

## DEFENDING

### Opening Lead:

If your Partner has bid a suit, but you did not win the contract, lead partner's suit if you can, if not use the below suggestions:

1. From **top** of touching honours – **Q**, J, 10 lead the Q
2. **4<sup>th</sup>** highest of your longest suit – J, 7, 4, **3** lead the 3
3. **MUD** (Middle up down) - 9, **7**, 3 lead the 7 then play the 9 next
4. **Doubleton**, high card first then low card – **10**, 2 lead the 10
5. **Singleton**, lead the only card in this suit – **9**, lead the 9

If partner leads an Ace (**promising the King**):

Play a **Low** card to say I **LIKE** this suit; or

Play a **High** card to say I **HATE** (dislike) this suit

If you win the first trick: return partner's lead suit *unless there is a VERY good reason not to continue that suit.*

### Signals:

**Discards** (*the first time you cannot follow suit*):

#### Suit Contract -

Discard a low card to show you have an honour in that suit

(Signal: you **Like** this suit; please play this suit if they get on lead).

#### No Trumps Contract -

Discard a card in a suit that you **Do Not** want partner to lead you if they get on lead. (Signal: you **Hate** this suit; play some other suit if on lead).

If you get on lead: play the suit partner signalled:

Lead a **Low** card to say I **Like** this suit too.

Lead a **High** card to say I **Hate** (dislike) this suit

(but I'm leading it because you told me you liked this suit)

## SLAM BIDDING: (33+ HCP)

### Gerber Convention (*Only over 1NT or 2NT opening*)

4♣ asks partner how many Aces they have.

Partner's reply:

4♦ = 4 or no Aces, 4♥ = 1 Ace, 4♠ = 2 Aces, 4NT = 3 Aces

5♣ asks partner how many Kings they have.

Partner's reply:

5♦ = 4 or no Kings, 5♥ = 1 King, 5♠ = 2 Kings, 5NT = 3 Kings

### Blackwood Convention (*Only in suit contracts*)

4NT asks partner how many Aces they have.

Partner's reply:

5♠ = 4 or no Aces, 5♦ = 1 Ace, 5♥ = 2 Aces, 5♣ = 3 Aces

5NT asks partner how many Kings they have.

Partner's reply:

6♠ = 4 or no Kings, 6♦ = 1 King, 6♥ = 2 Kings, 6♣ = 3 Kings

### Quantitative 4NT (*Only after P opens 1NT*)

4NT asks partner:

-PASS if minimum (15HCP)

-BID 6NT if maximum (17 HCP)

## PENINSULA BRIDGE CLUB

American Standard (5 Card Majors) Duplicate Bridge system **BASIC**

### NAMES.....

(Yours and your partner's name)

### ABF Nos.....

(Yours and your partner's numbers)

## OPENING BIDS

High Card Points & Length

1♣ 12+ HCP & 3-4 cards in that suit

1♦ 12+ HCP & 3-4 cards in that suit

1♥ 12+ HCP & 5 cards in that suit

1♠ 12+ HCP & 5 cards in that suit

1NT 15 – 17 HCP, balanced with maximum 1 doubleton, no voids or singletons & no 5 card major

2 NT 20 – 21 HCP, balanced with maximum 1 doubleton, no voids or singletons & no 5 card major

Strong Bid..... 2♣ strong 19+ (22 + HCP Balanced)

(This is an artificial bid so partner must alert)

Weak Bids..... 2♦ 6-9 HCP & a Good 6 card suit

2♥ 6-9 HCP & a Good 6 card suit

2♠ 6-9 HCP & a Good 6 card suit

Preempts..... 3♣ 6-9 HCP & a Good 7 card suit

3♦ 6-9 HCP & a Good 7 card suit

3♥ 6-9 HCP & a Good 7 card suit

3♠ 6-9 HCP & a Good 7 card suit

## RESPONSES to Partners Opening at the ONE Level

0-5 HCP = Pass

6-9 HCP = bid suit (4/5 cards) suit at the 1 level or 1NT

10+HCP bid suit (5 cards) at the 2 level or 2NT

## RESPONSES to Partners Opening of INT

### Balanced Hand

0-7 HCP = Pass

8-9 HCP = 2NT

10-15 HCP = 3NT

16+ HCP = 4NT - If partner has min 15 points = Pass

If partner has max 17 points = 6NT

18+ HCP = 6NT

22+ HCP = 7NT

### Unbalanced Hand

0-7 HCP = Pass (unless you have a 5/6 card suit: bid that suit at 2 level ("Drop Dead" e.g. Partner opens 1NT you have 5/6 hearts/spades - Bid 2♥/2♠ - Partner will NOT bid again)

10+ HCP and 6 card suit = bid your major long suit at the 4 level, either 4♥/4♠, or if long suit is a minor bid 3NT

10+ HCP and 5 card suit = bid your major long suit at the 3 level, either 3♥/3♠. Partner will bid 3NT (with only 2 card support) or game.

16+ HCP = bid 4♣ Gerber Convention (Ace / King Ask) looking for a slam.

## RESPONSES to Partners Opening of 2♣ – Strong Bid

Bid 2♦ which is a waiting bid to confirm partner's best suit.

(This is an artificial bid so partner must alert)

When partner has bid, re-look at your hand and count HCP and shape – void add 5 points, singleton add 3 points and doubleton add 1 point  
Bid game with fit in partner's suit (26 total points (TP)) or NT with no fit

## RESPONSES to Partners Opening of 2♦, 2♥ or 2♠ – Weak Bid

PASS = no support (even with an opening hand)

Raise the suit to the 3 level with 3-card support

Raise the suit to the 4 level with 4-card support

16+ HCP and 2 or more trumps = bid game

16+ HCP & 5 card suit = bid own new suit (forcing to game & hoping partner might have 3-card support in the new bid suit – you must bid)

Lead opening card **FACE DOWN**.

After lead, turn final contract face down & leave in centre of table

Thank Partner after he or she lays down Dummy ☺

## INTERFERENCE: (*Opponents open the bidding*)

**Overcall:** Promises 10+ HCP and good 5+ card suit

**Double:** Promises 13+ HCP and support for unbid suits  
(NB: You must bid over Partner's low level X, unless Opponent bids)