

## Opening Bids

**1 NT: 15 - 17 points** (exclude length), **balanced** (no voids, no singletons, no 2+ doubletons). [4, 5]

**2 NT: 20 - 22 points** (exclude length), **balanced but can have doubletons**. [8]

**5+ length, 12+ points:** open strongest suit. [5]

**Major suite** 5+ length, 12-21: Open strongest (1♠, 1♥) [5]

**Minor suite** 4♦, 4♣, 12-21: open 1♦ [5]

**Minor suite** 3♦, 3♣: 12-21: open 1♣ [5]

**Artificial bid 2♣:** 23+ points. **Partner must respond!** [8]

**Weak 2 bids** 2♦, 2♥, 2♠: 6 card suit, 5 - 9 points (exclude length) with 2 honours. [8]

**Pre-emptive bid** 3♦, 3♥, 3♠: 7 card suit, 5 - 9 points (exclude length) with 2 honours [8]

**Pre-emptive bid** 4♦, 4♥, 4♠: 8 card suit, 5 - 9 points (exclude length) with 2 honours [8]

## Competing Bids

Raising the bid set by the opponent [9]

Do **not add points for length** when considering an overcall [9,11]

**Overcall Suite:** Requires **5 card suite, 2 honours, 9+ points** at 1 level, **10+ points at 2 level** [9]

**Overcall 1 NT** same as opening **1 NT** (15-17, balanced hand) but with **stopper** (A, K+1, Q+2, J+3) [9]

**Take out Double D:** (Red "D" bidding card) needs: [11]

- **12+points, shortage in their suit** (2 or less cards) [11]
- **Support for other 3 suits** (4+ cards) OR **support for 2 suits and tolerance** (3 cards) in 3<sup>rd</sup> suit. [11]
- Tells partner to **bid their longest suit** to ensure a fit. Partner **must respond**. [11]

## Opening Leads (Suits)

For lead purposes, **10 (T) is considered an honour card**. [10]

**Top of a sequence** (any 2 touching cards down to 10) **A**Kxx **K**Qxx **Q**Jxx **T**98 [10]

**Top of interior sequence** (10 must be present) **K**JTxx **Q**T9x [10]

**Low from an honour** (not below 4<sup>th</sup> highest) **K**82 **Q**964 **J**8632 **T**754 **Q**96543 **K**876 (No Ten - not a seq.) [10]

**Top of a doubleton** **8**6 **7**2 **9**4 [10]

**MUD - Middle Up Down from 3 cards.** Follow up with higher then lower card. 863 play **6, 8** then **3** [10]

**4<sup>th</sup> highest from 4 small cards** **9**732 **8**754 [10]

**Never lead a suite with an unsupported Ace** (Ace without King). Avoid the suite completely. [10]

## Opening Leads (NT)

Most common: **4<sup>th</sup> highest of longest and strongest**. [11]

Same as Suite Contracts except that the **sequence needs 3 touching cards** **K**QJxx [11]

If there aren't 3 in a row lead **4<sup>th</sup> highest**. [11]

Unsupported Ace: **Can lead 4<sup>th</sup> highest but never the Ace.** (Called *Underleading an Ace*) [11]

*Lessons referenced at end of each line. E.g. [8] means Refer to Lesson 8*

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- PDF <https://tinyurl.com/RussellsBridgePDF>
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## Responding Bids

Adjust Doubleton +1, Singleton +2, Void +3 (**Don't also include length** when adjusting) [6, 11]

A fit is **8 combined cards** of a suite (you and partner). [6]

**Must Respond with 5+ points** otherwise pass. [6]

Single raise (1 -> 2) : **5-9 pts and a fit**. [6]

Jump raise (1 -> 3) : **10-11 points and a fit**. [6]

Direct raise (1 -> 4) : **12+ points and a fit**. [6]

Change suite at **level 1** (e.g. 1♠ to 1♦) requires **4 cards and 5 points**. [6]

Change suite at **level 2** (e.g. 1♠ to 2♦) requires **4 cards and 10+ points**. [6]

NB. Partner cannot pass after an initial change of suite and **must respond again**.

**Responding with 1 NT** [6]

- When cannot support partner & have no 4+ card suit at 1 level. A very common response showing 5-9 pts.

**Responding to 1 NT:** 8 points: pass, 9 points: **2 NT**, 10+ points: **3 NT** [7]

**Responding to 2 NT:** 4+ points bid **3 NT** (66% chance of making game), otherwise pass [7]

**Take out Double D:** **Must respond** with longest suit (no matter how weak the hand) [11]

**Responding to 2♣ Club Opening** [12]

- **0-6 pts or 7+ pts with no 5+ card suite** bid **2♦ negative response** [12]
- **7+ pts, 5 card suite** bid best (long) suite (2♠, 2♥, 2♣, 3♦) **positive response** [12]
- Note that **3♦ not 2♦** is used to represent a **positive ♦ response**. [12]

Bids					Goal	Pts
1♣	1♦	1♥	1♠	1NT		
2♣	2♦	2♥	2♠	2NT		
3♣	3♦	3♥	3♠	3NT	Game	25
4♣	4♦	4♥	4♠	4NT	Game	25
5♣	5♦	5♥	5♠	5NT	Game	27
6♣	6♦	6♥	6♠	6NT	Small Slam	33+
7♣	7♦	7♥	7♠	7NT	Grand Slam	37+

[6, 7]

## Card Play

**Playing 2<sup>nd</sup> hand:** do not play high card immediately. 2<sup>nd</sup> hand low [12]

**Playing 3<sup>rd</sup> hand:** play highest card. 3<sup>rd</sup> hand high [12]

**Card distribution** [7]

- Even cards likely slightly unevenly distributed e.g. (4,2) not (3,3) [7]
- Odd cards likely evenly distributed e.g. (2,1) or (3,2) [7]

**The Finesse** Play small cards towards larger cards to try and draw out a high card [12]

## Points for length

**Do not Add points for length when:**

- Considering **opening 1 NT or 2 NT**. [4, 5, 8, 11]
- Opening a **Weak 2, or pre-emptive 3 or 4** of a suit. [8, 11]
- Considering **Overcalling**. [9, 11]
- Supporting partners using **shortage method**. [6, 11]