

BEGINNING BRIDGE - SPRING 2018 - WEEK 5
NO TRUMP CONTRACTS - PART 2
 (Artificial Responses and Rebids)

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BIDDING

MAJOR SUIT STAYMAN

The *Stayman* bidding convention is used after a no trump opening bid to explore for an eight card trump fit in a major suit. If there is an eight card fit, the partnership is usually safer playing in the major suit instead of in no trump.

PLAYER	BIDDING
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Opener: Opens the bidding:

1NT	Describes a balanced hand with 15-17 HCP. <i>Responder says "15-17."</i>
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Responder: Initiates the *Stayman* convention:

2♣¹	<i>Artificial, forcing.</i> Promises 8+ HCP and four cards in a major or a five-card and a four-card major. <i>Directs opener to bid a four-card major.</i>
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Opener: Responds to the *Stayman* request (bid up the line):

2♦	<i>Artificial.</i> Indicates no four-card major.
2♥	Promises four hearts. Might also have four spades.
2♠	Promises four spades and less than four hearts.

Responder: With 8-9 HCP, invites partner to bid a game:

2NT	If opener did not bid a major or opener's major does not match responder's major. <i>Invites opener to bid 3NT or, with four hearts and four spades, 3♠ or 4♠.</i>
3 Maj	If opener's major matches responder's major. <i>Invites opener to bid the game.</i>

With 10-15 HCP, bids a game:

3NT	If opener did not bid a major or opener's major does not match responder's major. <i>Invites opener with four hearts and four spades to pass or bid 4♠.</i>
4 Maj	If opener's major matches responder's major.

Opener: If invited, determines final contract based on combined points and trump fit.

Major Suit Stayman can be initiated after a **2NT** opening bid if the responder has at least four high card points.

MAJOR SUIT STAYMAN EXAMPLE					
WEST	West	North	East	South	EAST
♠ K J 9 7	1NT	Pass	2♣	Pass	♠ Q 6 4 3
♥ A K J	2♠	Pass	3♠	Pass	♥ Q 8
♦ T 5	4♠	Pass	Pass	Pass	♦ 8 7 4
♣ A J 5 4					♣ K Q 9 2

- **West:** Has a balanced hand with 17 high card points and opens 1NT to describe a balanced hand with 15-17 high card points and stoppers in at least three suits. This limiting bid makes East the captain of the bidding. *East says "15-17."*
- **East:** Has 9 high card points, enough to invite partner to bid a game. Given four spades, East responds an *artificial Stayman 2♣* to describe a hand with at least 8 high card points and at least one four-card major. This artificial unlimited bid forces West to reply. East continues to be the captain of the bidding.
- **West:** Rebids 2♠ to indicate a four-card spade suit. This bid also denies a four-card heart suit (bid up the line with two four-card majors).
- **East:** Rebids 3♠ to indicate the eight-card trump fit with 8-9 high card points. This limiting bid makes West the captain of the bidding and invites, but does not force, West to bid a game in 3NT or 4♠ if West is at the upper end of the no trump opening range.
- **West:** Knows the partnership has 25-26 (17+8 to 17+9) high card points with an eight-card spade fit. Given the worthless diamond doubleton, West decides to bid a 4♠ game.

MAJOR SUIT TRANSFERS

Suppose you hold the unbalanced hand on the right. How would you respond to a 1NT opening bid?

If your partnership uses the *Stayman* convention with natural bid guidelines for the other two-level responses, you could respond 2♠, a sign-off bid and your partner would pass. With partner's high card points and your short diamonds, 2♠ should be easier to make than 1NT even if partner only has a doubleton in spades.

However, you would be the declarer and partner's strong hand would be visible to your opponents when the dummy is tabled. This would make it much easier for opponents to guess the location of missing honors and would aid them in their defense of the contract.

SOUTH - YOU			
♠ J 8 7 4 2			
♥ T 8 7			
♦ 6			
♣ J 9 6 4			
North	East	South	West
1NT Pass ___			

If your partnership also uses the *Major Suit Jacoby Transfer* bidding convention, you could respond an *artificial 2♥* to initiate a "transfer" to spades. Your partner would rebid 2♠ to accept the transfer and you would pass. Then your partner would be the declarer for a final contract of 2♠ and your weak hand would be visible in the dummy.

The **Major Suit Transfer** convention is one of the most useful in bridge when the opening bid is **1NT** or **2NT**:

- ✓ a responder **with at least a five card major** can make a response **without any points!**
- ✓ the weak hand is the dummy and the strong hand is the declarer.

PLAYER	BIDDING
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Opener: Opens the bidding:

1NT	Describes a balanced hand with 15-17 HCP . <i>Responder says "15-17."</i>
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Responder: Initiates the **Transfer** convention:

2♦¹	Artificial, forcing. Promises five or more hearts. <i>Directs opener to rebid 2♥. Opener says "transfer" immediately.</i>
2♥²	Artificial, forcing. Promises five or more spades. <i>Directs opener to rebid 2♠. Opener says "transfer" immediately.</i>

Opener: Rebids two of the major suit one rank above responder's bid suit.

Responder: With 0-7 **HCP**, game is unlikely:

Pass	
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With 8-9 **HCP**, invites opener to bid the game:

2NT	Promises exactly five cards in major. <i>Invites opener to bid game.</i>
3 Maj	Promises six or more cards in major. <i>Invites opener to bid game.</i>

With 10-15 **HCP**, bids game or *control bids* a suit with an ace:

New Suit	Forcing to game. Promises an ace in the new suit. Indicates possible slam interest. <i>Directs opener to bid again.</i>
3NT	Promises exactly five cards in major. <i>Invites opener with three or more cards in the major to pass or bid 4 Maj.</i>
4 Maj	Promises six or more cards in major.

Opener: If invited, determines final contract based on combined points and trump fit.

CAUTION

Do not initiate a transfer if you and your partner have not agreed to use the transfer bidding conversation.

Note that with the appropriate adjustment in the point values, **Major Suit Transfers** can also be used after a **2NT** opening bid.

MAJOR SUIT TRANSFER EXAMPLE					
WEST	South	West	North	East	EAST
♠ K J T 8	Pass	1NT	Pass	2♦	♠ 9 2
♥ K T 9	Pass	2♥	Pass	2NT	♥ A J 7 6 2
♦ J T	Pass	4♥	Pass	Pass	♦ A 9 8
♣ A K Q 2	Pass				♣ 9 7 3

- **West:** Has a balanced hand with 16 good high card points and 1 very weak high card point (the ♦JT). West opens 1NT to describe a balanced hand with 15-17 high card points and stoppers in at least three suits. This limiting bid makes East the captain of the bidding but does not force East to respond. *East says "15-17."*
- **East:** Rebids an artificial 2♦ to describe a hand with at least five hearts. This bid directs West to transfer to hearts. *West says "transfer" immediately.*
- **West:** Rebids bids 2♥ to accept the transfer.
- **East:** Has 9 high card points. East rebids 2NT to describe a hand with 8-9 high card points and exactly five hearts. This limiting bid makes West the captain of the bidding and invites West to bid a game in either 3NT or 4♥ if West is at the upper end of the no trump opening range.
- **West:** With three-card heart support, West can revalue the hand to 17 dummy points (16 HCP + 1 ♦ SSP). If hearts are trump, West can also revalue partner's hand to 9-10 declarer points (8-9 HCP + 1 ♥ LSP) for a partnership total of 26-27 (17+9 to 17+10) points. Given the high point count with an eight-card heart fit, and the weak diamond holding, West decides to try for a game in 4♥.

DEFENDER PLAY

PLAYING GUIDELINES

When you are a defender, you should usually (but not always) follow these guidelines:

- **Return partner's opening lead.** Remember your partner's opening lead and if it was an honor or fourth highest, lead that suit at your first opportunity.
- **Second hand low.** When declarer is on your right and leads a low card, you should usually play a low card.
- **Third hand high.** When your partner leads a low card and dummy plays low, you should usually play a high card, but only as high as necessary.
- **Cover an honor with an honor.** When declarer leads an honor and you are in the second seat with a higher honor, you should usually play the honor.
- **Lead through broken strength toward weakness.** When the dummy is on your left and has a broken suit, your best lead will often be a card in the same suit. The most obvious example is a lead toward dummy's AQ.

DECLARER PLAY

DEVELOPING LONG SUITS

In no trump a long suit has the potential to take extra tricks. The more cards your partnership holds the fewer the opponents hold and after the suit is played several times opponents might not have any cards left. Your remaining cards, whether high or low, become winners.

Successful development of a long suit often depends on how the missing cards are distributed between the opponents. The distribution table on the right can be summarized by:

MISSING CARD DISTRIBUTION				
<u>MISS</u>	<u>MOST LIKELY</u>		<u>NEXT LIKELY</u>	
	<u>SPLIT</u>	<u>PERC</u>	<u>SPLIT</u>	<u>PERC</u>
3	2-1	78%	3-0	22%
4	3-1	50%	2-2	41%
5	3-2	68%	4-1	28%
6	4-2	48%	3-3	35%
7	4-3	62%	5-2	31%
8	5-3	47%	4-4	33%
9	5-4	59%	6-3	31%

Most of the time, missing cards will divide unevenly but as close to even as possible.

For example, five missing cards will most often be divided 3-2 (68%) while six missing cards will most often be divided 4-2 (49%) with the next most probable split being 3-3 (35%).

3 SURE TRICKS • MOST LIKELY 1 EXTRA TRICK				
<p>Opponents have five cards in this suit. Since the most likely split is 3-2 (68%), this suit will probably take one extra trick. But, if the split is 4-1 (28%) or 5-0 (4%) you will not have an extra winner.</p>	<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 5px;">A K Q 4</td> </tr> <tr> <td style="border: 1px solid black; width: 100px; height: 15px; margin: 5px 0;"></td> </tr> <tr> <td style="padding: 5px;">7 6 3 2</td> </tr> </table>	A K Q 4		7 6 3 2
A K Q 4				
7 6 3 2				

2 SURE TRICKS • MOST LIKELY 1 EXTRA TRICK				
<p>Since opponents five cards are most likely split 3-2 (68%), this suit will probably take one extra trick. But, you will have to lose one trick to develop the extra winner. Plan to lose that trick early while you still have control of the suits.</p>	<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 5px;">A K 5 4</td> </tr> <tr> <td style="border: 1px solid black; width: 100px; height: 15px; margin: 5px 0;"></td> </tr> <tr> <td style="padding: 5px;">7 6 3 2</td> </tr> </table>	A K 5 4		7 6 3 2
A K 5 4				
7 6 3 2				

2 SURE TRICKS • MOST LIKELY 2 EXTRA TRICKS				
<p>Opponents five cards are most likely split 3-2 (68%). Your 5-3 split gives you a good chance to take two extra tricks and a very good chance to take at least one extra trick. But you will have to lose one or two tricks so take your losses early.</p>	<table style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 5px;">A 9 7 5 4</td> </tr> <tr> <td style="border: 1px solid black; width: 100px; height: 15px; margin: 5px 0;"></td> </tr> <tr> <td style="padding: 5px;">K 6 3</td> </tr> </table>	A 9 7 5 4		K 6 3
A 9 7 5 4				
K 6 3				

3 SURE TRICKS • MOST LIKELY NO EXTRA TRICKS

Since opponents six cards are most likely split 4-2 (49%), you will probably not take any extra tricks. But the missing cards might be split 3-3 (35%) so an extra trick is possible if there is no other way to take a needed winner.

A Q 3 2

K 6 4

Remember that the defense is probably trying to develop their long suit and the opening lead will often give you a clue about the distribution of the lead suit. Developing your long suit is often a race between you and the defense. If you must lose a trick to develop a suit, be sure that you lose it before the defense has established their suit.

LENGTH REQUIREMENTS

If you need to develop a long suit, focus on the suit(s) with the longest combined length and/or the biggest uneven split. For example, your chances of developing extra tricks are:

- better for a combined length of eight with a 5-3 split than for a combined length of eight with a 4-4 split.
- better for a combined length of seven with a 5-2 split than for a combined length of eight with a 4-4 split.
- zero for a combined length of six with a 3-3 split but greater than zero for a combined length of six with a 5-1 split.

COUNTING WINNERS • DEVELOPING A LONG SUIT

OPENING LEAD: ♣7

Listen: The bidding is no help.

Observe: The ♣7 is probably fourth highest in longest and strongest suit. West should have at least three more clubs including the ♣Q or the ♣J. By the rule of eleven, East should have one club higher than the seven. Defenders will probably try to establish their club suit.

Pause: You must take 9 tricks.

Look: You have 7 sure winners (2 ♠ + 1 ♥ + 2 ♦ + 2 ♣).

Analyze: Your only hope is that the missing diamonds are split 3-2 (68%) so that you can develop two extra diamond winners. But, you must lose one diamond to develop the suit.

Execute: Take the first trick. Then lead a low diamond and play low (take your loss early). When you regain the lead, cash the ♦K. If there are four diamonds on this trick you will make your contract.

NORTH - DUMMY

♠ A 4 3 2

♥ J 9 2

♦ K 5 2

♣ A 8 4

East	South	West	North
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Pass 1♦ Pass 1♠

Pass 1NT Pass 3NT

Pass Pass Pass

SOUTH - DECLARER

♠ K 6

♥ A 8 5

♦ A 7 6 4 3

♣ K 6 3