond 2NT, you have a double stopper in the opponent's suit along with your 12 HCP's.)
 (b) AXX AXXX QXXX QX (Cue-bid 2S, you can support Hearts or go to NT later, based upon doubler's response to your cue-bid.)

93. **After making a minimum response to partner's take-out double showing 0-8 HCP's, the responder may bid once more opposite a silent partner, but only with 6-8 HCP's and either a 5-card suit, a strong 4-card suit, or a second suit as well.**

- | | <u>North</u> | | <u>East</u> | | <u>South</u> | | <u>West</u> (You) |
|--|--------------|--|--------------|--|--------------|--|-------------------|
| | 1H
2H | | Dbl.
Pass | | Pass
Pass | | 1S
??? |
- (a) KQJX XXX JXXX XX (Respond 2S, partner must have Spade support for having previously made the take-out double.)
 (b) KXXX XXX JXXX XX (Pass, you only have 5 HCP's.)
 (c) XXXX KXX KXX QXX (Pass, you have the HCP's to bid but your Spade suit is too weak and contains only four pieces.)
 (d) KXXX XX KXXXX QX (Respond 2S, you have both the necessary points and a second 5-card suit.)
 (e) XXXXX KXX KXX QX (Respond 2S, you have the points and a 5-card suit as well.)

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94. **If you must respond in a 3-card suit, respond in the cheaper 3-card suit, not the strongest.**

- | | <u>North</u> | | <u>East</u> | | <u>South</u> | | <u>West</u> (You) |
|--|--------------|--|-------------|--|--------------|--|-------------------|
| | 1D | | Dbl. | | Pass | | ??? |
- (a) QXX XXX XXXXX JX (Respond 1H, *audibly!!* - You must bid something. Your Diamonds are not strong enough to consider passing and thereby converting the take-out to penalties, A NT response would have required 7-9 HCP's and at least one stopper in Diamonds, and you cannot pass.)

95. Never pass a low level take-out double because of weakness. The only excuse to pass is length and strength in the opponent's suit. You need either five cards headed by three of the top four honors, or six cards headed by at least two of the top four honors. With only five pieces, and without three of the top four honors, the intermediaries must be exceptional.

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u> (You)
	1H	Dbl.	Pass	???
(a) X	AJ10XXX	XX	JXXX	(Pass, you have six pieces and at least two of the top five honors.)
(b) XX	KQ1098	XX	QXXX	(Pass, your intermediaries are excellent.)
(c) XX	KQXXX	XXX	Q10X	(Respond 1NT, your intermediaries are poor.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 13

THE REBIDS BY THE TAKE-OUT DOUBLER - TIPS 96-101

96. Once you make a take-out double with merely minimum values (7-8 Losers), do not bid again unless partner makes a forcing bid or bids two suits requesting a preference.

<u>Example:</u>	<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>
	1D	Dbl.	Pass	2H
	Pass	?		

AXXX KJX XX AJXX (Pass, 2H is not forcing)

97. After a 1NT response from partner, a new suit is not forcing, a jump is invitational, and to force one must cue-bid and then bid a new suit.

Example: East South (You) West North
 1C Dbl. Pass 1NT
 Pass ?

- (a) AXXX KXXX KJXXX - (Bid 2D, Not Forcing)
- (b) AJXX AXX KQJXXX - (Bid 3D, Invitational)
- (c) KQX AQXXXX AXX A (Bid 2C, and then bid Hearts to create a force.)

98. If you raise partners forced response to your take-out double, it shows primary support (4-pieces) and 16-18 HCP's (6-Losers); i.e., more than minimum vales to the original take-out and is invitational. The same 16-18 HCP's are shown by the bid of a new suit.

Example: East South (You) West North
 1D Dbl. Pass 1S
 Pass ?

- (a) AKXX QXX AX KJXX (Raise partner to 2S, you have more than a minimum)
- (b) AJX AKXXX X AXXX (Bid 2H, mildly invitational)

99. A jump raise of partner's forced response to your take-out double evidences 19-21 support points (5-Losers) as well as primary support for responder's bid suit. The same 19-21 is evidenced by a jump-shift into your own 5-card suit.

Example: East South (You) West North
 1H Dbl. Pass 1S
 Pass ?

- (a) AKXX X AQX KXXXX (Jump Raise to 3S, Highly Invitational)
- (b) AQX KQX X AKJXXX (Bid 3C, Highly Invitational)

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100. After any jump-response from partner, including 2NT, a new suit is forcing.

Example:

(a)	<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>
	1D	Dbl.	Pass	2H
	Pass	2S	Pass	?? (In Both cases, South's last bid is forcing)

(b)	<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>
	1D	Dbl.	Pass	2NT
	Pass	3H	Pass	???

101. **Doubling the same suit twice, or even three times, does not alter the original take-out meaning of the double. Even though you might sound as if you were a broken record, each successive double below game level evidences more and more strength. A second double shows 16-18 HCP's, and a third double shows 18-20 HCP's. Only after the second or third double takes place at the game level, is it to be construed as a penalty double and not for take-out.**

Example: You Hold: A Q X X X A Q X X A K J X

<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>
1H	Dbl.	2H	Pass
Pass	Dbl.	3H	Pass
Pass	???		(Double again.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 14

OPENER'S REVERSE - TIPS 102-108

102. **An opener who bids two suits, forcing a three-level preference to the first suit, has reversed. (This occurs when the second suit is higher ranking than the first). The same greater than minimum opening count is evidenced with a 3-level new suit rebid by opener over a 2-level new suit response by opener's partner. Both evidence a 16-18 HCP count; i.e., more than a minimum.**

<u>Examples:</u>	<u>Opener</u>	<u>Responder</u>
(a)	1D 2H	1S
(b)	1S 3C	2H

103. A reverse after a one-level response can be passed if the responder has fewer than 10 HCP's.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>	
	1C	1H (6 HCP's)	XXX (Responder should
	2D	??	AXXX Pass on his/her
			XXXX Rebid)
			QX

104. A reverse by opener following a 2-level response by responder is game forcing. Opener has shown 16-18 HCP's and responder at least 11 HCP's.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>
	1D 2H	2C

105. Most reverses evidence five cards in the first suit and four in the second. Some reverses evidence six cards in the first suit and four in the second. Reverses with a 4-4 distribution are rare. **Never** "invert" a reverse with a 5-5 distribution, rather, open the bidding with the higher-ranking suit.

<u>Examples:</u>	(a)	AKXX	AQJXX	KXX	X	(Open 1H, Rebid 2S)
	(b)	AX	AXXX	AKQXXX	X	(Open 1D, Rebid 2H, Then 3D)
	(c)	X	AKJXX	AKJXX	QX	(Open 1H, Never 1D)

106. Do not confuse an up-the-ladder rebid by opener at the 1-level as being a reverse, **it is not**. Up-the-ladder rebids by the opening bidder at the 1-level are **not** reverses.

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>
	1C	1H
	1S (Not a reverse)	

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107. After a 2-level response from responder, opener may reverse with as few as 15HCP's.

<u>Example:</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
	1D	Pass	2C	Pass
	??			
(a)	XX	KQXX	AKJXX	XX
				(Rebid 2D, not strong enough for reversing)
(b)	XX	KQXX	AQXXX	AX
				(Rebid 2H, a reverse, game forcing)

108. In competition, if partner's suit *outranks* opener's first bid suit, a seeming reverse may be made with as few as a minimum opening bid.

<u>Examples:</u>	(a)	<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
		1D	2C	2H	Pass
		2S			
	(b)	1H	2C	2D	Pass
		2S			

(a) Partner's response at the 2-level outranked opener's Diamond opening bid. This made it impossible for opener to rebid his/her original suit at the 2-level. When this happens, opener's mention of a higher ranking suit is **not** considered a reverse and can be made with as few as a minimum opening count.

(b) Partner's 2-level response was in a lower ranking suit. Had opener wished to do so, he/she could have rebid his/her original suit at the 2-level had he/she held a minimum opening count. The 2S here **is**, therefore, a reverse.

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 15

WHEN PARTNER REVERSES - TIPS 109-113

Opener's Reverse Quiz: Which of the following examples are true reverses by opener and which are not. What is the HCP value range exhibited by each example?

	<u>North (Opener)</u>	<u>South (Responder)</u>
<u>Examples:</u> 1) A Reverse (16-18 HCP's)	1C	1H

	2D	
2) A Simple Showing of a Second Suit By Opener (13-15 HCP's)	1D 2C	1S
3) A Reverse (16-18 HCP's)	1H 2S	1NT
4) A Rebid By Opener Forced To The 2-Level By Virtue Of Responder's Response (13-18 HCP's)	1H 2S	2C
5) A "Reverse-Like" Super Opening Count (15-18 HCP's)	1H 3C	2D

109. With hands in the range of 5-7 HCP's the ways of stopping short are either to pass opener's reverse, rebid responder's suit (showing at least 5 pieces), or to rebid 2NT.

<u>Examples:</u>	<u>North</u>	<u>South</u> (You)
	1C	1S
	2D	??
(a) KQXX XXX XXXX JX		(Pass, Game is unlikely)
(b) KQXXX XXX XXX JX		(Rebid 2S, not forcing)
(c) KXXX KXX XXX XXX		(Rebid 2NT, not forcing)

110. As a corollary to #109, after a reverse by opener, any bid by responder other than a pass, a rebid or responder's suit, or a 2NT bid, is therefore, forcing to game.

<u>Example:</u>	<u>North</u>	<u>South</u> (You)
	1C	1S
	2D	??
(a) KQXX XXX KQXX JX		(3D, Game forcing)
(b) KQXX AXX XXX JXX		(3NT)
(c) KQXX XXX AXX XXX		(3H, Fourth suit Forcing, denying a Heart stopper)

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111. Remember, opener has shown 16-18 HCP's. **With 8+ HCP's, insist upon game, with an opening bid, invite to Slam, and with a greater than opening bid, bid Slam if a fit is found.**

112. **A jump raise of opener's second suit shows, not only support, but is a Slam attempt.**

Remember,

had responder simply raised opener's second suit, it would have been game forcing.

<u>Examples:</u>	<u>North</u>	<u>South</u> (You)
	1D	1S

- | | | | | |
|--|----|----|--|--|
| | 2H | ?? | | |
|--|----|----|--|--|
- (a) AXXXX KQXX XX KX (Bid 4H, emphasizing a Slam attempt.)
 (b) AXXXX QXXX XX KX (Bid 3H, game forcing.)

113. **A return to partner's first suit is a forward-going game-forcing bid.** Remember it does not fit any of the three non-game forcing bids as set forth in #109 above.

<u>Example:</u>	<u>North</u>	<u>South</u> (You)	
	1D	1S	
	2H	??	

AJXXX JX AXX XXX (Bid 3D, Game-forcing, if partner has 3 Spades, responder will hear about them soon enough.)

INTERMEDIATE BRIDGE – BIDDING TIPS FOR TOPS

LESSON 16

BALCKWOOD CONVENTION REVISITED – TIPS 114-118

114. **A 4NT bid subsequent to an opening 1NT bid by partner, is not Blackwood.** It is a quantitative bid asking opener to pass with a minimum 15 HCP's and to proceed to 6NT with a maximum opening

119. Respond "5C" with either no Aces or all four Aces. If partner is not able to tell the difference from your previous bidding and that which he/she holds, either you can't bid or partner can't play. Since nine times out of ten, the stronger hand usually is the one invoking Blackwood, the "5C" is usually no Aces.

120. Do not count a void as an Ace.

121. With one Ace (or three) plus a void (not a void in partner's first bid suit) jump to six of the void suit - if the void suit is lower ranking than the trump suit. If the void is higher ranking than the trump suit, jump to six of the trump suit.

Example:

<u>North</u> (Partner)	<u>South</u> (You)
1H	4H
4NT	??

(a) JXXXX AJXXXX JXX - (Respond "6C" to show one Ace (or three) with a Club void.)

(b) - AJXXXX JXXXX JXX - (Respond "6H" to show one Ace (or three) plus a higher-ranking void.)

122. With zero or two Aces, plus a void, respond "5NT". Remember, the void must not be in partner's first bid suit.

Example:

<u>North</u> (Partner)	<u>South</u> (You)
1S	2H
4NT	??

XXX AJXXXX -- AQXX (Respond "5NT" in order to evidence two Aces with one void in other than the Spade suit.)

123. If partner cue-bids your void suit and then asks for Aces; do not show your void, disregard same and simply show Aces only.

Example:

<u>South</u>	<u>West</u>	<u>North</u> (You)	<u>East</u>
1S	2H	2S	3H
"4H"	Dbl.	4S	Pass
4NT	Pass	??	

XXX -- AXXXX JXXXX (Respond "5D". Disregard the void. Partner has cue-bid the suit already showing first round Heart control.)

124. If the opponent's interfere with partner's Blackwood beneath the 5-level of your agree-upon suit, use "DOP1" (like the dwarf) in order to show Aces.

"Double" = "0" Aces

"P"ass = "1" Ace
 Next ranking suit = "2" Aces etc.

Example: South West North (You) East
 1S Pass 3S 4C
 4NT 5C ??

KXXX XX KJXX KQX ("Double" to show no Aces)
 AQJX XX KJXX QXX ("Pass" to show 1 Ace)
 AQXX XX AQXX JXX (Bid "5H" to show 2 Aces)
 AXXX AX AXXX QXX (Bid "5S" to show 3 Aces)

125. If the opponents interfere with partner's Blackwood above the five level of your agree-upon suit, use "DEP0" (*pronounced depot*) in order to show Aces.

"Double" = An "E"ven Number of Aces (0, 2, 4)
"P"ass = An "O"dd Number of Aces (1)
 Next ranking suit = 3 Aces

Example: South West North (You) East
 1H Pass 3H 3S
 4NT 4S ??

XX KQJX KJXX KXX ("Double" to show (0) an even number of Aces)
 XX AKXX KJXX KXX ("Pass" to show (1) an odd number of Aces)
 XX AQXX AQXX JXX ("Double" to show (2) an even number of Aces)
 XX AQXX AXXX AX (Bid "5C" to show (3) Aces)

126. If you can count 13 tricks, disregard partner's request for Kings and bid "7NT".

Example: South You) West North East
 4H 4S 4NT Pass
 "5C" Pass 5NT Pass
 ??

X KQXXXXXX KQX X (Bid 7NT. Partner must have all four Aces in order to have bid "5NT" asking for Kings.)

127. If, after inquiring for Aces, partner bids a new (previously unbid) suit subsequent to your response, bid 5NT. Do not worry, just do it. The hand is missing 2 Aces and partner desires to exit into a 5NT contract.

Example: South North (You)
 1H 3H
 4NT "5D"
 "5S" ??

Example: QX KQXX XX AJXXX (Bid 5NT, it is not for you to reason why?)

SLAM BIDDING TIPS - TIPS 128-133

128. When the opponents have bid one suit, a raise or leap by partner to the 5-level of the agree-upon Major suit asks you to bid a Slam with either first or second round control of the opponent's bid suit.

Example: South (You) West North (Partner) East
 1H 3S 5H Pass
 ??

XX KJXXXX -- AKJXX (Pass. You have neither first nor second round control of Spades.)

129. Do not confuse the raise to the 5-level of the agreed upon suit with a competitive bid at the 5-level.

Example: South West North East
(a) 1H 4S 5H Pass
 ??

5H, in this instance, is a non-jump raise which comes immediately subsequent to a competitive bid by the RHO and is, therefore, competitive in of itself, not an asking bid.

(b) 1H 2S 3D 3S
 4H Pass 5H Pass
 ??

5H, in this instance, is a non-jump raise which comes immediately subsequent to a pass by the RHO, and, therefore, asks about Spades rather than being competitive.

130. When answering a 5-level asking bid, as in tip # 128, or # 129,

- (a) Pass, lacking first or second round control in the ask suit.
- (b) Bid 5NT with the guarded King.
- (c) Bid 6 of the agree-upon suit with a singleton.
- (d) Cue-bid their suit holding the Ace in the ask suit.

131. If NoTrump has not been bid previously, a leap to "5NT", The Grand Slam Force, asks a specific question. Which honors do you have in the agree-upon suit (or last bid suit absent any agreement).

- (a) Bid 6 holding one (1) of the top two honors.
- (b) Bid 7 holding two (2) of the top three honors.

132. When Clubs is the agreed suit, 4NT is a risky Ace ask, since the answer might well take the partnership beyond the safety level of 5C. A better idea is to use a jump to the 4-level of the cheapest unbid suit to ask for Aces. Example:

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
AKQXX	J	1C	1H
X	KQXXX	1S	3C
X	XXX	"4D"	"4S"
KQXXXX	AJXX	5C	Pass

Note: Blackwood would have resulted in a disastrous response of "5D" forcing an unmakeable 6C contract.

133. After an opening 1NT or 2NT bid, a leap to "4C" asks for Aces (Gerber). To ask for Kings, use a subsequent "5C" bid. When the Gerber bidder bids 4NT after hearing a response to the previous "4C" ace-asking bid, he/she is not making an "honesty check" by re-asking for Aces. He/she is desirous of playing in 4NT - two Aces are obviously missing.

Example:

<u>Opener</u>	<u>Responder</u>	<u>Opener</u>	<u>Responder</u>
QJX	X	2NT	"4C"
AKQJ	XX	"4H"	4NT
QXX	AKJXXXX	Pass	
KQJ	XX		

134. Do not open the bidding with a beneath game preempt holding two Aces or one Ace and two Kings. You have too much defensive strength.

135. Do not preempt in a Minor suit with a side 4-card Major suit holding.

Example: KQXX X X AXXXXXX (As dealer pass. If partner has already passed, a preempt with such a holding has better validity.)

136. Do not preempt in one Major suit while holding four cards in the other Major suit --- unless your suit can easily play opposite a presumed hypothetical singleton.

Example: (a) AXXXXXX KXXX X X (Pass. Your long Major suit is not independent and, in this instance, preempting in Spades may cause an inadvertent loss of a Heart fit.)
(b) KQJXXXX JXXX X X (Open 3S, or even 4S with favorable vulnerability (Not-Vul. Vs. Vul.). Your Spades are so strong that it will not matter if you inadvertently miss a Heart fit.)

137. After you preempt, and partner bids either a new suit beneath the game level or “2NT”, you cannot pass. Remember the acronym “RONF” (“Raise Only Non-Force”). Anything other than a raise in your preempt suit is forcing. (See Intermediate-2, Lesson 3)

138. Position is important when considering a preempt bid. First and second seat preempts tend to exhibit traditional values (Partner has not yet bid); third seat preempts can be somewhat distorted and more flexible (Partner has already passed). The same principles apply to second

seat preemptive weak jump overcalls (Partner has not yet bid), versus fourth seat preemptive jump overcalls (Partner has already passed). Fourth seat preempts are the next thing to opening bids; with a weak hand in fourth seat, pass the hand out.

Example: X KXX KJXXXXX QX (Open 3D in first, second or third seat; in fourth seat, pass.)

139. For structured disciplined preempts either guarantee two of the top three honors, satisfaction of the Rule of 2-3-4 (See Intermediate-2, Lesson 14), or both. Within these limitation, preempt as often as possible, it drives the opponents crazy.

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140. A response of 3NT to a 3-level preempt by partner ends the auction; partner has elected to play at the game level in NT, it is not for the preempter to disapprove or opt for an alternative contract.

157. After an intervening overcall over your partner's opening bid, assuming you to be a previously-passed hand, the cue-bid substitutes for a limit raise 11-12 HCP's, the simple raise is natural, and the jump raise becomes pre-emptive.

<u>Example:</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
	Pass	Pass	1H	2C
	??			

You Hold:	(a)	XX	AQXX	KJXX	JXX	(Bid "3C" - a cue-bid to show a limit raise, 11-12 HCP's in support of Hearts.)
	(b)	XX	AQXX	XXXX	JXX	(Bid 2H, natural.)
	(c)	X	KXXXX	QXX		
	(d)	X	XXX			(Bid 3H - Pre-emptive.)

LESSON 22

AFTER PARTNER OPENS 1NT - TIPS 158-164

158. **Do not use the Stayman Convention with a 4-3-3-3 or a 3-4-3-3 distribution.** These hands usually play better in No Trump due to the balanced nature of both partners.

<u>Example:</u>	<u>South</u> (Partner)	<u>West</u>	<u>North</u> (You)
	1NT	Pass	??
You Hold:	(a) KXXX AXX KXX QXX	(Bid 3NT, <u>not</u> "2C")	
	(b) AXX QJXX QXX XXX	(Bid 2NT, <u>not</u> "2C")	

159. **In order to invoke Stayman, (See exception: # 160 to follow) responder needs at least 8 HCP's. If one fails to connect with the sought-after Major suit, and responder is forced to retreat to 2NT, opener will take you for invitational strength and may launch into 3NT with a 16-17 HCP count.**

<u>Example:</u>	<u>South</u> (Partner)	<u>West</u>	<u>North</u> (You)
	1NT	Pass	??
You Hold:	(a) AXXX QXXX XX XXX	(Pass, Responder is not strong enough to launch into a Stayman sequence. If opener, hypothetically, responds "2D" to a "2C" Stayman bid; then what?)	
	(b) AQXX KXXX XX XXX	(Bid "2C", If partner responds "2D" rebid 2NT (Invitational) without being ashamed of your dummy hand.)	

160. **With a 3-suited hand short in Clubs, one can use Stayman even with as few as 0 HCP's, for under these circumstances, responder is prepared to pass any response opener makes, even "2D".**

<u>Example:</u>	<u>South</u> (Partner)	<u>West</u>	<u>North</u> (You)
	1NT	Pass	??
You Hold:	(a) QXXX JXXX XXXXX ---	(Bid "2C", then pass any response opener offers.)	
	(b) QXXX -- XXXXX XXXX	(Must Pass.)	

161. **If you are not using transfer responses to no trump opening bids, reconsider. It is very important that the stronger hand becomes declarer so as (1) to conceal the stronger hand, and (2) so that lead comes up toward, not through, the stronger hand.**

<u>Example:</u>	<u>South</u> (Partner) 1NT	<u>West</u> Pass	<u>North</u> (You) ??
You Hold:	(a) XX QXXXX KXX XXX		(Bid "2D", then Pass openers 2H.)
	(b) KQXXXX QXX AXX X		(Bid "2H", then 4S over opener's 2S.)
	(c) XX AKXXXX XX QXX		(Bid "2D", then 3H over opener's 2H inviting game.)
	(d) AX AXXXX XX KXXX		(Bid "2D", then 3NT (check-back) over opener's 2H. Opener will pass holding 2H, and correct to 4H holding 3 or 4 Hearts.)

162. **With game values, and a 6-4 or 4-6 Major suit holding, bid Stayman first looking for 4-card support for responder's 4-card suit. If no fit is found for the 4-card Major, jump to game in the 6-card Major suit.** Remember, opener must have at least two of the 6-card Major.

<u>Example:</u>	<u>South</u> (Partner) 1NT	<u>West</u> Pass	<u>North</u> (You) ??
You Hold:	(a) AKXX AXXXXX XX X		(Bid "2C", Over opener's "2D" bid 4H. Over opener's 2S bid 4S.)

163. **With game values, and a 5-4 or 4-5 Major suit holding, bid Stayman first looking for the 4-card support for responder's 4-card suit. If no fit is found for the 4-card Major, jump to 3 of the 5-card other Major.** Opener must go the 3NT holding only two of the second Major, or 4 of the second Major holding 3 or 4.

<u>Example:</u>	<u>South</u> (Partner) 1NT	<u>West</u> Pass	<u>North</u> (You) ??
You Hold:	(a) AKXX AXXXX XXX X		(Bid "2C", Over opener's "2D" bid 3H. Opener bids either 3NT or 4H.)

164. **Do not run from a 1NT doubled with a balanced hand. Stick it out; fourth hand might run. Only attempt to save opener holding a 5-card or longer suit.**

<u>Example:</u>	<u>South</u> (Partner) 1NT	<u>West</u> Dbl.	<u>North</u> (You) ??
You Hold:	(a) JXXX XX XXXX JXX		(Pass. You will not be playing the hand, opener will.)
	(b) JXXX XX XXXXX XX		(Run to 2D, opener will bless you.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 23

WHEN YOU MAKE A NEGATIVE DOUBLE - TIPS 165-178

165. **Only the Responder to an opening bid by partner can make a negative double, and it must be at his/her first opportunity, made immediately subsequent to an intervening overcall other than an overcall of 1NT.**

<u>Examples:</u>	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
a)	1C	1H	Dbl.	(A negative double, evidencing support; i.e., 4 pieces or at least tolerance for Spades as well as Diamonds (Probably).)
b)	1D	1S	Dbl.	(A negative double, evidencing support, or at least tolerance for Hearts as well as Clubs. North is lacking <u>either</u> the HCP's to go to the 2-level, 5 pieces of Hearts, or both.)
c)	1H	1S	Dbl.	(A negative double, evidencing support, for the Minors but lacking either the necessary HCP's, or length of suit, or both in order to bid 2C or 2D.)
d)	1B	1NT	Dbl.	(A penalty double, <u>not</u> negative, since it follows a 1NT overcall.)
e)	1H 3H	1S 3S	Pass Dbl.	2S (Is for penalties. It is <u>not</u> a negative double for it does not come immediately subsequent to the first overcall. It is a delayed double, clearly for penalties.)

166. **Bidding a negative Double followed by a follow-up rebid of a Minor suit evidences 6-pieces in addition to the 4-card implied Major.**

You Hold: XXX AXXX KXXXXX --

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	P
2C	Pass	2D	

The 2D bid shows diamond length and a hand not strong enough to have responded 2D. It also evidences 4-Hearts. Think of a negative double followed by a suit as if partner were trying to put the brakes on the bidding.

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167. **Negative Doubles with four-card suits promise a minimum of 6 HCP's, but are unlimited in their maximum HCP value.**

You Hold: XX AXXX AKXX QXX

<u>South</u>	<u>West</u>	<u>North</u> (You)	<u>East</u>
--------------	-------------	--------------------	-------------

1C 1S Dbl.

168. When both Minors have been bid at the one-level, a negative double promises four cards in each of the unbid Majors or five Hearts and four Spades with 6-9 HCP's.

	<u>South</u>	<u>West</u>	<u>North(You)</u>	<u>East</u>	
	1C	1D	???		
You hold:	a) AJXX	KQXX	XX	AXX	(Double. You have 4-cards in each unbid Major suit.)
	b) AJXX	KXX	XXX	XXX	(Bid 1S. Over 1C, 1D, you are allowed to overcall with 1H or 1S with <u>only</u> four pieces.)
	c) AJXXX	KQXX	XX	XX	(Bid 1S. Do <u>not</u> bid a negative double with a 5-card Spade suit at the 1-level.)
	d) AQXX	XXXXX	XX	JX	(Use the negative double. If you respond 1H, you may lose a Spade fit if the fourth hand bids.)

169. When both Minors have been mentioned at the two or three level, a negative double shows either both unbid Majors, or 4-card support for one of the Majors plus primary support for opener's suit. Reread this tip!!

	<u>South</u>	<u>West</u>	<u>North(You)</u>	<u>East</u>	
	1D	2C	???		
You hold:	a) AQXX	KXXX	XX	XXX	(Double. A Perfect opportunity.)
	b) JXXX	XX	AKXXX	XX	(Double. If partner bids Hearts, return to Diamonds.)
	c) QXXX	XX	XXXX	AQX	(Pass. You have no place to go if partner bids 2H. A return to partner's Minor must show at least a 4-card support.)

170. When counting points in preparation for a negative double, do not include Jacks and Queens in the opponent's suit, unless you are intending to rebid NT, or are a masochist.

	<u>South</u>	<u>West</u>	<u>North(You)</u>	<u>East</u>	
	1D	1S	???		
You hold:	a) QX	KXXX	JXX	XXXX	(Pass, your hand devoid of consideration of the Spade Queen is too weak to bid a negative double.)
	b) QX	AXXX	KXX	XXXX	(Double, hand is strong enough.)
	c) AQX	QXXX	XX	QXXX	(Double, You can rebid NT later if opener does not bid Hearts.)

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171. A 5-card Major suit can be shown at the 2-level by bidding the suit outright with 10+ HCP's, and using the negative double with 7-9 HCP's.

<u>South</u>	<u>West</u>	<u>North(You)</u>	<u>East</u>
1D	1S	???	

You hold: a) XX AKXXX KXX XXX (Bid 2H, you are just strong enough.)
 b) XXX AQXXX QX XXX (Double and hope to bid Hearts at the 2-level, denying the strength for a direct 2H response.)

172. **A negative double followed by a new suit is not forcing. In order to create a force, cuebid.**

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	P
2C	Pass	???	

You Hold: a) XXX AXXX KXXXXX -- (Bid 2D, not forcing, shows a hand too weak to have responded a 2D bid directly.)
 b) AKJX KQXX XX XXX (Bid "3C" to create a force to game.)

173. **A negative double followed by a raise of partner's second suit is not forcing.**

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	P
2H	Pass	???	

You Hold: a) AX AJXX KXXX XXX (Raise to 3H, invitational with 8-losers.)
 b) AX AJXX AKXX XXX (Raise to 4H. "The one who knows, goes".)

174. **A negative double followed by a 2NT rebid is invitational showing 10-12 HCP's.**

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	2S
Pass	Pass	???	

You Hold: a) AJX QJXX AX XXXX (Bid 2NT, invitational)
 b) AJX QJXX AQ XXXX (Bid 3NT, "He who knows, goes".)

175. **If, after you make a negative double, your LHO raises your RHO, and the bidding comes back to you, a repeat double is for takeout, showing extra values (10+ HCP's).**

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	Dbl.	2S
Pass	Pass	???	

You Hold: a) AQXX XXX KJXX XX (Double again to show partner you have extra values and it is your side's hand with the majority of the HCP's.)

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176. **When most of your strength is in the opponent's suit, avoid a negative double. It is very misleading. Either bid NT or pass. Reread this tip!!**

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1S	???	

You Hold: a) XXXX AQXX JX JXX (Respond 1NT, showing 8-10 HCP's with at least one stopper in the

b) XXXX KQJX XX XXX (Pass. It would be fool hardy to double with this hand, even though you have four Spades. It would also be a blunder to bid 1NT, your hand is not strong enough. Patience is a great virtue, even in bridge.)

177. If you pass a 1-level overcall and partner reopens with a take-out double, any bid you make shows less than it would have shown in the direct-action position.

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1C	1H	Pass	Pass
Dbl.	Pass	???	

You Hold:

a) XXX AJXX XXX XXX (Bid 1NT. Shows 5-7 HCP's with a stopper in the opponent's overcall suit.)

b) XXXX AJX XX XXX (Bid 1S, Shows 4-Spades with fewer points than would have been necessary to have invoked a negative double previously.)

c) XX XXXXX XXX XXX (Toss a coin and bid 2C or 2D, your hand has no stoppers in Hearts and so you cannot bid 1NT.)

178. When playing negative doubles, you, of course, cannot make an immediate penalty double; opener will not be capable of discerning the difference and must legitimately construe your bid as a negative double. With a strong 5- or 6-card holding in the opponent's overcall suit, do not gasp, just pass in tempo in order to be ethical.

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1D	2C	???	

You Hold: a) XXX QXX X AKXXX (Pass. Hopefully partner will reopen the bidding with a take-out double which you will pass converting it to a penalty situation. Notice you satisfy the Rules of 10 & 12.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 24

REBIDDING AFTER PARTNER MAKES A NEGATIVE DOUBLE - TIPS 179-186

179. After responder makes a negative double following a 1H overcall of a Minor suit

opening bid, opener should rebid as if the responding partner had responded 1 S on a 4-card suit with at least a 6 HCP count. Responder could, of course, have additional values but, if he/she does, opener will assuredly hear from responder accordingly.

	<u>South</u>	(You)	<u>West</u>	<u>North</u>	<u>East</u>	
	1C		1H	Dbl.	Pass	
	????					
You Hold:	a)	AXXX KXX XX	AJXX	(Bid 1S, the weakest possible rebid showing 12-14 support points; i.e., a losing trick count of 7 or 8.)		
	b)	AXXX XX XX	AKQXX	(Bid 2S, showing 15-18 support HCP's; i.e., a losing trick count of 6.)		
	c)	AQXX XX AX	AKXXX	(Bid 4S, showing an equivalent 20 point hand in support of Spades; i.e., a losing trick count of 5.)		
	d)	XX AQX JXX	AJXXX	(Bid 1NT, showing a minimum 12-14 point count without Spade support.)		
	e)	XXX AQX KXX	AKQX	(Bid 2NT, showing an 18-19 HCP hand without Spade support.)		
	f)	X AXX	AKJX KQXXX	(Bid 2D, a reverse.)		
	g)	XX QX QXX	AKQXXX	(Bid 2C, the same as you would have over a 1S response.)		

180. After responder makes a negative double following a 1S overcall of a Minor suit opening bid, opener should rebid as if the responding partner had responded 1H on a 4-card suit.

	<u>South</u>	(You)	<u>West</u>	<u>North</u>	<u>East</u>	
	1D		1S	Dbl.	Pass	
	????					
You Hold:	a)	KJX XX	KQXXX AXX	(Bid 1NT.)		
	b)	KJX XX	AKXXX AKX	(Bid 2NT.)		
	c)	XX XXXX	AKXX AJX	(Bid 2H, [8 Losers].)		
	d)	XX AKXX	AKXXX XX	(Bid 3H, [6 Losers].)		
	e)	AX AQXX	AKXXX JX	(Bid 4H, [5 Losers].)		
	f)	X XX	AKXXX AQXXX	(Bid 2C, [No fit has yet been ascertained].)		

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181. After responder makes a negative double following a 1D overcall, evidencing at least four cards in each of the Majors (or at least four of one Major and tolerance [three of the other Major suit], jump bids by the opener are invitational.

	<u>South</u>	(You)	<u>West</u>	<u>North</u>	<u>East</u>	
	1C		1D	Dbl.	Pass	
	????					

You Hold: a) AXXX XX XXX AKJX (Bid 1S, showing 12-14 HCP's and a 7-8 loser minimum opening bid with Spade support.)
 b) X AQXX XXX AKXXX (Bid 2H, showing 15-16 HCP's or its equivalent; i.e., a 6 loser holding in support of Hearts.)
 c) AKQX XX XX AKJXX (Bid 4S, showing 19-20 support points; i.e., a 5 loser holding in support of Spades.)

182. **After responder makes a negative double following a 2-level overcall, the meaning of the opener's rebids vary dramatically: 2NT shows a 14-16 HCP count; 3NT shows a 17-19 HCP count; Non-jump bids show minimums; jumps are invitational, and a cue-bid is a game force.** In this manner, Responder can then, more easily, become the captain and placing the final contract.

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1S	2D	Dbl.	Pass
????			

You Hold: a) AQXXX XX KXX AXX (Rebid 2S, hand is not strong enough to rebid 2NT.)
 b) AQXXX XX AQX KXX (Rebid 2NT - Hand is ideal for such.)
 c) AJXXX AXX QXX QX (Rebid 2H! You are not strong enough to rebid 2NT, and it is safer to rebid 2H, a suit partner must have, rather than 2S, a suit partner assuredly does not have.)
 d) AKXXX AQXX XX XX (Rebid 3H, invitational showing a better than minimum 6-loser opening bid in support of Hearts.)
 e) AKXXX AQXX XX AX (Rebid 4H, your hand is too strong to simply invite to game, go for it!)
 f) AKJXXXX X X KQXX (Rebid 4S, You are just too strong to simply invite by bidding 3S, and you have a suit quality of 10.)
 g) AKJXX XX AKX QJX (Rebid 3NT.)
 h) AKXXX AXX X AKXX (Rebid "3D", a game forcing cue-bid.)

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183. **You should pass a 1- or 2-level negative double (converting it to penalties) if you have both length (at least 5-cards) and good intermediates in the opponent's overcall suit.**

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1H	2C	Dbl.	Pass
????			

You Hold: a) AX KQXXX X KQXXX (Pass converting to penalties, you should only be so lucky.)
 b) AJ KQXXX XX AXXX (Bid 2NT, Your Clubs are not long enough nor strong enough to pass.)
 c) AXX AXXXX X KQJ10 (Pass, Even though you only have four

Clubs, suits with 100 honors are usually treated as one card longer than they actually are.)

184. **The higher the level of the negative double, the less strength you need in the opponent's suit to reasonably pass thereby converting the double to penalties. With a balanced hand and three cards in the opponent's overcall suit, a 3-level negative double can be passed.**

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1S	3D	Dbl.	Pass
????			

You Hold: a) AKXXX XX AXX K10X (Pass, Partner is presumably short in Spades, making your hand attractive defensively.)
 b) AKXXX QJX XXX KX (Rebid 3H! Partner does not promise 5 Hearts but has at least four pieces. It is too risky to pass, your Diamond are not strong enough. Your options are either 3H or 3S. Nobody ever said playing negative doubles was going to solve all problems all of the time!)

185. **BIG TIP !!! Assume you have opened the bidding, your left hand opponent overcalls, and there are then two passes back to you. If you are short in the opponent's suit (a void, singleton, or a small doubleton), there is a good chance that partner may be lurking over there with a penalty double but be unable to do so for, indeed, it will have been construed as a negative double instead.**

Ask yourself the following question: "If partner had made a penalty double of this overcall, would I have passed?" If the answer is yes, reopen with a takeout double which partner may well convert to penalties. If the answer is no, bid something else.

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1D	1H	Pass	Pass
????			

You Hold: a) AXXX X QJXX KQXX (Double. You would have passed a penalty double by partner.)
 b) KQX XX AXXX KQXX (Double, same reason.)
 c) X X AQXXXX KQXXX (Rebid 2C! You would not have passed a penalty double by partner.)

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186. **In a similar vein, assume you open the bidding, your LHO overcalls, and again there are two successive passes back to you. Unlike Tip # 185, you have length, not shortness, in overcaller's suit (three or more pieces or possible even a strong doubleton). It is, therefore safe to assume that partner was unlikely to have wanted a penalty double, and is, therefore, very weak (less than 6 HCP's).**

In order to reopen the bidding with length in the opponent's suit, you must have extra values, either high card or distributional, else you must pass.

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1D	1H	Pass	Pass

????

- You Hold:
- a) AXX QJX AKXXX XX (Pass, nothing held by you) plus nothing (held by partner) equals nothing.)
 - b) AXXX QJXX AKJX X (Pass, partner was not able to make a negative double or support your Diamonds, so where are you going - Nowhere!! - Just Pass!!!)
 - c) KQXX AXX AKJXXX - (Rebid 1S, You cannot give up on this hand, you are too strong.)
 - d) AXX QJX AKXX AJX (Rebid 1NT. A reopening bid on 1NT evidences a stronger hand than would have been evidenced by an original 1NT opening bid; i.e., namely, 18-19 HCP's.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 25

WHEN YOU DOUBLE AN OPPONENT'S BID - TIPS 187-194

187. **A Double of an Artificial bid is usually to invite the lead of that suit by partner.** (The most common circumstances are as in (a) Subsequent to a Jacoby transfer bid and (b) subsequent to a response to Blackwood or Gerber Conventions, (c) subsequent to a Stayman "2C" bid. Other circumstances include cue-bids, Splinter bids, Drury and Fourth

Suit Forcing Bids.)

You (East) Hold: XXX AKJ10X KX XX

	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
(a)	1NT	P	"2H"	Dbl.
(b)	1S "4NT"	P P	3S "5H"	P Dbl.

You (East) Hold: XX AXX XX KJ10XXX

	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
(c)	1NT	P	"2C"	Dbl.

188. Conversely to #187, failure to double a Blackwood response, warns partner should he/she be on lead, that you have no interest in that suit being led.

You (East) Hold: XX JXXX XXXX KQJ

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1H	P	3H	P
"4NT"	P	"5C"	???

(Seize the opportunity to double. This will insure a Club lead against an eventual Spade contract. Passing 5C in this situation is a bridge blunder.)

189. Do not double an artificial bid if you are likely to be on lead unless you suffer from amnesia.

You (West) Hold: XX KQJX XXX XXXX

	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
	1S	P	3S	P
"4C"		P	"4D"	P
"4H"		???		

(Do not double for a Heart lead, you will be on lead and can lead Hearts yourself.)

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190. After you double a low-level artificial bid and then later bid a new suit, you show a 2-suited hand requesting partner to take a choice.

You (East) Hold: X AJXXX XX KQJXX

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
1NT	P	"2H"	Dbl.
2S	P	P	3C

(The double shows long Hearts, and the Club bid shows long Clubs. Voila, you have shown your hand exactly.)

191. The double of the opponent's final contract of 3NT asks for a specific lead depending upon the bidding to that point. It is important to learn the various leads to each of several particular circumstances, for if the doubler does not intend for the specific message that such a double implies, then the would-be-doubler must not double in the first place; i.e., wanting a different lead than the implied, the would-be-doubler must then refrain from doubling hoping that by chance his/her wishes will be otherwise fulfilled and that the contract will be set absent a penalty double. Such doubles vary as to their significance varying upon the bidding leading to the final NT contract.

A. If no suits have been bid by either team, partner's double of 3NT announces the possession of some solid suit, usually a Major.

You (South) hold: QXXX XX QXXXX XX

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	
1NT	Pass	3NT	Dbl.	(Partner has a solid suit.
Pass	Pass	Pass		It cannot be Spades or
				Diamonds, so it must be
				Hearts or Clubs. With a blind choice between a Major and
				a Minor, lead the Major. In this hypothetical example,
				lead Hearts.)

B. When neither you nor your partner have bid, but multiple suits have been bid by the opponents, lead dummy's first bid suit.

You (South) hold: XX QXXX QJXXX XX

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	
1H	Pass	1S	Pass	
1NT	Pass	2NT	Pass	
3NT	Pass	Pass	Dbl.	(Do not try to be a genius,
				this is a "no brainer",
				lead Spades as requested by partner.)

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C. If you have not overcalled, and partner has overcalled, lead doubler's suit.

You (South) hold: JXXX X XX QJ10XXX

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	
1S	Pass	2D	2H	
2NT	Pass	3NT	Dbl.	(Lead your singleton Heart.
				The lead of the otherwise
				normal Queen of Clubs would be a slap in partner's face.)

D. If you have overcalled at the 1-level and doubler passes throughout; later doubling the opponent's 3NT contract:

(1) **If the doubler had the chance but failed to exercise the opportunity to support your overcall suit at the 2-level, the double requests a diversion from the normal lead of the overcall suit and, instead, requests the lead of dummy's first bid suit.**

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>
1C	1H	1S	Pass
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Dbl. (Requests a Spade lead and <u>not</u> that of the overcall suit.)

(2) **If the doubler had no opportunity to support your suit at the two level, then the double requests you lead your overcall suit.**

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>
1C	1H	3C	Pass
3NT	Pass	Pass	Dbl. (Requests the lead of the overcall suit since the doubler had no opportunity to support your overcall suit at the 2-level.)

E. **If partner opens a Heart or a Spade and later doubles a 3NT contract, lead an unbid Minor suit! Here's why: the normal lead is to lead partner's Major suit. If partner feels the hand will be defeated with the normal lead, partner passes thereby encouraging the normal would-be lead. The double is to *divert* you from the normal lead. Partner has a two-suiter and wants you to find the second suit.**

You (South) hold: XX JXXXX XX QXXX

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	1NT	Pass	3NT
Dbl.	Pass	Pass	Pass (Partner wants a minor suit. From your hand it looks as if Partner wants the Diamond suit led.)

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F. **If partner opens a Club or a Diamond and later doubles a 3NT contract, the converse is true. There is a strong presumption to assume that partner's Minor suit opening is either short and/or weak after the opponents get to a 3NT contract. The double here reassures you that it is not. Lead partner's Minor.**

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1C	Dbl.	Pass	2H
Pass	2NT	Pass	3NT
Dbl.	Pass	Pass	Pass (Lead a Club, any Club.)

G. **If everybody bid, consider suicide or relocation of your abode. Then lead dummy's first bid suit if it was bid at the 1-level, if dummy's first bid suit was at the 2-level, then lead partner's suit.**

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	
1C	1H	1S	2D	
2NT	Pass	3NT	Dbl.	
Pass	Pass	Pass		(Partner wants a Spade Lead)

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>	
1H	1S	2C	2D	
2NT	Pass	3NT	Dbl.	
Pass	Pass	Pass		(Partner wants a Diamond Lead)

192. **The double of a voluntarily bid suit slam, as opposed to a sacrifice, is similar to a double of 3NT; it asks for an unusual lead. If partner thinks the normal lead will defeat the slam, partner simply does not double. The two most common reasons to double a slam are:**

A. The presence of a void, particularly after a preempt.

You (South) hold: XX XX XXXXXX QJ10

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>	
4H	4S	Pass	4NT	
Pass	5H	Pass	6S	
Dbl.	Pass	Pass	Pass	(Partner probably has a Diamond Void. Lead a Diamond. Those who guessed a Club Queen should re-read this tip.)

B. When a void seems remote, another possibility is that partner has an AK or AQ in dummy's first bid suit. It is important to work out which of either A. or B. is the more likely, if you do not, you most likely will never hear the end of it.

193. **Trying to figure out which suit to lead versus a doubled slam is akin to trying to figure out who the killer is in a movie mystery. In the movies it is the butler; at the bridge table it is usually the last suit you would have thought about leading.**

194. **The double of a No-Trump slam asks for the lead of dummy's first bid suit. If you desire another lead to set the contract do not double.**

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 26

CUE-BIDS - TIPS 195-203

195. **Cuebids come in all shapes and sizes, denominations and bidding levels. They can:**
- a) **Show a Control For Slam Purposes**
 - b) **Show a Two-Suited Hand (Michaels)**
 - c) **Show a Strong Raise (Limit Raise or Better)**
 - d) **Create a Force to Game or For One More Round**
 - e) **Ask For a Stopper**

- f) **Show a Stopper**
- g) **Create a Long-Suit or Short-Suit Game Try**

196. **After a Major Suit Agreement at the 3-level or higher, new suits are slam-oriented cuebids showing a control (Ace or void) in the bid suit.**

<u>Examples:</u>	<u>Opener</u>	<u>Responder</u>	
	1D	1H	
	3H	"4C"	(A slam-oriented cuebid (a) because there has been a Major suit agreement <u>at</u> the 3-level.)
	1D	1S	
	4S	"5D"	(A slam-oriented cuebid (a) because there has been a Major suit agreement <u>above</u> the 3-level.)
	1S	2S	
	"3C"		(A Long-Suit Game Try (g) .) because is a Major suit agreement <u>below</u> the 3-level.)

197. **After a Minor Suit Agreement at the 4-level or higher, new suits are slam-oriented cuebids showing a control (Ace or void) in the bid suit.**

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>	
	1D	4D	
	"4H"		(A slam-oriented cuebid (a) because there has been a Minor suit agreement <u>at</u> the 4-level.)

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198. **After a Minor Suit Agreement at the 2- or 3-level, new suits are considered efforts to get to 3NT and are asking for a stopper in the bid cuebid suit.**

<u>Example:</u>	<u>Opener</u>	<u>Responder</u>	
	1C	1D	
	3D	"3H"	(A 3NT attempt (e) asking for and seeking a Stopper in Hearts. It <u>is not</u> a slam-oriented try showing a stopper for is <u>below</u> the 4-level.)

199. **A cuebid in response to a Major suit opening, guarantees primary support and evidences a limit raise (11-12 HCP's [8-Losers] or more [or fewer]). It is inviting to game in the agreed-upon suit.**

You Hold: AKXX XX KJXX QXX

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>	
1S	2H	???		(Bid "3H" (c) showing primary Spade support with at least 11 HCP's or more.)

200. **A cuebid in response to a Minor suit opening, guarantees primary support and evidences a limit raise (11-12 HCP's [8-Losers] or more [or fewer]). It is inviting to game in 3NT.**

You Hold: AXX XX KJX KJ10XX

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>	
1C	1H	???		(Bid "2H" (c) showing primary Club support with at least 11 HCP's or more.)

201. **A cuebid followed by a new suit is 100% forcing to game. No, make that 1000%.**

You Hold: A XX AXXXXX KQXX

<u>North</u>	<u>East</u>	<u>South</u>	<u>West(You)</u>	
1H	Dbl.	2H	"3H"	
Pass	3S	Pass	4D	(The 4D bid preceded by a cuebid is forcing (d).)

202. **After you, partner, and one opponent have bid and there has been a Minor suit agreement, a cuebid in the opponent's suit asks partner to bid No Trump with a stopper in the cuebid suit**

You Hold: AJX A10X XX KQ10XX

<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	
1C	1D	3C	Pass	
???				(Bid "3D" (e). You would like to play in 3NT if partner has a Diamond Stopper. A good partner will have one!)

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203. **If the opponents have bid two suits (as opposed to one suit as in Tip # 202), a cuebid in one of their suits shows a stopper and asks partner to bid NT with the alternate suit stopped.**

You Hold: AXX AX XX AKJXXX

<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	
1C	1S	2C	2D	
???				(Bid "2S" (f). It shows a Spade stopper, and at the same time asks partner to bid NT holding a Diamond stopper.)

- 202-203 Revisited and Summarized. **When the opponents have bid one suit, a cuebid asks. When the opponents have bid two suits, a cuebid tells.**

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 27

EVALUATING YOUR HAND - TIPS 204-216

204. **Do not be a slave to point count. There are other, sometimes more important, considerations.**
205. **Downgrade Jacks and Queens in suits bid by your opponents, unless partner makes a natural NT bid. Avoid making any encouraging bids with too much strength in the opponent's suit(s). Partner will almost assuredly think you have too much strength outside and bid too much.**

You hold: KJX QJXX XXX XXX

(a) North East South(You)

1S 2D ??? (Raise to 2S, your Heart strength could be worth something.)

(b) 1S 2H ??? (Pass, your Heart strength is valueless on offense.)

206. Downgrade honor cards in suits that have been bid to your left.

You hold: KJXXX AQX KJX XX

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1S	2H	2S	Pass
Pass	3D	Pass	Pass
???			

(Pass quickly! Your hand lost some of its value when West bid 2H. What little was left went down the drain when West then bid 3D.)

207. Downgrade hands that have length in suits bid by the opponents, particularly your left-hand opponent.

You hold: AQXXX AJXXX KX X

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
1S	2H	2S	Pass
???			

(Pass. Of what value is your length and strength in Hearts? If West had not bid Hearts your hand would have been worth another bid.)

208. Intermediate spot cards and hands which have all its strength isolated within two long suits are more valuable than without same.

You hold: (a) K43 A2 J532 J876 Hand (b) is worth more than (a)
 (b) K10X A2 J10XX J987
 (c) KXXXX QX KJ10X QX Hand (d) is worth more than (c)
 (d) AKXXX XX KJ10X XX

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209. When faced with borderline decisions, let the strength of the intermediate cards in the long suit be your determining factor. Reread this one!!!!

You hold: (a) AXXXXX KXX KQ QX
 (b) AQJ10XX AKX XXX X

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>	(With (a) bid a conservative 2S, with (b) bid an aggressive 3S.)
1S	Pass	2D	Pass	
???				

210. Any two honor cards held in one suit are better than if distributed in two different suits.

(a) AKQ XXX XXX KQXX Hand (a) is worth more than (b)
 (b) AXX KXX KXX KJXX

211. With a 5-5 or 6-5 distribution, bid aggressively if your honor strength is concentrated in your long suits. Be careful if it is not.

You hold: (a) AQ10XXX KQXXX XX -- (Hand (a) is infinitely more
 (b) QXXXXX QXXXX AK --- powerful than (b)).

212. **When partner shows a two-suited hand, upgrade your honor cards in partner's long suits as well as any Aces in his/her short suits. Alternatively, downgrade secondary honors in partner's short suits.**

You hold: (a) QX QXX AXXXX AX
 (b) XX QX KQXXX KQXX

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>	(With (a), your hand is enormous with
1S	Pass	2D	Pass	opener having shown a 6-5 in the
2H	Pass	2NT	Pass	Major suits. Slam is likely. With
3H	Pass	???		(b), sign off at 3NT, your hand is
				worth much less than (a).

213. **Think in terms of tricks, not points, when holding an independent suit (a suit that can easily play opposite a singleton).**

You hold: KQJXXXX AKX XX X

<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(You have an independent suit.
1S	Pass	1NT	Pass	Count tricks, not points. You
	????			have close to nine tricks in
				your own hand - leap to 4
				Spades. Bidding 3S is beneath contempt.)

214. **Be patient when evaluating hands with singletons or voids. If your shortness is partner's length, your hand loses value. If you have support *plus* shortness, your hand increases in value. Patience!!!!**

You hold: AXXX X KJXX XXXX

(What is this hand worth? The truth of the matter is that you cannot yet tell until you hear the bidding. If partner bids Spades, your hand is worth 11 points. If partner bids Hearts, you have an 8 point holding.)

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215. **After you, as opener, receive support and you have a known 8-card fit, use the "Rule of Seven" to re-evaluate your hand in order to determine just how much it has improved. { Add the length of your two longest suits and subtract seven from that total. Additionally, if you have a side singleton, add one extra point; with a side void, add two extra points }.**

<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
1S	Pass	2S	Pass
????			

You hold: (a) AQXXX KQXX AX XX (Hand increases by two points; subtract 7 from 9, and is now worth 19. Rebid 4S.)
 (b) AQXXX KQXX AJX X (Hand increases by three extra points; because it has a singleton, as well. It is now worth 20 points. Rebid 4S.)
 (c) AQXXX KQXXX XXX - (Hand increases by five points, because it has a void as well and is now worth 19 points. Rebid 4S.)

216. **When you are assured of a 9-card trump fit or longer, use the “Rule of Six”. Same as the above, but this time *subtract six from your two longest suits instead.***

<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
1S	Pass	2S	Pass
????			

You hold: A Q X X X X K X A X X X X (Hand increases by five points; subtract 6 from 10, add one more for the singleton and the hand is now worth 21 Points. Rebid 4S.)

INTERMEDIATE BRIDGE – BIDDING TIPS FOR TOPS

LESSON 28

COMPETITIVE AUCTIONS – TIPS 217-229

217. **When the bid to your right is strong, a jump by you is weak, and when the bid to your right is weak, a jump by you is strong.**

<u>Examples:</u>	<u>East</u>	<u>South(You)</u>	
a)	1NT	3D	(1NT is strong, so yours is weak.)
b)	1H	2S	(1H is strong, so yours is again weak.)
c)	3H	4S	(3H is weak, so yours is strong.)
	<u>North</u>	<u>East</u>	<u>South(You)</u>
d)	1C	Db1.	2D (The double is strong, so yours is weak.)

218. **Anytime you are in a game-forcing auction and your RHO intervenes, a pass by you is forcing.**

bidding has a way of getting out of hand. Waiting in the bushes is for poker players and hunters, not for bridge players.

225. **After partner opens and the second hand, your RHO, overcalls 1NT, double with 9 HCP's or more, you have the opponents outgunned.**

You hold: AJX XX KJXXX XXX

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>	(Double, Do not bid 2D.)
1H	1NT	???		

226. **After partner opens and the second hand, your RHO, overcalls 1NT, bidding a new suit, jumping in a new suit, or jumping in partner's suit all show *weak distributional* hands. Your failure to double, as in Tip #225, warns partner that you are bidding on distribution as opposed to strength.**

<u>North</u>	<u>East</u>	<u>South(You)</u>	<u>West</u>
1H	1NT	???	

You hold: (a) XX XX QJ10XXX KXX (Bid 2D, weak, not forcing.)
 (b) X XX KQJ10XXX XXX (Bid 3D, weak and pre-emptive.)
 (c) X J10XX KXXXX XXX (Bid 3H, weak and pre-emptive.)

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227. **Become familiar with the distinction between the following two sequences. They are vastly different in strength portrayal.**

(a)	<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(Opener shows 13-14 HCP's, denies support for Hearts, and evidences at least one Spade stopper.)
	1D	Pass	1H	1S	
	1NT				
(b)	<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(Opener shows 18-19 HCP's, and a hand too strong to have opened 1NT originally.)
	1D	1S	Pass	Pass	
	1NT				

228. **Similarly, examine the following two sequences, they are vastly different. There are 2NT rebids, and then again, there are 2NT rebids.**

(a)	<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(Partner's response was at the 2-level in a <i>higher</i> ranking suit. Your 2NT rebid shows a minimum 12-14HCP range.)
	1H	2C	2S	Pass	
	2NT				
(b)	<u>South(You)</u>	<u>West</u>	<u>North</u>	<u>East</u>	(Here opener voluntarily bid

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1C	Pass	Pass	???

You hold: a) AXX QJX QXXX AXX (Bid 1NT)
 b) KXXX XXX AX KXXX (Bid 1NT)

232. In the protective, “balancing” seat, one is allowed to invoke a take-out double with as few as 9 HCP’s.

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1H	Pass	Pass	???

You hold: AXXX X KXXX QXXX (Double.)

233. There is no such animal as the “unusual” NT in the balancing seat (see exception). With a balanced hand and 15-18 HCP’s, double and then bid NT, with 19-20 HCP’s bid 2NT immediately, and with 21-22 HCP’s double and then *jump* in NT.

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1S	Pass	Pass	???

You hold: a) KJX AXX AJX KJXX (Double, and then Bid 2NT.)
 b) AKX KX AQXX AXXX (Bid 2NT.)
 c) AKX KXX AQXX AQXX (Double, then *jump* in NT.)

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Exception: A jump to 2NT by a *passed* hand in the balancing seat is unusual and shows a two-suiter in the two lower ranking unbid suits.

<u>Examples:</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
a)				Pass
	1S	Pass	Pass	????

You hold: X XX AJXXX KQXXX (Bid “2NT”, Is unusual for South had previously passed and shows Clubs and Diamonds.)

<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
			Pass
1D	Pass	Pass	????

You hold: XX AXXXX X KJXXX (Bid “2NT” Is unusual for the two lower unbid suits.)

234. Reopening with a cuebid (“Michaels”) shows a 2-suited hand. Over 1C or 1D it shows the Majors; over 1H or 1S, it shows the other Major plus an unspecified Minor. (Partner bids 2NT to discover which Minor if the alternate Major is unacceptable.)

The distribution is 5-5 or longer, and the range is 7-11 HCP's. With stronger hands, bid both suits, the higher-ranking first.)

Examples:

a)	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1C	Pass	Pass	"2C" (Majors)
b)	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1H	Pass	Pass	"2H" (Spades plus a Minor)

235. When a 1C opening bid is passed around to you in fourth position, check your Club length. If you have Club length, chances are partner is weak, opener probably has a balanced hand with 18-19 HCP's and is longing to get back into the auction. Best to pass. If you have Club shortness, partner may yet have a good hand, possibly with Clubs. Best to reopen with a double.

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1C	Pass	Pass	???

You hold:

a)	QX	XXX	KJXX	AJXX	(Pass. Given your Club length, partner is probably short in Clubs and must be quite weak not to be able to make a peep at the one level.)
b)	QXX	AXXX	KJXX	XX	(Double. Your Club shortness indicates partner may yet have a good hand.)

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236. When a Minor suit opening bid is passed to you, be careful about reopening with a singleton in either Major suit, particularly Spades. The next thing you know, the opponents will find their fit.

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1D	Pass	Pass	???

You hold:

X	AJXX	KJXX	XXXX	(Where are your Spades? I'll let you in on a big secret; partner <u>doesn't</u> have them. Pass !!!)
---	------	------	------	--

237. And now, the best for last: The jump cuebid. The jump cuebid shows a solid suit (Usually a Minor) and asks partner to bid No Trump with a stopper in the opponent's suit.

<u>Example</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
	1S	Pass	Pass	???

You hold:

a)	XX	KX	AKQXXXX	AX	(Bid "3S". A good partner will have a Spade stopper. If not, you will play in 4D.)
b)	KX	XX	AX	AKQXXXX	(Bid 3NT. No this is not a

misprint. You are GAMBLING.
Sometimes you have to.
Anyway, it's fun ... when it
works! If they run the
Hearts, blame me, you will
anyway !!!)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 30

WHEN THE OPPONENTS DROP THE BIDDING AT THE 2-LEVEL - TIPS 238-244

238. When the opponents give up the ship at the 2-level, you and your partner usually have as many HCP's as do they, at worst it will be 22-18. **THOU SHALT NOT LET THE OPPONENTS PALY AT THE 2-LEVEL WHEN THEY HAVE A FIT AND YOU HAVE SHORTNESS IN THEIR SUIT.**
239. **Fact: If the opponents have an 8-card fit, your side also has an 8-card fit (or longer) about 85% on the time. If the opponents have a 9-card fit (or longer), your side will have at least an 8-card fit 100% of the time. Bridge is a game of fits and misfits. You can take this statement as you see "fit".**

<u>Example</u>	<u>West</u>	<u>North (You)</u>	<u>East</u>	<u>South (Partner)</u>
	1H	Pass	2H	Pass
	Pass	2S	3H	????

Partner holds: a) AXX XX KJXX QJXX (Partner must be trained to pass.)
 b) AXXX XXX KXX AXX (" " " " " " " ")
 c) AXXX X KQXXX XXX (Partner should compete to the 3 Spade level. He/she has four pieces which when coupled with your five pieces totals nine, and he/she has 12 support points.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 31

REDOUBLES - TIPS 245-248

245. **When a 1-level takeout double made by your left-hand opponent over your opening suit bid has been *converted to penalties* by a pass from doubler's partner, a "redouble" by you is a cry for help.**

<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
1D	Dbl.	Pass	Pass
????			

You hold: AQX AKX XXXX XXX (East's pass has proclaimed strong Diamonds. Unless you are a masochist of the first order, redouble for rescue.)

246. **This same principal also applies to overcalls that have been doubled for takeout and then left in for penalties.**

<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>
1H	1S	Pass	Pass
Dbl.	Pass	Pass	????

You hold: -- XXX QXXXX JXXXX (A 1S doubled contract does not look viable. Redouble to ask partner to bid either of the

two unbid suits. Partner will
bless you forever.)

247. A pass at the 1-level after your RHO redoubles, is non-committal.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South (You)</u>	
1H	Dbl.	ReDbl.	Pass	(In this, the most common redouble sequences, a pass by doubler's partner is non-committal. It tells partner to bail himself/herself out. It says nothing about Hearts and does not imply an interest in penalties.)

248. After you open the bidding and your LHO doubles and partner redoubles showing 10+ HCP's, any subsequent double by either you or your partner is a penalty double - even at the 1-level.

	<u>South (You)</u>	<u>West</u>	<u>North</u>	<u>East</u>
	1D	Dbl.	ReDbl.	Pass
	Pass	1H	Pass	Pass
	????			

You hold: AXX QJXX AKXXX X (Double. After a redouble by partner, tend to double any run-out with four cards in their suit. Obviously, relative vulnerabilities is an important consideration.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 32

WHEN PARTNER OPENS AND SECOND HAND DOUBLES - TIPS 249-253

249. Any new suit either at the 1-level or the 2-level is limited and is not forcing. If you as responder had had 10+ HCP's you would have redoubled.

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1C	Dbl.	???	

You hold: a) X AJXXX KXXX XXX (Bid 1H. It shows a 5-card suit with limited points 5-9 HCP's, and is not forcing.)

b) AJX AJXXX XXX XXX (Redouble. The opponents are in trouble, your side has the dominant point count.)

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1H	Dbl.	???	

You hold: c) XX XX AQJXXX JXX (Bid 2 Diamonds, not forcing.)
d) XXX X KQJXXX AQX (Redouble and then bid Diamonds.)

250. A jump bid is pre-emptive.

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1D	Dbl.	???	

You hold: X KJXXXX XXX XXX (Bid 2H to show a reasonable 6-card suit with 3-6 HCP's. With stronger hands 7-9 you could have bid 1H. With stronger yet, you would have redoubled.)

251. With support for partner's Major suit opening, raise to the 2-level with 3-6 HCP's (Pre-emptive). Pass and then come back into the bidding later supporting partner with 7-9 HCP's, and redouble with 10+ HCP's.

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	Dbl.	???	

You hold: a) QXX XX JXXX JXXX (Bid 2S.)
 b) AXX XX KJXX XXXX (Pass, and then bid Spades at your next opportunity {jumping in Spades if partner bids in front of you.}).
 c) AXX XX KQXX QXXX (Redouble and then bid a minimum number of Spades.)

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If you utilize the above tip, you will be involved in sequences like this with b) above:

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	Dbl.	Pass	2C
Pass	Pass	2S	

(This sequence shows a stronger hand than a direct raise to 2S but one not quite strong enough to redouble.)

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	Dbl.	Pass	2C
2H	Pass	3S	

(Bid 3S. Partner has bid in front of you so you must jump in order to show 7-9 HCP's.)

252. With support for partner, therefore, you have multiple ways to raise partner depending upon the strength of your hand and its distributional pattern.

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1S	Dbl.	????	

You hold: a) QJX XXX KXX XXXX (Bid 2S, weak.)
 b) QJXXX XX XXX QXX (Bid 4S, pre-emptive with 5 or more pieces.)
 c) QJXX X KXXX XXXX (Bid 3S - pre-emptive)
 d) KXX XX KXXX KXXX (Pass and then support partner later evidencing 7-9 HCP's.)
 e) AXXX X AXXX QXXX (Double and then bid Spades showing

f) AXXX X AXXX AXXX (support with 10-12 HCP's.)
 (Double and then bid 4S showing opening count.)

253. **A redouble not only shows 10+ HCP's but also promises another bid if partner passes. Opener usually does pass in order to give the redoubler an opportunity to double for penalties.**

<u>North</u>	<u>East</u>	<u>South (You)</u>	<u>West</u>
1H	Db1.	Redbl.	2D
Pass	Pass	???	

You hold: a) AXXX XX AKXXX XXX (Double for penalties.)
 b) AXX AXX AXXX XXXX (Bid 2NT, invitational.)
 c) KXX KXX KXXX AQXX (Bid 3NT.)

INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 33

TWO-SUITED OVERCALLS - TIPS 254-257

254. **After a 1C or a 1D opening bid by the opposition, holding a 5-5 or longer distributional Major 2-suited hand, use Michael's cuebid if very weak (4-10 HCP's), bid the higher-ranking and then the lower ranking if intermediate (11-15 HCP's), and use Michael's cuebid and then cuebid a second time with a strong hand (16+ HCP's).**

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>
1D	????		

You hold: a) XXXXX AXXXX QX X (Bid "2D" for the Majors, then pass whichever Major suit partner chooses.)
 b) AXXXX KQXXX AX X (Bid 1S and rebid 2H.)
 c) AQXXX KQJXX X AQ (Bid "2D" for the Majors, then cuebid "3D" once again subsequent to partner's choice.)

255. **After a 1H or a 1S opening bid by the opposition, holding a 5-5 or longer**

distributional hand with the other Major and an unspecified Minor, do as in Tip # 254, utilizing "2H" or "2S" as the cuebid of choice when applicable.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>		
1H	????				
You hold:					
a)	XXXXX	QX	X	AXXXX	(Bid "2H" showing both Spades and an unspecified Minor. Partner will either bid Spades or else "2NT" showing a preference for either Minor {your choice} over Spades.)
b)	AXXXX	AX	X	KQXXX	(Bid 1S and then rebid Clubs.)
c)	AQXXX	X	KQJXX	AQ	(Bid "2H" showing Spades and an unspecified Minor. Over partner's 2S or "2NT" cuebid Hearts once again.)

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256. After a 1H or a 1S opening bid by the opposition, holding a 5-5 or longer distributional hand with both Minors, do as in Tip # 254, utilizing "2NT" as the cuebid of choice when applicable.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>		
1H	????				
You hold:					
a)	QX	X	XXXXX	AXXXX	(Bid "2NT" showing both Minor suits. Pass whichever Minor suit partner elects.)
b)	AX	X	KQXXX	AXXXX	(Bid 2D and then rebid Clubs.)
c)	AQ	X	AQXXX	KQJXX	(Bid "2NT" showing both Minors. Over partner's choice, cuebid Hearts.)

257. After a two-suited cuebid, the bidding may follow in such a way that partner does not respond, relieved of the responsibility as a result of his/her RHO bidding. When the bidding returns to you, pass in all circumstances except with the very strong hand in which case you should re-establish the request for a choice of the two suits previously demonstrated by way of a re-opening double.

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>		
1H	"2NT"	3H	Pass		
Pass	????				
You hold:					
a)	QX	X	XXXXX	AXXXX	(Pass.)
b)	AX	X	KQXXX	AXXXX	(Pass.)
c)	AQ	X	AQXXX	KQJXX	(Double (takeout) for a further request for partner to bid

his/her best Minor.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 34

THE WEAK TWO BID - TIPS 258-262

258. **Think of a weak 2-bid as an opening 3-level bid at one level lower holding one less card in the pre-empt suit.**

You Hold: a) XX AQXXXXX QXX X (Open 3H)
b) XX AQXXXX QXX X (Open 2H)

259. **Weak Two-Bids in the *Third Seat*, partner having previously passed, can be done with strong 5-card suits. Partner, being a passed hand, must be trained not to tamper with third seat opening weak two-bids.**

You Hold: XX KQ10X KXX XXX (Open 2H and join the world of crooks!)

260. **Fourth seat Weak Two-Bids, as are all fourth seat preempts, show super maximums; i.e., a hand just short of opening values (10-12 HCP's)**

You Hold: AKXXXX XX KJX JX (Open 2S in Fourth seat)

261. Do not open a Weak two-bid with a side 5-card suit. (1) You may miss a better fit in your second suit, and (2) Partner will never be capable of assessing the real trick taking capacity of your hand.

You Hold: X AXXXX KXXXX X (Pass; do not open this hand pre-emptively)

262. In a competitive auction, the Weak Two-bidder is never the one to take the sacrifice. If a sacrifice is to be taken, partner is the one so designated.

You Hold: X KQJXXX QXXX XX

South (You)	West	North	East
2H	2S	4H	4S
????			

(Pass, Partner knows more about your hand than you know about his/hers. If a sacrifice is appropriate, partner will do so.)

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 35

WHEN RESPONDING TO A WEAK TWO BID - TIPS 263-266

263. Lacking support for partner' Weak Two-Bid, you should have at least 15+ HCP's or more in order to justify a try for game.

You Hold: a) X AKXXX KQXX JXX
 b) X AQJXXX AKX JXX

South	West	North (You)	East
2S	Pass	???	

With: a) Pass, You don't have quite enough.
 b) Bid 3H - (New Suit) Forcing!

264. A leap to 3NT ends the auction. Partner is not allowed to bid again!

You Hold: --- KXX AKQJXXX KJX

South	West	North (You)	East
2S	Pass	???	

Bid 3NT which ends the auction!

265. Any raise by partner is preemptive, and opener is not allowed to bid again or to even think about bidding again!!!!

You Hold: QXX XX KQXX JXXX

South	West	North (You)	East
2S	Pass	???	

Bid 3S, Make Life miserable for the opponents.

266. **A Double raise in partner's Weak Two opening bid is a two-edged sword. It can be either pre-emptive, furthering partner's preempt, else it can show a powerful hand with game values.**

You Hold: a) X KXXX KXXXX XXX
b) AQXX XX AK AXXXX

South	West	North (You)	East
2H	Pass	???	

Bid 4 Hearts with either hand. Let the opponents worry about which of the two possibilities you have.

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INTERMEDIATE BRIDGE - BIDDING TIPS FOR TOPS

LESSON 36

MISCELLANEOUS TIPS - TIPS 267-270

267. **If you would have overcalled an opening one bid with 1NT; i.e., 15-17 HCP's and a stopper in Opener's suit, then overcall 2NT if they open a weak Two Bid.**

You Hold: AQX KJX QJX A10XX

South	West (You)
2H	????

Bid 2NT

268. **When the opponents open a weak 2-Bid and you have points and five or more in their suit, pass hoping that partner will find a Take-out double which you can then pass concerting the Take-out to penalties.**

You Hold: AX KQXXX AX JXXX

South	West (You)
2H	????

Pass - Patience, Patience.

269. **With nine winners in your own hand, plus an independent Major suit, bid game. A good partner will come forth with the remaining needed trick.**

You Hold: AKQJXX KQJ A10X X

East	South (You)	West	North
-------------	--------------------	-------------	--------------

1D	Double	Pass	2H
2C	????		

Bid 4S - Do not invite with 3S.

270. A 4-4 trump fit *usually* plays at least one trick better than a 5-3 Trump fit.

West (You)	East (Partner)
AQJ4	K876
AQ1054	KJ9
A2	543
A2	543

Note: In a contract of 6S, all you require is a 3-2 trump division allowing you to discard two of Dummy's Diamonds (or Clubs) on your Hearts, eventually ruffing a Diamond (or Club). In a contract of 6H, however, you cannot help but still lose one Club and one Diamond, going down one trick.