
THE BONES OF BRIDGE

GEORGE RYAN

Did you by any chance notice that, year in year out, there is an item every day in many newspapers, about of all things, a card game!

Did you ever wonder what this "Bridge" has got, that no other game appears to possess? Did you ever wonder why, or how, it manages to push itself so often, into so many papers? Ask any Bridge player and he will tell you! He will tell you that it is the most satisfying, the most exciting card game yet invented; that it has the power to transform one's life, that where previously he often wondered how he would kill a night, that after taking up Bridge, he hadn't enough nights to kill, that where previously during the winter he found himself looking forward to the summer, that after taking up Bridge he found himself in the summer looking forward to the winter!

In a nutshell, he would tell you that it has the bluff, the uncertainty, the thrills of poker, combined with "the instinct to kill" of Twenty-Five, and the skills of Whist and Solo, to make it a game that has swept across the world faster than the Asian 'flu!

Temple Printing Co. Ltd., Athlone.

LIST OF ABBREVIATIONS

C = Clubs; D = Diamonds, H = Hearts,
S = Spades; NT = No-Trump; A = Ace,
K = King; Q = Queen; J = Jack; X = a card
that is not an honour; RHO = Right-hand
opponent; TOD = Take-out-Double; Vul =
Vulnerable; NV = Non-Vulnerable.

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Note to Bridge players who are not beginners:

If you would like to suddenly improve your defence and if you are prepared to put a little effort into improving your bidding it would be worth your while buying "Some of the Flesh" by George Ryan.

STARTING AT ROCK-BOTTOM.

There are 4 suits and 2 jokers in a pack of cards. Jokers are not used in Bridge.

The 4 suits are : Clubs, Diamonds, Hearts and Spades.

There are 13 cards in each suit. The Ace is the best card of a suit. King is next. Queen next. Jack next. Then 10, 9, 8, 7, 6, 5, 4, 3, 2, in that order.

Four players are needed for Bridge.

The player on left of dealer shuffles.

The player on dealer's right cuts.

Starting with player on left of dealer, the cards are dealt one per time, in a clockwise direction.

Each player is dealt 13 cards.

Sometimes a certain suit is said to be trumps. When a suit is trumps that suit is all powerful. Any card of that suit will beat any card of any other suit. For example, when Clubs are trumps, the two of Clubs will beat the Ace of Diamonds.

Other times there is no suit more powerful

than the others. When such a state exists there is "No-Trumps".

So you have 5 possible states.

Sometimes Clubs are all-powerful.

Sometimes Diamonds are all-powerful.

Sometimes Hearts are all-powerful.

Sometimes Spades are all-powerful.

Sometimes no suit is all-powerful.

Whoever wins the auction has automatically declared which state will exist, on the particular deal, that is on the point of being played.

You have been to public auctions and you are aware of what happens at such auctions. Well, in Bridge there are also auctions. These auctions take place after each deal.

We will now compare and contrast a public auction with a Bridge auction.

At a public auction, there is no limit to the number of people who may bid. But at a Bridge auction only four people can take part.

At a public auction each person bids as an independent competitor. What he bids de-

pends upon his own judgement. How high he bids depends upon his own resources. But at a Bridge auction, two people form a company as it were. They pool their wisdom. They pool their wealth, and compete as a partnership against the other pair.

The partners sit opposite each other.

For convenience sake, they are called North and South, East and West.

	North	
West		East
	South	

The lowest bid one could make at a public auction is one penny! The lowest bid one could make at a Bridge auction is "One Club".

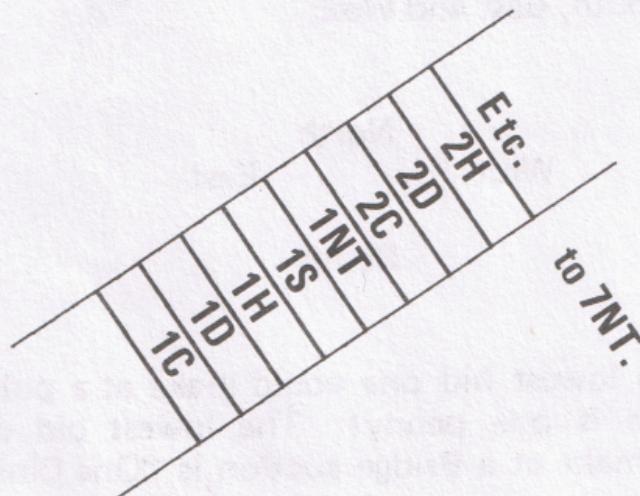
The sky is the limit at a public auction! But "Seven-No-Trump" is the highest bid one can make in Bridge.

The bids from "One Club" to "Seven No-Trump" are like the rungs on a ladder. Each

bid is a step higher than the one proceeding it.

One Diamond is higher than One Club.
One Heart is higher than 1D.
One Spade is higher than 1H.
One No-Trump is higher than 1 S.
Two Clubs is higher than 1NT.
Two Diamonds is higher than 2C.

And so on it goes up the ladder to 7 NT.



You may start the bidding on any rung of the ladder.

When others have bid before you, you may make any bid you wish on the ladder, provided

that it is higher, than the previous bids.

If at a public auction the bidding has reached £3 the auctioneer will not accept a bid of £2. Similarly at a Bridge auction, if the bidding has reached for example 3 Spades you are not allowed to go down the ladder and bid say 3 Hearts.

Note: You need to memorise the order of ascent: Clubs, Diamonds, Hearts, Spades, No-Trump.

Thirteen tricks is the maximum number that can be made in any deal.

If you bid "One Club" it doesn't mean that you contract to make one trick with Clubs as trumps. It means that you contract to make $6+1 = 7$ tricks, with clubs as trumps.

The first 6 tricks are taken for granted.

If you bid "2 Spades" it means that you contract to make $6 + 2 = 8$ tricks, with Spades as trumps.

If you bid "3 No-Trump" it means that you contract to make $6 + 3 = 9$ tricks, with no suit more powerful than any other.

We have already mentioned that Bridge is a partnership game, that two players bid as one team against the other two players. Naturally, to bid as a team, each partner will need to know how good or how bad his partner's hand is. The game would be very simple if one partner were allowed to say to the other "I have the Ace, King and Queen of Spades, the Ace and Queen of Hearts, four small Diamonds, and four small Clubs! What have you got?" But such remarks or questions are not permitted!

Instead you are allowed to use a code, whereby you send verbal messages to your partner, about the value of your hand. He receives your message, weighs it up, and then he in his turn may send you a message, by code of course, telling you about his hand.

If you bid "One Club" it means you have certain strength, certain values in your hand. If you bid "Four Hearts" you are describing a different type of hand.

Each bid you make should be understood by your partner because before starting play, your partner and you should have agreed upon the code that you intend using.

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For the purpose of assessing the value of your hand there is a measure whereby you count:

For each Ace you hold : 4 points.

For each King you hold : 3 points.

For each Queen you hold : 2 points.

For each Jack you hold : 1 point.

So, when you get your thirteen cards, you first of all arrange them in their suits, and then you count your points, and so assess the value of your hand.

There are 40 points in the pack. So the average hand has 10 points. If you have a hand that, for example, contains 3 points, you know that yours is a poor hand and you bid accordingly. If you have a hand that contains, for example, 23 points, you know that yours is a powerful hand and you bid accordingly.

Whoever deals the cards has the right to make the first bid if he so wishes.

If he doesn't wish to bid he says "No Bid", but he may bid at a later stage of the auction,

if he so wishes. Then the person on his left bids if he so wishes.

The right to bid continues to revolve in a clockwise direction until three consecutive players have said "No Bid". At that point the auction is over.

The side that makes the highest bid wins the auction.

The winning bid indicates trumps for that deal, and the number of tricks to be made.

For instance, suppose that you have won the auction with a bid of "Five Clubs"! You have contracted to make eleven tricks with Clubs as trumps.

Who plays the 26 cards?

Of the pair who wins the auction, the player who first bids the suit that is trumps is known as Declarer. His partner is called Dummy. The person on Declarer's left plays first. Then

Dummy puts his cards face upwards on the table. Dummy takes no part in the play of the cards. Declarer plays Dummy's cards and his own.

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Tricks

One card from each of the four hands is played per trick. Whoever plays the best card of the four is said to have won the trick. Whoever wins the trick leads, that is plays first, to the next trick. When Declarer wins a trick he must lead from the hand in which he has won. If you have a card of that suit led you must play it. If you haven't, you may play any card of any other suit.

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GENERAL REMARKS ON HOW TO SCORE

There is a term in Bridge called Game.

3NT is Game, (9 tricks)

4H or 4S is Game, (10 tricks).

5C or 5D is Game, (11 tricks).

You get a bonus for bidding Game provided that you subsequently make that Game.

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If you bid and make any contract less than Game, you have made **A Partscore**, for which you get certain awards. For example, 2H, or, 1NT, or, 3S, are Partscores.

6C, 6D, 6H, 6S, or, 6NT,
is a **Small Slam**, (12 tricks).

7C, 7D, 7H, 7S, or, 7NT,
is a **Grand Slam**, (13 tricks).

For bidding and making a Slam you get a further bonus in addition to the Game bonus.

If you don't make the number of tricks for which you have contracted you are penalised by your opponents getting certain awards, Hence: Usually your objective is to bid Games and Slams if you think that you are going to make them, and to stay in a Partscore if that is all that is makeable. However, we should re-

member, that the most sensible bid in Bridge, is very often, "No Bid!"

Clubs and Diamonds are known as **Minor suits.**

Hearts and Spades are known as **Major suits.**

About 25 points between the two hands will usually produce Game in NT.

About 26/27 in Majors.

About 28/29 in Minors.

About 33 will usually produce Small Slam.

About 37 will usually produce Grand Slam.

THE CODE IS A BIDDING SYSTEM.

Bridge is a partnership game, and usually the aim in bidding is to reach the contract most suitable for the combined hands. To achieve that aim, there are many bidding systems — none of them infallible. To avoid confusion, I earnestly ask you to concentrate solely on the system recommended by your Bridge-teacher,

until you have left the beginner-stage behind. Then you will find it both interesting and instructive to experiment with other systems.

Whoever makes the first bid is said to open the bidding.

If you make "No Bid" you are said to have passed.

1. Open 1NT when you have a balanced hand and 12 to 14 points.

What is meant by a balanced hand?

Your hand is said to be balanced if you have a fairly even distribution of each suit.

The following is a reliable guide by which you can judge whether or not your hand is balanced:— Unless you hold a void, or a singleton, or two doubletons, you have a balanced hand.

A void means none of a suit.
A singleton means one of a suit.
A doubleton means two of a suit.

2. When your partner opens 1NT: *Response*

- (a) With a balanced hand and 10 or less Pass.
- (b) With a balanced hand and 11 bid 2D.
- (c) With a balanced hand and 12 bid 2NT.
- (d) With a balanced hand and 13 to 17 bid 3NT.

Above bid of 2D has no reference to the Diamonds in your hand but it is an artificial way of saying, "Partner, I have a balanced hand and exactly 11 points".

3. When you open 1NT and your partner responds 2D:

- (a) If you have 12 or 13 bid 2NT.
(Combined Maximum = 24).
- (b) If you have 14 bid 3 NT.
(25 in combined hands).

'3rd round'

4. When you open 1NT and your partner responds 2NT:

- (a) If you have 12 Pass.
(Combined hands = 24).
- (b) If you have 13 or 14 bid 3NT.
(Combined hands = 25 or 26).

What is a biddable suit?

To open the bidding with a suit you should have at least four cards of that suit. A four-card opening suit should be headed by Queen or better. You may open the bidding with any five-card suit.

What does Rank mean?

Rank means the order of the suits.

Clubs is the lowest ranking suit.

Diamonds is higher ranking than Clubs.

Hearts is higher ranking than C, or D.

Spades is the highest ranking suit.

No-Trumps is higher ranking than the suits.

Opening bids of 1C or 1D or 1H or 1S range between 10 and 20 points.

You should rarely open with 10 or 11 points.

Don't open with 10 or 11 points unless you have two five-card suits or a six-card suit.

Usually you should open the bidding if you have 12 points.

You should always open the bidding if you have 13 or more points.

Usually you should bid your longest suit first.

With two suits of equal length bid the higher-ranking first with the exception of Clubs and Spades. If you have the same number of Clubs as Spades open "One Club".

With two suits of equal length, you do not necessarily bid first the suit in which you have more points. For example, let's suppose you have the Ace, King, Queen and Jack of Diamonds, and the Queen plus three small Hearts. Even though you have ten points in Diamonds and only two points in Hearts you should open 1H rather than 1D because Hearts is higher-ranking than Diamonds.

The Short Club.



Sometimes you are dealt a hand on which

you should open and yet you have no biddable suit! In such cases open 1C even though you may have only three Clubs.

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Responses.

A response is a bid made by you, in answer to your partner's bid.

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5. To respond two of the suit your partner has opened:

- (a) You should have 5 to 9 points.
- (b) You should have at least four rags, or three to an honour in that suit.

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Rags and Honours.

Rags means cards that are not honours.

Honours are Aces, Kings, Queens, Jacks and Tens. Three to an honour does not mean three plus an honour. It means three including an honour.

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6. To respond three of the suit your partner has opened:

- (a) You should have 10 to 12 points. (13-15)
- (b) You should have at least four to an honour in that suit.

7. To respond four of the Major suit your partner has opened:

- (a) You should have 13 or 14 points.
- (b) You should have at least four to an honour in that suit.

TRIPLE RAISE (ie. 1 \heartsuit : 4 \diamond) objective: not a strength - holding up bid, HCP: 5-9
Going for Game in Minors. exceptionally long trump support.

When your partner opens one of a Minor, and you have 13 or 14 points, plus at least four to an honour in that suit, you will be tempted to respond four or perhaps five of the suit. It will often pay to resist the temptation and respond 3NT instead. Usually if a Minor Game is to be had, 3NT is also there for the taking. You have only to make nine tricks for a No-Trump Game, whereas, you have to make

eleven tricks for a Minor Game, yet you get the same score for either.

8. To respond 1NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) About 6 to 9 points.

9. To respond 2NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) 11 or 12 points.

10. To respond 3 NT when your partner has opened one of a suit you need:

- (a) A balanced hand.
- (b) 13 or 15 points.

Levels of bidding.

There are seven distinct levels of bidding.

There is the one-level: 1C, 1D, 1H, 1S, 1NT.

The two-level: 2C, 2D, 2H, 2S, 2NT.

And so on up to the seven-level.

11. When your partner opens one of a suit, to bid a new suit at the one-level you need:

- (a) A biddable suit.
- (b) 6 to 15 points.

12. When your partner opens one of a suit, to bid a new suit at the two-level you need:

- (a) A biddable suit.
- (b) About 9 to 15 points.

For example, when your partner opens 1S, for you to bid 2C, 2D or 2H, you need a minimum of about 9 and a maximum of 15 points.

The higher a partnership bids the more points they need:

For example, when your partner opens the bidding you may respond a new suit at the

one-level on as little as 6 points, whereas you need a minimum of about 9 to respond a new suit at the two level.

Jump Bids.

When you make a bid at a higher level than is required you are said to have jumped the bidding. For instance, suppose your partner opens 1C and you respond 3C, you have gone a level higher than was necessary. You have jumped the bidding.

Jump-Shifts.

If you jump the bidding and shift to a new suit you are said to have jump-shifted. For example, if your partner opens 1H, and you respond 2S, you have jumped the bidding and shifted to a new suit.

13. When your partner opens one of a suit, jump-shift if you have 16 or more points:

Your jump-shift response commands your partner to keep the auction open until Game

is reached, and invites him to explore for a Slam, if he has a strong opening bid.

Blackwood.

If the bidding indicates that there are about 33 points between the combined hands you are in the Small Slam zone, and may wish to find out how many Aces your partner holds.

14. To find out how many Aces your partner holds bid 4NT:

He states the number of Aces he has by making one of the following responses:

No Aces	:	5 Clubs.
One Ace	:	5 Diamonds.
Two Aces	:	5 Hearts.
Three Aces	:	5 Spades.

If the bidding indicates that there are about 37 points between the combined hands you are in the Grand Slam zone. After finding out how many Aces your partner holds, per 4 NT, you may ask him how many Kings he has by bidding 5NT.

No Kings: : 6 Clubs, etc.

That method of finding out the number of Aces and Kings your partner holds is known as Blackwood.

Important! You must respond when your partner uses Blackwood.

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THE SECOND BID MADE BY THE OPENER.

When you have opened one of a suit and your partner has responded, you now have to decide what to do next.

To help you come to your decision add A to B.

A: The strength of your own hand.

B: The strength indicated by your partner's response.

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When you have opened one of a suit and your partner has responded, you are not bound to bid again, if your partner has previously passed, or, if he has given a weak response.

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A Weak Response,

for example, is a response of 1NT to a part-

ner's opening bid, or a single raise of the suit a partner has opened.

When you have opened one of a suit, and your partner has responded one of a different suit, you must keep the auction open by bidding again, unless your partner has previously passed or your RHO (Right-hand opponent) has overcalled. Granted, your partner may have a weak hand but he also may have anything up to 15 points.

A partnership doesn't let the auction die until the bidding has shown that there are not sufficient points between the combined hands to make Game.

When you open one of a suit you transmit a very vague message to your partner. You may have anything from 10 to 20 points! You may have a balanced or an unbalanced hand!

An unbalanced hand.

is one in which there is not a fairly even distribution of each suit.

If you hold a void, or a singleton, or two doubletons you have an unbalanced hand.

After you have opened one of a suit, if you make a second bid it should indicate whether your hand is balanced or unbalanced, and it should suggest the group into which your opening bid falls.

Opening suit-bids of one may be divided into four groups:

<i>Minimum</i>	: 10 to 14 points.
<i>Intermediate</i>	: 15 or 16 points.
<i>Strong</i>	: 17 or 18 points.
<i>Maximum</i>	: 19 or 20 points.

OPENER'S SECOND BID WITH BALANCED HANDS.

After your partner has responded to your opening suit-bid of one, you tell him that your hand is balanced by making your second bid—if any—in No Trumps.

**15. When you have opened the bidding with
15 to 20 points and a balanced hand and
your partner has responded one of a suit:**

- (a) With 15 or 16, rebid 1NT.
- (b) With 17 or 18, rebid 2NT.
- (c) With 19 or 20, rebid 3NT.

**16. When you have opened one of a suit with
15 to 20 points, and a balanced hand, and
your partner has responded two of a new
suit:**

- (a) With 15 or 16, rebid 2NT.
- (b) With 17 or 18, rebid 3NT.
- (c) With 19 or 20, jump-shift.

**17. When you have opened one of a suit with
15 to 20 points, and a balanced hand, and
your partner has responded 1NT or two of
your suit:**

- (a) With 15 or 16, Pass.
- (b) With 17 or 18, rebid 2NT.
- (c) With 19 or 20, rebid 3NT.

RESPONDER'S SECOND BID WITH BALANCED HANDS.

18. When your partner has opened and you have responded one of a suit and he has rebid 1NT:

- (a) With balanced hand and less than 9, Pass.
- (b) With balanced hand and 9 points, bid 2NT.

Note! Such a bid asks opener to Pass if he has 15, but to bid 3NT if he has 16.

- (c) With balanced hand and 10 to 15, bid 3NT.

19. When your partner has opened and you have responded one of a suit and he has rebid 2NT:

- (a) With balanced hand and 6, Pass.
- (b) With balanced hand and 7, unless you have fillers, Pass.
- (c) With balanced hand and 7, plus fillers, bid 3NT.
- (d) With balanced hand and 8 to 14, bid 3NT.
- (e) With balanced hand and 15, consider going for a Small Slam.

Fillers.

Tens and nines often play a telling part in the winning of tricks, especially in No-Trump contracts. Tens and nines are called fillers.

20. When your partner has opened, and you have responded 1NT, and he has rebid 2NT:

- (a) With 6, Pass (Combined Maximum = 24).
- (b) With 7 and less than two fillers, Pass.
- (c) With 7 plus fillers, or, 8 or 9, bid 3NT.

Note! When you have reason to believe that the combined hands have balanced distribution, plus at least 24 points, and you are in doubt whether or not to go 3NT, the holding of a good five-card suit should swing your decision in favour of bidding 3NT.

21. When your partner has opened one of a suit, and you have raised him to two of his suit, and he has rebid 2NT:

- (a) With a balanced hand and 6 or less, Pass.
- (b) With an unbalanced hand and 6 or less,

respond the suit again. (Such a response warns opener that you have a minimum hand and he is not obliged to bid again).

- (c) With a balanced hand and 7, unless you have fillers, Pass.
- (d) With a balanced hand and 7, plus fillers, or 8 or 9, bid 3NT.
- (e) With an unbalanced hand and 7, 8 or 9, there should be game somewhere.

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OPENER'S SECOND BID WITH UNBALANCED HANDS.

After your partner has responded to your opening suit bid of one, if you are making a second bid, and if you wish to tell your partner that your hand is unbalanced, you do so by making your second bid in a suit. (It could be a repeat of the suit you bid first).

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You should not bid a four-card suit twice unless,

your partner has supported it. You may bid a five-card suit twice, and a six-card suit three times, without support from partner.

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Eight trumps!

Before bidding as high as Game in a suit, be sure that you have at least eight trumps between the combined hands.

Playing tricks.

When judging unbalanced hands you often have to take into account their playing trick value.

Here is a rough guide which will help you to gauge the number of playing tricks a hand should produce:

- $\frac{1}{2}$ trick = Kx, or QJx.
- 1 trick = A, or KQ, or KJx.
- 1½ tricks = AQ, or KQ10, or AJ10
- 2 tricks = AK, or KQJ, AQ10.
- 2½ tricks = AKJ, or AQJ.

When you have five or more of a suit, the first three rounds of that suit usually draw the outstanding cards, therefore your fourth and each additional card is usually a winner. For instance, AKQxx, and AQJxxx, should produce five tricks.

[“x” above means a card that is not an honour]

22. When you have opened one of a suit, with an unbalanced hand, and your partner has responded in a different suit:

(a) With 10 to 15:

Rebid your own suit at lowest possible level, or give a single raise to your partner's suit.

Note! Such rebids warn your partner that you have at most 15 points.

(b) With 16 to 18:

Don't rebid your own suit at lowest possible level. Don't give a single raise to your partner's suit.

If you have about seven playing tricks including a long trump suit, jump rebid your own suit.

If you have powerful support in suit your partner has responded, jump the bidding in his suit.

If you haven't a singleton, or void, and if neither of above jump rebids are feasible you might consider bidding No-Trump at the appropriate level, or you may just have to bid a new suit.

Not Forcing!

A jump rebid in your own suit, or a jump rebid in your partner's suit, is not forcing, that is, your partner is not unconditionally bound to keep the auction open for another bid by you.

- (c) With 19 or 20:

Jump the bidding and shift to a new suit.
Such a bid is forcing to Game.

Forcing the Game,

means that partner is obliged to keep the auction open until Game is reached.

23. When you have opened one of a suit with an unbalanced hand, and your partner has responded two of your suit:

- (a) With 10 to 15, Pass.

- (b) With 16 to 18, rebid three of your suit.

- (c) With 19 or 20, if it is a major suit jump to four of that Major, but in the case of Minor suits always strongly consider going for a 3NT Game, instead of the Minor Game.

24. When you have opened one of a suit with an unbalanced hand, and your partner has responded three of your suit:

- (a) With 10 to 13, Pass.
- (b) With 14 to 18, rebid four if it is a Major, but lean towards 3NT if it is a Minor.
- (c) With 19 or 20, mildly consider a Slam, but at any rate bid Game.

25. When you have opened one of a Major with an unbalanced hand, and your partner has responded four of your suit:

- (a) With 10 to 16, Pass.
- (b) With 17 or 18, mildly consider a Slam.
- (c) With 19 or 20, explore for a Slam.

26. When you have opened one of a suit with an unbalanced hand, and your partner has responded 1NT:

- (a) With 10 to 16:

Pass if you think it will play well in NT, but if you have a void, or a singleton, rebid suit you have already bid, or a new suit, if it is of a lower rank.

Showing preference.

Your partner should now choose between the two suits that you have bid. If he has better support for the lower-ranking suit, he shows his preference for that suit by Passing. If he prefers the first suit that you have bid, he bids it, and you should now Pass.

- (b) With 17 or 18:

Raise to 2NT if you haven't a void, or a singleton, and you believe that the hand will play well in No-Trump; but if you have a strong trump suit, jump rebid that suit. Such a rebid is not forcing.

- (c) With 19 or 20:

Raise to 3NT if you think that the hand will play well in No-Trump, or jump-shift to a new suit. The latter bid is forcing to Game.

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- 27. When you have opened one of a suit with an unbalanced hand, and your partner has responded 2NT:**

- (a) If you think that there is not a Game to be had, Pass, or rebid your own suit. The latter bid is not forcing.

- (b) If the combined strength indicates that there is a Game to be had, bid 3NT, or, a new suit (forcing), or, if your own suit is a six-card Major bid four of that Major.

2NT OPENING BIDS.

28. To open 2NT you need:

- (a) A balanced hand.
- (b) A stopper in each suit.
- (c) Normally 21 or 22 points, but if you have a good 20 it will suffice.

A good 20,

means 20 including a useful five-card suit, or 20 including about three fillers.

Here is a hand in which there is a very good 20 points:

Spades	:	QJ10.
Hearts	:	KJ10.
Diamonds	:	AKQ.
Clubs	:	KJ109.

Here is a hand in which there is a bad 20 points:

Spades	:	QJx.
Hearts	:	KJx.
Diamonds	:	AKQ.
Clubs	:	KJxx.

Each of the above hands has 20 points!

The first hand is worth about eight playing tricks, whereas the second hand is worth about six playing tricks. So you can have a good 20 points and a bad 20 points!

Stoppers.

When you have a card or cards which are likely to prevent the opponents from winning all the tricks in a particular suit, you are said to have that suit stopped. For example, an Ace, a KQ, a KJ10, a QJ10, and a J1098 are sure stoppers; a Kx, a QJx, a Q109, a Qxxx, and a J10xx are regarded as satisfactory stoppers. Four small cards in a suit, or a Queen with two small cards are very poor stoppers, but they are regarded as barely adequate when opening 2NT.

29. When your partner opens 2NT:

- (a) With a balanced hand and 0 to 3 points,
Pass.

- (b) With a balanced hand and 4 to 10 points, raise to 3NT.
- (c) With an unbalanced hand and 5 to 10 points, a suit Game should be possible.
- (d) With 11 points, consider a small Slam.
- (e) With 12 points, it is very likely that a Small Slam can be made.

TWO CLUB OPENING BIDS.

30. Open 2C when you have 23 or more points

Such a bid has no reference to what you hold in Clubs. In fact you might not have a single Club! No! It is an artificial way of saying "Partner I have at least 23 points".

When your partner opens 2C, you must respond even if you haven't a single point in your hand.

31 When your partner opens 2C:

- (a) You must respond 2D unless you have at least an Ace and a King, or, 8 points.

Such a 2D response has no reference to the Diamonds in your hand, but, is an artificial way of saying , that you haven't an Ace and a King, or, 8 points.

If you have an Ace and a King, or, 8 points you may make any response except 2D.

- (b) If you have a biddable suit respond it.
If your biddable suit is Diamonds respond 3D.
- (c) If you haven't a biddable suit respond 2NT.

32. When you open 2C and your partner responds 2D.

- (a) With a balanced hand and 23 or 24 points rebid 2NT. Remember! That is the only rebid that your partner, the 2D responder, may Pass, if he so wishes, before Game is reached. After you open 2C, if he responds 2D, and you rebid a suit, he must keep the auction open until Game is reached.
- (b) With a balanced hand and 25 or more points rebid 3NT.

Note! If you have a choice between bidding No-Trump and a five-card Major give prefer-

ence to the five-card Major.

- (c) With an unbalanced hand rebid your longest suit.

2D, 2H or 2S OPENING BIDS

33. To open 2D, 2H or 2S you need:

- (a) About 8 playing tricks.
(b) About 16 to maximum of 22 points.

34. When your partner opens 2D, 2H or 2S:

- (a) With 0 to 3 points, pass.
(b) With a mild fit, and one playing trick, raise him to three of his suit.
(c) With a mild fit, and two playing tricks, raise him to four of his suit.

A fit

A fit means support for your partner's suit.

A mild fit means slight support.

- (d) With 4 to 6 points and a balanced hand bid 2NT.

- (e) With 7 or more points there should be a Game somewhere.
- (f) With about 12 points there should be a Small Slam somewhere.

SOME MORE REMARKS ABOUT SCORING.

To add extra excitement to Bridge there is an artificial element in the scoring.

Sometimes you are said to be **Vulnerable**.

Other times you are **Non-Vulnerable**.

When you are **Vul** you can gain greater scores than when you are **Non Vul**.

When you are **Vul** you can suffer greater penalties than when you are **Non Vul**.

Hence: You have to be more cautious about your bidding when you are **Vul** than when you are **Non Vul**.

Note : To find out whether or not you are **Vul**, read the board out of which you took your cards.

Nil All means no side **Vul**.

Game all means both sides **Vul**.

OVERCALLS.

An overcall is a bid made by you when an opponent has opened the bidding. For example if RHO opens 1H, and you bid 1S, you have made an overcall.

35. For a 1NT overcall you need:

- (a) A stopper in suit opened. (ie. opponents suit)
- (b) A balanced hand.
- (c) 15 to 17 points.

15 - 18 pts

36. For a suit overcall at the one-level: 8pt5 min

- (a) At least five trumps.
- (b) About four playing tricks when NV.
About five playing tricks when Vul.

37. For a suit overcall at the two-level: 11pt5 min

- (a) At least five trumps.
- (b) About five playing tricks when NV.
About six playing tricks when Vul.

Note: For suit overcalls at higher levels the measure is just the same, that is:

Be within two tricks of your contract if Vul.

Be within three if you are not Vul.

Note too: A good trump suit is more important than points when making an overcall.

38. When your partner makes an overcall:

You know roughly how many playing tricks he has. Add that number to the number of playing tricks in your own hand, and then decide whether or not you will bid.

TAKE-OUT DOUBLES.

Suppose an opponent opens the bidding!

Suppose you have at least as strong a hand as his bidding indicates him to hold.

You can transmit that information to your partner by saying "Double!"

Such a bid is called a Take-Out-Double.

39. To make a TOD you need:

- (a) At least as good a hand as that of opening bidder. (Usually at least 13 points).
- (b) Usually at least three cards in each of the unbid suits.

Remarks about TODS.

Be very conservative about bidding again, after your partner has responded to your TOD. He may not have a single point.

You can only make a TOD when your partner has not already bid.

If you have already bid, apart from one rare exception, you cannot make a TOD.

Usually TODS are only made at the one and two level.

40. When your partner makes a TOD:

- (a) You must bid *unless* your RHO has bid, or *unless* you expect to defeat the contract, which your partner has Doubled.

To expect to defeat a one-level contract which your partner has Take-Out-

Doubled, you should have at least four tricks, three of which should be sure trump tricks. Remember that your partner is very likely to be short in the suit in which he has Doubled.

- (b) With less than 10 points, respond your longest suit, (Leaving out opener's suit) at the lowest possible level.
- (c) If you have no convenient suit-bid, but, have a stopper in the suit, that has been Doubled by your partner, respond 1NT.
- (d) Jump the bidding if you have 10 or more points.

Note! When your partner makes a TOD, and RHO bids, you are free to Pass, so, if you do bid, you should have at least six points.

41. When your partner opens the bidding and your RHO makes a TOD:

- (a) With a bad hand, Pass.
- (b) With 6 to 8 points, make some weak bid.
- (c) With 9 or more points, Redouble.

Such a Redouble commands your partner to Pass when next it is his turn to bid,

and promises that you will take further action, after opponent's next bid.

PENALTY DOUBLES.

When you make a TOD, you are not expected to defeat the contract already bid by your opponents, you are asking your partner to name his longest suit.

But, when you say "Double" intending to defeat a contract you are making a **Penalty Double**.

If your partner has already bid, any Double which you make, is a Penalty Double.

If you previously have had a chance of saying Double, and didn't do so, usually if you say Double now, it is a Penalty Double.

42. How are you to know when to Penalty Double a No-Trump contract!

Count the tricks in your own hand. Add to them the tricks you expect your partner to make. If the total is enough to defeat the contract, don your black cap and pronounce sentence of death!

43. How are you to know when to Penalty Double a suit contract!

Count your trump tricks.

Add to them your quick tricks in side-suits.

Then add on the tricks you expect your partner to get.

Then decide whether or not you will don the black cap!

Quick Tricks.

A=1; AK=2; AQ=1½; KQ=1; Kx=½.

44. How are you to know how many tricks to expect from your partner!

If he hasn't bid: None.

If he has merely responded or overcalled: One.

If he has opened the bidding: Three.

If he has made a TOD: Three.

If he has bid "15-17" NT: Four.

Some general remarks about Penalty Doubles.

Be chary about Penalty Doubling a suit-contract, when you have four or more of your partner's suit, but be eager to Double suit-contracts, when short in your partner's suit.

Be chary about taking out your partner's Penalty Doubles. You should only take them out, when you have previously told him a lie, or, because you hold a freak hand.

You would have told your partner a lie if, for instance, you opened the bidding with less values than normally required.

Sometimes you have a choice between making a Penalty Double and going on for Game! When such a situation arises it is often hard to know what to do! In any case, opt for whichever contract you believe is more likely to give you the better score.

OPENING BIDS OF 3, 4, OR 5, OF A SUIT. (Otherwise known as Shut-Out or Pre-Emptive bids).

When you make such bids:

- (a) You don't expect to make your contract.
- (b) You suspect that there is a Game or possibly a Slam in it for the opposition.
- (c) You are trying to jam their communications by cutting down on their bidding space, and so hindering them from reaching their best contract.

45. What type of hand should you hold to make a Shut-Out bid?

- (a) Usually you shouldn't have more than about nine points.
- (b) You need at very least six trumps.
- (c) Be within two tricks of your contract if *Vul.*

Be within *three tricks* of your contract if *NV.*

So you must count your playing tricks!

For example, if you open 3H VUL you have

seven playing tricks. If you open 3H NV you have six playing tricks.

46. When your partner makes a Shut-Out-Bid:

- (a) *To raise him to Game in his suit:*

Reckon how many playing tricks he has.

Reckon how many playing tricks you have. If the combined total comes to Game, Bid Game.

- (b) *To respond 3NT:*

You need to have a mild fit in his suit and to have all other suits firmly stopped.

- (c) *To bid your own suit:*

You need to be very strong!

Remember that your partner has at most about 9 points, and, is very likely to be short in your suit.

47. What should you do when an opponent opens 3C, 3D, 3H, or 3S?

- (a) With a strong hand including a long suit bid that long suit.

- 45240*
- (b) With a hand that is likely to produce a suit Game bid that Game.
 - (c) With a balanced hand containing 15 or more points, Double. Your partner will then name his best suit or Pass with the intention of punishing the opponents.
 - (d) With a hand that fulfills the following conditions bid 3NT:
 - (i) A good long Minor suit.
 - (ii) At least one sure stopper in suit opponent has opened.
 - (iii) A stopper in each other suit.
 - (iv) All-round about nine playing tricks.

MORE INFORMATION ABOUT RESPONSES WHEN YOUR PARTNER OPENS 1 NT:

48. The Weak-Take-Out:

When your partner opens 1NT, respond 2H or 2S, if you have a hand which fulfills the following conditions:

- (a) Unlikely to be useful in No-Trump.
- (b) At most 8 points.
- (c) At least five cards in a Major.

Your partner must Pass such a 2H, or 2S response.

49. Stayman.

When your partner opens 1NT, and you have a four-card biddable Major, it is often important to know whether or not he has four cards, in the same Major. You can ask him by responding "Two Clubs"! Such a "Two Club" response is artificial, and has no reference to your Club holding. If your partner hasn't got four cards in a Major he bids "Two Diamonds". Such a bid is also artificial and it means "I haven't got a four-card Major". If he has one four-card Major he bids it. If he has both he bids Hearts.

50. When your partner opens 1NT, and you have about 12 or more points, and an unbalanced hand:

Jump to three of your suit.

Such a bid is Forcing to Game. If your jump is in a Major, your partner should raise you to four, if he has three of your suit, and a side-

suit doubleton. If your jump is in a Minor, your partner should be more inclined to go for a 3NT Game.

DISTRIBUTIONAL POINTS

To avoid confusion, up till now you have only been told about High-card points.

High-card points accurately indicate the value of balanced hands, but, they don't give a true estimate, of unbalanced hands.

To arrive at a true estimate of unbalanced hands, along with High-card points you must also take into account Distributional Points.

51. When you are valuing your hand for a suit opening bid:

Add 1 point for a doubleton.

Add 2 points for a singleton.

Add 3 points for a void.

52. When your partner bids a suit and you are estimating your hand with a view to raising that suit:

- (a) *If you hold three trumps:*
Add 1 point for a doubleton.
Add 2 points for a singleton.
Add 4 points for a void.
- (b) *If you hold four or more trumps:*
Add 1 point for a doubleton.
Add 3 points for a singleton.
Add 5 points for a void.

SCORING IN DUPLICATE BRIDGE

When your side has won the auction and made the contract.

Here is how you make up your score:

Never take into account the first six tricks you made.

Apart from those six tricks:

If Clubs or Diamonds were trumps.

Count 20 for each trick you made.

If Hearts or Spades were trumps.

Count 30 for each trick you made.

If there was No-Trump.

Count 40 for the first and 30 for each other trick you made.

(For convenience we'll call above scores **Trick-Scores**).

A Part-Score.

is any contract short of Game.

**If you bid and make a Part-Score:
You get Trick-Scores, plus a Bonus of 50.**

Whether you are Vul or not you get the same Part-Score Bonus.

If you bid a Part-Score but make enough tricks for Game, you don't receive a Game Bonus. (The Game must be bid to get the Game Bonus).

Here are some examples of Part-Scores:

$$2C = (20 \times 2 + 50) = 90.$$

$$2D + 1 = (20 \times 3 + 50) = 110.$$

$$3H = (30 \times 3 + 50) = 140.$$

$$3S + 2 = (30 \times 5 + 50) = 200.$$

$$1 NT = (40 + 50) = 90.$$

$$2NT + 2 = (40 + 30 + 30 + 30 + 50) = 180.$$

Scores for Games

3NT is Game (9 tricks).

4H, or 4S is Game (10 tricks).
5C, or, 5D is Game (11 tricks).

If you bid and make a Game:
You get Trick-Scores,
Plus a Bonus of 300, or 500.

The size of the Game Bonus depends
upon whether or not you were Vul.

The Game Bonus when Non Vul : is 300.
The Game Bonus when Vul : is 500.

You don't get a Part-Score Bonus
when you bid and make Game.

Scores for Slams.

6C, 6D, 6H, 6S, or, 6NT,
is a small Slam (12 tricks).

7C, 7D, 7H, 7S, or, 7NT,
is a Grand Slam (13 tricks).

If you bid and make a Slam:
You get Trick-Scores,

Plus Game Bonus,
Plus Slam Bonus.

Small Slam Bonus when NV : is 500.
Small Slam Bonus when Vul : is 750.

**Grand Slam Bonus when NV : is 1,000.
Grand Slam Bonus when Vul : is 1,500.**

**When your side has won the auction, but failed
to make the contract:**

If you are Non Vul:

Opponents score 50 for each trick you are
short of contract.

If you are Vul:

Opponents score 100 for each trick you are
short of contract.

SCORING WHEN DOUBLED.

**When you have been Doubled and you have
failed to make your contract:**

If you are Non Vul:

Opponents score 100 for the first, and 200 for
each other trick you are short of contract.

If you are Vul.

Opponents score 200 for the first, and 300
for each other trick you are short of contract.

When you have Redoubled and you have failed to make your contract:

If you are Non Vul:

Opponents score 200 for the first, and 400 for each other trick you are short of contract.

If you are Vul:

Opponents score 400 for the first, and 600 for each other trick, you are short of contract.

When you have been Doubled and you have made your contract:

Never take into account the first six tricks you made. Apart from those first six tricks.

If C or D were trumps:

Count 40 for each trick *needed* for contract.

If H, or S, were trumps:

Count 60 for each trick *needed* for contract.

If there were No-Trump:

Count 80 for the first, and 60 for each other trick, *needed* for contract.

(If you have Redoubled multiply those scores by two).

Overtricks.

If you have made more tricks than were needed to fulfil a contract you have made over-tricks. For example, if you bid 2H and you make ten tricks you have made two over-tricks.

Hereunder is what you get for each over-trick when you have been Doubled.

If you are Non Vul : 100.

If you are Vulnerable: 200.

(If you have Redoubled multiply those scores by two).

Fifty for the insult.

When you have been Doubled and you have made your contract, you always get what is termed "50 for the insult", which is a slap in the face for the defenders who had the cheek to Double you!

Whether you are Vul or Non Vul,
Whether you Redoubled or not,
you get "50 for the insult".

**It is possible to be Doubled into,
or to Redouble into Game!**

For example: 4S is Game.
2S Doubled = 2S x 2 = 4S = Game.
And if you make 2S Doubled
you get the same Game Bonus
as if you had bid and made 4S!

Another example! 4H is Game.
1H Doubled and Redoubled
= 1H x 2 x 2 = 4H = Game.

And if you make 1H Doubled,
and Redoubled, you get the same
Game Bonus as if you had bid
and made 4H!.

**It is not possible to be Doubled
into or to Redouble into Slam.**

For example: 3H Doubled = 6H!
but you don't get the Slam Bonus!
2S Doubled and Redoubled = 8S!
but you don't get the Grand Slam Bonus.

(In cases such as those you,
of course, get the Game Bonus).

**If you are Doubled,
But not Doubled into Game,**

**You get the usual Part-Score Bonus of 50.
That is, if you make your Doubled Contract!**

For example: if you make 2C Doubled.
you get 80 (For Trick-Scores),
plus 50 (For the insult),
plus 50 (Part-Score Bonus).

In accumulative, as distinct from match-pointing competitions, any player who holds Four or Five honours of the trump suit in one hand, may claim a bonus as follows:

Four honours in one hand	: 100.
Five honours in one hand	; 150.
Four Aces when contract is NT	; 150.

TIPS.

- (a) In the case of any infringement of rules, or ethics, the tournament director must be called immediately.
- (b) If you are using unusual conventions you must announce them to your opponents, before play begins.
- (c) Don't take up your cards till all are dealt.
- (d) Always count your cards before looking at them, and again, before putting them back into the board.

- (e) A bidding system is not meant to be used like a strait-jacket! It sometimes pays to throw conventions over-board!
- (f) As previously stated, with two biddable suits of equal length you open the higher-ranking one except in the case of Clubs and Spades, in which case you open 1C. You may wonder why there is an exception! The reason is, that it enables you, to exchange the same information at a lower level. If you open 1S, rather than 1C, your partner must go to the two-level if he wishes to bid Diamonds or Hearts, and then you have to go to the three-level to bid Clubs! Whereas if you open 1C, he can bid his Diamonds or Hearts, at the one-level and then you can tell him about your Spades also at the one-level!
- (g) It sometimes pays to outbid your opponents even though you go out of your depth.
- (h) Be wary about Doubling the opponents into Game.
- (i) When you have an opening bid and three biddable four-card suits, bid the suit lower-ranking than the singleton first. For example, if the singleton is in Hearts, the suit below the singleton is Diamonds.

- (j) When you Pass and your partner opens the bidding, if you have a hand that is almost worth an opening bid, tell your partner so, by now jumping the bidding. Otherwise a Game could easily be missed.
- (k) When your partner opens the bidding and RHO overcalls, if you have 8 to 10 points and a stopper in suit of overcaller respond 1NT.
- (l) The strongest overcall in Bridge is an immediate overcall in the suit that an opponent has opened. To do so, you need to have a hand, that is worth about 23 points. When you make such a bid—called a cue-bid—your partner must keep the auction open until Game is reached.
- (m) When your partner opens, and you respond, and he makes a second bid, you are in the driver's seat! You should be able to make quite an accurate estimate of the strength of the combined hands.
- (n) When your partner opens, if you have an opening bid, remember that an opening bid opposite an opening bid, will usually produce Game.
- (o) Practising Bridge at home. Agree upon who is playing together, or else cut for

partners.

Call one person North.

When North deals it is Nil All.

When East deals it is E-W Vul.

When South deals it is N-S Vul.

When West deals it is Game All.

And so the Vulnerability continues to rotate.

Use the Duplicate Bridge method of scoring.

If you wish, you can decide to change partners
after an agreed number of deals.

* * * * *



3H. : 11 —

$\frac{6H}{\Rightarrow} - 13 + 2$

$1\heartsuit - 2\spadesuit$

$\frac{13-15}{2\heartsuit} - 3\heartsuit$

(12)

4H

Tullamore, 1st. October, 1966

To Bridge beginners : I wish to say, that this little book was not written with a view to your learning chunks from it off by heart, rather, it is meant to be used as a reference book while you are learning the game. Consult it at the Bridge table according as "What to do next" arises!

To any Bridge teacher who may use it as a text for a "Beginners' Class" : I wish to say, that my policy was, "Leave out as much as you dare. Give them the bones. Later on if they so desire they will look for the flesh". If you intend to teach them "Variable No-Trump", to avoid confusion, I suggest that you wait until they have a firm grasp of "Weak-No-Trump". If you intend to teach them "Strong-No-Trump Throughout", perhaps you could get them collectively to make the appropriate adjustments in the text. Finally, if you happen to think of any way by which I could put across a paragraph or sentence more intelligibly, more clearly, would you please drop me a note to that effect, so that I may incorporate the improvements in the next edition.

My thanks are due to : Dick Barry, Pat Browne, Paul Curran, Tommy McRedmond, Hugh Mahon, Owen Roe, and Lar Sheeran, who so generously gave any assistance I sought.

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