

## SBU Peggy Bayer – Things to Remember



### Alerting

In Real Bridge with Screens you alert your own bids.

So any time you make an *artificial bid* (one that is not 'natural'), or a bid that the opponents may not understand, you should alert and give a short explanation.

For example, suppose partner opens 1NT and you intend to bid 2D as a transfer to Hearts. Put "*transfer*" or "*5+ hearts*" into the box where it says *Explain bid here* then click the 2H bid.

Although you will only be able to see and talk to one opponent, both opponents will see your alert. Your partner will not see it. If you just want to alert and not explain (rare), then click the Alert card before making your bid.

### Opponents ask for more information

After you alert, the opponents may ask for more information.

You should always say what your agreements are, not what's in your hand. So after something like 1NT-2H if they ask what the 2H is, you say "we play transfers" even if you have forgotten that or you think your partner has.

The opponents will have access to your system card, so you can always just refer them to that "we play what's on our system card".

### Undos

You are allowed to ask for an Undo in the bidding (for a misclick that you notice straight away, not for changing your mind).

You are not allowed to ask for an Undo in the play.

### Claiming

Claiming is good as it speeds up play, and also gets you into the habit of counting your tricks. So claim when you can.

You can make a partial claim (e.g. "*I claim 6 out of 7 tricks, giving you the Ace of Diamonds*") if you like, though sometimes they need more explanation and it's quicker just to play it.

In this tournament the main thing is making your contract (overtricks don't matter much), so you should play on if the contract is at stake, but not worry too much about squeezing an extra overtrick.

You can also claim in defence, once you have all the remaining tricks.

If someone backs a bad claim, you can't play on. Instead call the Director, who will sort it out.

## Calling the Director

If there is anything you don't understand, then call the Director. Tell the rest of the table that's what you're doing then press the button.

The director will always be glad of a call as they will be bored otherwise!

## Artificial bids

Nearly all of our team's bidding is natural (we bid the suits we have, and bid higher with better hands).

All of our artificial bids that need to be alerted are shown in bold below. These are the ones you need to remember!

- **Stayman** e.g. 1NT-**2C-2D**  
The 2C asks for a four card major, the 2D denies one.
- **Transfers** e.g. 1NT-**2H-2S**  
The 2H shows five Spades, opener bids 2S without looking at his hand.
- **Blackwood** e.g. 1H-4H-**4NT-5H**  
The 4NT asks for Aces, the 5H shows 2
- **Strong 2C** e.g. **2C-2D**  
The 2C shows 23+ or equivalent, the 2D is just keeping the bidding alive
- **Weak twos** e.g. opening **2S**  
This does show six Spades, but is artificial as it only shows 5-9 points
- **Weak jump overcalls** e.g. (1H)-**2S**  
The opposition open 1D and we overcall 2S. Similar hand to a weak two opening.
- **Bidding the opponents suit** e.g. 1C-(1S)-**2S**  
We opened 1C, they overcalled 1S, we bid 2S.  
Bidding the opponents suit is never natural. The 2S bidder must have a good hand. They are looking for 3NT or maybe 5C.

The opposition may play other artificial bids, which must also be alerted.

You can always ask them if you are not sure what they mean.

For example, you may see:

- Opening 2D when you have a weak hand with Spades or Hearts (called a *Multi 2D*)
- Opening 1C on any hand with 16+ points (called a *Strong Club*)
- Overcalling 2NT with five Clubs and five Diamonds (called an *Unusual 2NT*)

If the opponent's make an artificial bid you can double it to show you actually have that suit.

For example, (1NT)-(2C)-x shows Clubs and invites partner to bid them, or at least lead Clubs.

Or if they open a multi 2D (showing Hearts or Spades) you can double if you have good Diamonds.

## Memory Aids

The only thing you can keep with you is our official World Bridge Federation System Card. This tells you for example that you play Stayman, but not how Stayman works! You have to remember that.

If you forget a convention or misbid, then say nothing until the end of the hand – revealing your mistake would most likely help your partner so you are not allowed to do it.

Also if you think your partner has forgotten you are not allowed to say anything until the end of the hand.

## Being a good team-mate

Bridge is a partnership game, and in our case a team game, so be supportive of your partner at all times. If your partner makes a mistake there's nothing to be gained by pointing it out.

Just sometimes, it's worth saying something if you really think it might help in the future, but wait *until the end of the session* (e.g. "don't we normally lead the King from KQT?").

If you watch a really good pair have a disaster (suppose one of them overbids and goes five off doubled) their partner will say absolutely nothing at all.

## What to do when you're doomed

One of the hardest things in bridge is playing bad contracts. You can spend the whole time wishing you or your partner had bid differently. But you have to play the contract you're in, not the contract you wish you were in. Once when I was in 3NT I wished so much I was playing 4H I tried ruffing with a Heart – it didn't work!

As another example, suppose you're playing 3NT and the defence rattle off the first six tricks. You have to get over your disappointment and think hard about what cards to keep so you get the remaining seven tricks. Remember, it's the same cards being played at the other table, so your 3NT-2 might beat their 3NT-3.

And if you are doubled and going down those undertricks are expensive, so that's the time to pull yourself together and fight as hard as possible for every trick.

## Concentration

It's hard to concentrate fully the whole time. I suggest you 'switch off' when you are dummy, but try and concentrate as hard as you can for dummy and declarer play. It becomes a habit.

The most important thing is to keep counting your tricks, both as declarer and in defence.

Make a special effort for the last two boards of each match, where people always seem to get tired and play less well.

## Speed of Play

Generally we all play quite fast, so should be thinking of slowing down.

If you are declarer you should do most of your thinking *before playing the first card from dummy*.

Count your winners, count your losers, and make your plan.

Then you can play quite fast, stopping to think again if something unexpected happens.

There is no strict time limit, so if you need a big think as declarer that's OK.

## Declarer Play

There are three rules to declarer play: *count your tricks, count your tricks, count your tricks!*

The first decision is usually whether to draw trumps. In general you do, unless

- you want to ruff something in dummy before dummy's trumps run out
- you want to use dummy's high cards to discard some losers before giving up the lead
- the only outstanding trump is a winner (e.g. the Ace), in which case leave it out

Another thing to think about is *entries*. Usually dummy is weaker than your hand so you want to keep your entries to dummy.

## Defence

A few things to remember:

When leading (both the opening lead and during play)

- Play top of a sequence (e.g. the Queen from QJT)
- Lead low from a suit with an honour (e.g. the 3 from K873)
- Play high-low with a doubleton (e.g. the 8 from 84)
- Don't *underlead* an Ace against a suit contract

When following suit

- play low from a sequence (e.g. the Ten from QJT)

If you consistently do this you will make life much easier for your partner, and harder for declarer!

When following suit and when discarding we play 'standard attitude'. That means when choosing which of your low cards (2 to 9) to play you play a high one if you like the suit and a low one if you don't

Suppose you have K873. If partner leads the Ace play the 8 to encourage.

Suppose you have 873. If partner leads the Ace play the 3 to discourage.

## Uplifting final section

You have done brilliantly well to get this far and learn so much. I am very proud. Now, most important of all, enjoy yourselves!