

BLEEDING TRUMPS

or

ZEN AND THE ART OF BRIDGE

BUILDING

By

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Bleeding Trumps by Alun Buffry

There are already a considerable number of books available on the market on the subject of Bridge, but an attempt is made here to provide tips and guidelines for the card-player who becomes totally baffled by the presently available material.

First we will consider the deal and the evaluation of hands, attempting to explain the terminology as we go (for instance, the difference between the term "points" when applied to the hand, and "points" when applied to score). Then we will cover the bidding, a bidding convention, the play (both offensive and defensive), and the scoring.

There is a version of Bridge known as "Risky Bridge" or "Cut-throat Bridge" which is played by three people only, a fourth hand being dealt for a "dummy" for which all three bid to partner, without seeing it first. Hence bidding is "blind" and one can only take shots in the dark, based on the strength of one's own hand - it is not even sure whether the opponents are bluff bidding or bidding on their own strengths. In contract Bridge, however, a bidding convention enables information about the hands to be legally passed over the table between partners - hence the "Bridge" is built.

THE DEAL

The Bridge pack consists of a full pack of 52 cards, and these are all dealt out to the four players, one at a time, in a clockwise order. The game is played with two teams of two partners who sit opposite each other. The deal progresses around the table in a clockwise order, and normally, since two packs are often used, the dealer's partner should be shuffling the spare pack well during the deal, ready to pass to the next dealer, to his right. The dealer should offer the pack to the opposition for cutting before the deal. Any fault in the deal such as an up-turned card, or a complete first round of "no-bid" will result in the same person dealing again up to a maximum of three deals.

THE HAND

Now that you have 13 cards in your hand the questions are "what is this hand worth?" and "how can my partner and I arrive at the best contract to bid for?" A contract is the declaration of the number of tricks (rounds of 4 cards played) to be won, and, since the players each have 13 cards in their hands to start, a maximum of 13 tricks is possible. This is called a Grand Slam - the ultimate hand - and winning 12 of the 13 possible tricks is called a small slam or mini-slam.

The first step is to evaluate the hand. This is done by awarding points to certain cards you hold and adding them up, thus:

Each ACE...4 points unless a singleton, then 5 points

Each King...3 points unless a singleton, then 1 point.

Each Queen with at least 2 RAGS*..2 points, singleton 1.

Each Jack with at least 3 RAGS*..1 point, singleton 1.

Any other singleton (one card in a suit).....1 point.

Any void (a suit absent from the hand).....2 points.

* A RAG is a card other than the card named.

As the pack contains 4 Aces, 4 Kings, 4 Queens and 4 Jacks, we can expect a total of 40 points between the four hands, although this total is seldom precise since some Jacks, for instance, may not have

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sufficient RAG cover and may not be counted hence reducing the total, or singletons and voids may increase the total.

It is reasonable to assume that if two partners hold the majority of the points - that is usually more than 20 - then if played correctly in the correct suit they could expect to win over half the tricks. The next task, then, is for the player to somehow ascertain the points in his or her partners hand, and this is done using the bidding convention.

THE OBJECT.

The object of the hand is to bid and make as many "TRICKS" as possible and score points. The scoring in Bridge is divided into two parts; the score sheet has two columns, one for "us" and one for "them", or for "we" and "they", and about half way down a horizontal line is drawn across the page. This line is, believe it or not, called "The Line", and separates the scores accumulated below the line for successfully achieving the number of tricks bid, and above the line the points scored as bonuses for overtricks (tricks in excess of contract bid), declaration points (for honours), opponents undertricks, and slam bonuses. The object is to accumulate at least 100 points below the line, in one or more hands, to win a "game" - if this is achieved in one hand it is called a "game bid" - and winning two games wins the rubber and the rubber bonus points. Any points in excess of the 100 are counted but are not carried forwards to the next game. The points scored are 20 per trick bid over 6 for clubs and diamonds, 30 for each trick bid over 6 for hearts and spades, and 40 for the first, 30 for each other over 6 for NO TRUMP bids. Hence, for example, a bid of two clubs would score forty points below the line (that is 8 tricks made; if you make, say, 10, you will score an extra 40 points above the line), 3 hearts would score 90, 3 NO TRUMPS 100 (game), 4 diamonds 80, 1 heart 30, 4 spades 120 (game), 5 clubs 100 (game), 6 clubs 120 (game), and so on. **Bids of 6 and 7 are slam bids and score bonus points above the line.**

Once a team has scored 100 or more points below the line that team becomes "vulnerable" and stands to lose more points for failing to make bids, these points being awarded to the opposition above the line; each undertrick not vulnerable costs 50 points (more if doubled) and 100 if vulnerable (more if doubled). The team which wins two games wins the rubber, and all the points both above and below the line are added together, and of course points make prizes!

THE BIDDING CONVENTION

The bidding starts with dealer and progresses around the table clockwise until a bid is followed by 3 passes (or "no-bids"). **A bid consists of a number and a suit (or NO TRUMPS), or a "PASS"**. Anything else said, any sudden tone of voice, nod, shrug etc is illegal. It is preferable for partners to avoid eye contact during the bidding.

The bidding is performed within a pre-arranged convention, of which the opposition have been made aware. Since to win a majority of the tricks means at least 7, the bidding starts at 6 + 1 is 7 - this is a bid of ONE, a claim to win at least seven tricks. Thus a bid of 2 is a claim to win at least 8 tricks, 3 is 9, 4 is 10, 5 is 11, 6 is 12 (small slam), and 7 is all 13 tricks (the Grand Slam).

The other part of the bid is the suit, and the order of suit strength in the bidding is clubs, diamonds, hearts, spades and NO TRUMPS.

The team which makes the highest bid wins the contract and is known as the "declarers".

There are a number of conventions used throughout the Bridge world and published in books, such as the well-used ACOL system, and other specific meaning systems such as STAYMAN, BLACKWOOD, HURDLE, which you may decide to learn and use, or you can invent your own. The most important rule, to be fair, is to let the opposition know which conventions you are using, and to stick to it. It is bad practice

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bordering on cheating to overbid on the first round, although it is acceptable in competitions to use "push-up" bids, that is bids to force the opposition to bid higher if they wish to play the contract.

IF YOUR TEAM IS VULNERABLE IT IS A GOOD IDEA TO BID MORE CAREFULLY, AND YOU MAY AGREE TO RAISE THE POINTS NEEDED TO BID.

On the next page you will see a proposed bidding system that I have adapted from the ACOL system and incorporated a mutated Staymen, Blackwood and Hurdle, which works well especially leading to slams.

Your best suit is your longest suit. If you have two four card suits, bid the higher of the two suits first (ie hearts rather than diamonds etc) - and you may decide to bid the other suit after your partners response (if any); this gives your partner the chance to rebid your first suit, on a low level, if he prefers it. If you have two Five card suits, bid the lower valued suit first, bidding your other 5 card suit after a response from partner; this shows partner that you have two five card suits and gives him/her the option.

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Points held in opener's hand	Opening bid	Points held in responder's hand	Response bid
Less 9	Pass	Less than 13	Pass
		More than 13	Bid best suit
		More than 13 but void in suit	1 No Trump
12 to 16 long suit (4 or more)	1 of best suit	Less than 6	Pass
		6 to 9	Bid best suit
		9 to 13	Re-bid partner's suit
		More than 12	Jump level your suit
		9 to 12, 6-card suit	Game in your suit
16 to 19, long suit (4 or more)	2 of best suit	4 to 9	3 of same suit
		9 to 12	Jump in your suit
		More than 12	Think slam
16 to 19, balanced (3,3,3,4)	1 No Trump	Less than 6	pass
		6 to 9	2 Diamonds
		9 to 12 with 4 H or S	2 Clubs
		9 to 12 with 4 C or D	2 Hearts
		More than 12	2 Spades
* 9 to 12, 6-card suit (or more)	3 of long suit	Less than 13	Pass
		More than 13	Game in same suit unless void, or raise in best suit if void
19 or more	2 Clubs	0 to 9	2 Hearts
		9 to 12 with 4 H or S	2 Diamonds
		9 to 12 with 4 C or D	2 Spades
		12 plus	2 No Trump

Notes on bidding

\$ If you hold 9 to 12 points but one or none of your partners suit you can respond in one NO TRUMP if you have something in each of the other three suits.

* This is termed a pre-emptive bid, and tells your partner that you have good length in that suit, at the same time requesting your partner to respond with more than 13 points: if between you, you have 22 to 27 points and at least 7 trumps, game bid is a prospect (that is winning one game with one successful hand). The other purpose of making a pre-emptive opening bid with a weak long-suited hand is that the opposition must bid high to bid at all!! Care should be taken with pre-emptive bids when vulnerable (see the scoring). It sometimes occurs that your partner may make such an opening when you have 16 or more points, in which case a slam contract is indeed possible; in this case it may be useful to ascertain how many aces and kings are held in the pre-emptive hand. One way to achieve this is to respond THREE NO TRUMPS (although in any other situation this would be taken as a game bid, you can avoid confusion by bidding THREE NO TRUMPS after a pre-emptive opener ONLY when asking for aces!). The pre-emptive hand will respond thus :-

4 aces or no aces.....4 Clubs

1 ace.....4 Diamonds

2 aces.....4 Hearts

3 aces.....4 Spades

You may decide to ask how many kings and this can be done in a parallel way by asking 4 NO TRUMPS. Having sorted out how many aces, kings and points you hold between you, you will hopefully be in a position to decide whether to bid 5, 6 or 7 of your partners original long suit!!

Notice that there is no pass bid to a 2 Club opener, - that a bid of 2 clubs means very high points only when no other bid has yet been made. The 2 Club opener does not necessarily mean good clubs!! The response indicates both points and a 4 card suit, and gives you the chance to bid the suit of contract first so that the power hand does NOT become dummy (ie exposed during play). An example of this is:-

Opener.....2 clubs = 19 or more points

Response.....2 diamonds = 9 to 12 with 4 cards in hearts or spades

Rebid.....2 spades = is it spades?

Second response...3 spade = yes, or 2 NT = no

a further example is :-

Opener.....2 clubs

Response.....2 hearts = minimum points

Rebid.....your best suit

Second response...pass or raise in suit.

Responses to **ONE NO TRUMP or **TWO CLUB** openers are in points and do not involve bidding your suit at this stage in the bidding. Your partner, after your response, may decide to find out your best suit, and can achieve this by bidding either NO TRUMPS or just one suit up from your response, but whichever system you decide to use you must agree before the start of play and make known to your opponents. One of the aims of this type of bidding is that you can convey information on both your points and your suit, and give your partner the chance to bid his suit first, thus ensuring that it is your hand, the weaker hand which becomes exposed on the table as "dummy".

An example of the bidding starting with ONE NO TRUMP is below:-

DECLARERS BIDS RESPONSES.

(1) 1 NO TRUMP 2 clubs : 9 to 12 points and 4 hearts or 4 spades

(2) 2 spades (is it spades?) 3 spades (yes) or

2 NO TRUMPS (no)

or (2) 2 hearts (is it hearts?) 3 hearts (yes) or

2 NO TRUMPS (no)

Another possibility would be:-

(1) 1 NO TRUMP 2 hearts : 9 to 12 points and 4 clubs or 4 diamonds

(2) 3 clubs (is it clubs?) 4 clubs (yes) or

3 diamonds (no)

As you can see knowing exactly what to bid to obtain the greatest information in the safest possible way requires some practice and experience, and even trial and error in the beginning!!

Arguments can easily develop over mis-use or wrong interpretation of convention, and it is essential that you discuss problems before or between hands, rather than possibly shouting at each other across the table!! Accidents and wrong bids do happen, but continual errors usually mean one or more of you is misinterpreting the convention!!

There are many additional conventions which can be used in the course of the bidding, to ask or convey information to your partner in a legitimate and legal way, and a couple of these are described on the next page.

Generally you must study your hand carefully before bidding, and carefully consider the meaning of your partner's bids (and the opposition bids, if any) before re-bidding. Then you can work out approximately how many points your team holds and think how high to bid. Note that there is hardly any point in pushing your bids too high if you already have some score below the line in that game, unless a slam is within your sights.

One of the most important rules in Bridge, which become very strict in competition Bridge and Duplicate Bridge, and which should be adopted right from the start, is to make sure that your bid consists of a suit and number only, ie avoid eye contact with partner, shrugs or nods (even unintentional), excessive unusual pauses or sudden quick bids, unusual tones of voice or variations in loudness. All these may be challenged as cheating. Certainly in one country Bridge club that I attended I was told that a particular team were well known to leave at the end of the evening with black and blue shins. This was, maybe coincidentally the usual winning team, and strangely enough they were never challenged, but then, after all, it was the local vicar and his wife!

Here is a guideline to what points should lead to what level although you should note that slams can be made even with only 22 points, or fail with even 37 points depending on the overall placement of the cards and their distribution:-

25 points.....3 NO TRUMPS or 3 of a suit

28 points.....4 bids

31 points.....5 bids

33 points.....6 bids

37 points.....7 bids

BLACKWOOD

This is another way to ask for aces and kings this time by bidding 4 and 5 NO TRUMPS which always means this. The responses are the same for aces and kings, and one should never pass :-

4 or none.....bid clubs (5 for aces,6 for kings)

1bid diamonds (.....ditto.....)

2.....bid hearts (.....ditto.....)

3.....bid spades (.....ditto.....)

Alternative Blackwood after a POWER opener ie 2 clubs or 2 suit

One can adopt a system of ascertaining aces and kings on a lower level either always or only after power openers (decide for yourself and tell the opposition in advance of the bidding). This is by using 4 Clubs instead of 4 NT, and 4 NO TRUMPS instead of 5NT. The correct responses are :-

4♣ : 4 or none.....bid diamonds **4NT**.....bid 5 Clubs

1.....bid heartsbid 5 Diamond

2.....bid spadesbid 5 Hearts

3.....bid NO TRUMPS *bid 5 Spades

* with this response (unlikely if you, the asker, have 19 or more points, but possible), you would have to ask by bidding 5 Clubs for kings!

The HURDLE

Sometimes after you have opened with a ONE bid, holding say 16 points and a best suit, having heard a response from partner of 2 of the same suit (ie A WEAK response), you may wish to go higher or to game bid but you are worried by a particular suit in which you have three or four likely losers - IF ONLY YOU COULD FIND OUT IF YOU PARTNER HAS WINNERS IN THAT, YOUR WEAK SUIT!!! ...

...Hurdle is the way!!

After a weak response bid YOUR WORRYING WEAK SUIT, and if partner has strength in this weak suit he will respond by bidding GAME in your ORIGINAL SUIT, if partner has no support then partner should respond in the lowest possible level in the ORIGINAL STRONG SUIT. WHATEVER THE RESPONSE IT MUST ALWAYS BE IN THE ORIGINAL STRONG SUIT!!!

THE PURPOSE OF THE PLAY AND SCORING

The purpose of the play is, apart from the enjoyment value, is to bid and make contracts, scoring points to win a game, and winning 2 games to win the RUBBER, and score the bonuses. Rubbers consist of 2 or 3 games.

A game is won when 100 or more points are scored below the LINE. Points can also be scored above the Line, from overtricks (tricks in excess of the contract), from the opponents undertricks (less tricks than needed), and bonus points for slam bids made and for declarations. The scoring values can be seen in detail elsewhere, but basically each trick over 6 BID and MADE earns points under the line thus :-

Clubs / Diamonds.....20 points

Hearts / Spades.....30 points

NO TRUMPS.....40 for first, then 30

In a doubled contract the above scores are doubled. A double is a bid made by the opponents basically and generally challenging your ability to fulfil the contract, and results in greater bonuses for over-tricks or penalties for under-tricks.

If doubled and successful you earn also a bonus of 50 points, "for the insult" above the LINE.

Since the aim is to score 100 or more below the LINE in each game to win the game, it can be seen that a fulfilled contract of 3 NO TRUMPS (100), 4 Hearts or 4 Spades (120), or 5 Clubs or 5 Diamonds (100), will achieve this... thus these are called GAME BIDS. However 2 Spades Doubled, for instance, is 2 times 60, also enough for game.

A doubled contract can be overbid, accepted by passing, or redoubled for greater still bonus or penalty points

A DECLARATION of 4 or 5 of the "honours" in the contract suit, made before any one of them is played, earns bonus points above the line; any 4 of the Ace, King, Queen, Jack, Ten earns 100 points, all 5 earns 150 points; in NO TRUMP contracts all 4 Aces earns 150 points, BUT THE CARDS MUST ALL BE HELD IN ONE HAND. Declarations should be made early before you forget.

When you have won one game you become VULNERABLE, which means you only need to win a second game to win the rubber. A rubber can be won in two or three games (the other team winning one too) and earns a bonus of 700 (in two games) or 500 (in three games).

GOLDEN RULES FOR BIDDING

- (1) THINK ABOUT YOUR PARTNERS BID!
- (2) THINK ABOUT YOUR OPPONENTS BIDS!!
- (3) DO NOT USE TONE OF VOICE OR GESTURES DURING BIDDING!
- (4) IF YOU OPEN THE BIDDING AND YOUR PARTNER RESPONDS IN A DIFFERENT SUIT, YOU MUST REBID UNLESS SURE OF SUCCESS IN PARTNERS SUIT!!
- (5) NEVER STRAY FROM THE AGREED CONVENTION - THIS IS LIKE BIDDING "BLIND"!!
- (6) BE MORE RESERVED IN YOUR BIDDING ONCE YOUR TEAM HAS BECOME VULNERABLE.

THE PLAY

Play starts with the player on the declares left and proceeds clockwise round the table. The declarer is the member of the highest bidding team who bid that suit first. When the first card has been played, the partner opposite declarer becomes dummy and places his hand face up on the table. Dummy must remain silent throughout play and the cards from dummy are played by declarer with no advice from dummy except as to which of the two hands should lead next or to question whether a player may have incorrectly failed to followed suit. As play proceeds each player must follow suit if possible, if not then he may trump or discard. The player who plays the highest card in the suit which was led, or the highest trump, wins the trick and leads the first card of the next trick. This continues until all thirteen tricks are played.

Play should ideally be conducted in relative silence, and any conversation during play should certainly not be about the play; any request by a player for silence should always be respected!

GOLDEN RULES FOR PLAY - OFFENSIVE PLAY

- (A) When to bid and when to play NO TRUMPS.

These two questions require different answers. It may initially appear surprising that an opening bid of NO TRUMPS does often leads to a suit contract, and vice versa. The requirements to open One NO TRUMP, in the convention we are using, is 16 - 19 points with a balanced hand, ie at least 3 cards in each suit, and is searching for partners longest suit, which is probably the suit to play in, and the convention allows your partner to convey the information without himself being the first to bid that suit (in which case partner would have to play it, and your hand, the stronger hand, would be face-up as dummy).

Likewise response bids in this convention, convey information (eg: "I don't like that suit") and 4 NT and 5 NT are asking for aces and Kings (Blackwood).

A bid of 3 NT, however, is usually a closing GAME bid.

Moreover a NO TRUMP contract is usually arrived at after an opening bid of a suit, after partner has responded strongly in his or her best suit, and at least the third suit has been bid and the fourth suit is covered in your hand. To be successful in a NO TRUMP contract one normally needs balance between the two hands, with cover in all four suits, although length in one or more suits can be favourable providing you can retain control.

(B) When playing the contract - defending the contract.

Hopefully, having ended up in the contract of your choice, it is in the correct and achievable level, and in the correct suit. If this is so and it is a trump suit the following hints may be helpful.

(1) "**BLEED THE TRUMPS**": Since hopefully you have the majority of trumps and you should try to avoid allowing the opposition to use their trumps to win tricks in suits they may become void in, it is a good idea generally to lead the trump suit to use up or "bleed" their trumps, whilst making maximum use of yours.

(2) Count the trumps as played so that you always know how many are left.

(3) Look for your unavoidable losers, and lose them at a stage of play where you can regain control soon, that is, you still have winning cards. Sometimes a fourth or fifth card in a suit may become a winner at the end of the hand when opponents cards in that suit and trumps have been used up already.

(4) Ensure that you maintain an entry to both your hand and dummy (a high card you can use to get the lead into the desired hand when needed).

(5) If you are playing a contract in NO TRUMPS try to make use of long suits, even the low cards may become winners provided you still have an entry into that hand!

(6) If you are missing an honour other than an Ace, you may be able to try a FINESSE. For example you may be missing a Queen, yet hold the Jack and King or Ace. The finesse can be tried as follows:-

Your Hand

Dummy

Queen, Jack, etc | Ace, Eight etc |

Play Queen If the next player plays the

King, play the ace; if not then

play the lower card (the 8).

You will realise that if the fourth man has the King, then your queen will lose - which it probably would have done even without the attempted finesse. On the other hand it will make your Ace and your Jack winners if the King is taken by the Ace, thus making an extra trick. Of course if the cards are held the other way round you can finesse the other way by leading from dummy and playing your high card if dummies card is being beaten. Sometimes you may be able to choose between trying the finesse either way, for instance you may hold the Ace and Ten in one hand, and the King and Jack in the other, so you could try to take the missing Queen either way; to help decide think about any bids made by the individual opponents showing their points (even passes show points to some extent) and try to remember which person has revealed how many of their points in the play so far.

(7) Pay attention to long suits, also to nines and tens which can often become "masters" (winning cards) later.

(8) As a general rule in attacking a contract the opposition will play "third plays high", and being aware of this it is often a good idea to duck (play a low card) from the second player if you have a choice; this will make third player play high, save your high cards in the second hand for later, and hopefully beat their card with a higher one from your hand.

(9) Don't forget to declare your honours before playing them - it earns you bonus points.

(C) ATTACKING THE CONTRACT.

(1) General.

During play it is possible to convey extra information about your hand legally. For instance you may decide in advance to play an odd (or an even) card on your partners Ace to illustrate your King, or a high or low card to do the same - just agree before play starts! Also many people when left with only two cards in a suit point this out to observant partners (and the opposition) by playing them in reverse order.

When leading your first card it is also possible to convey information, but you should also bear in mind all the bids before leading out. Most players prefer to lead from strength rather than with strength, when challenging a low contract, but the opposite when attacking a high contract (4 or over). For example lead a low card away from your King, hoping partner has the Ace. Other good leads would be a singleton, or a very long suit (hoping partner may quickly be in a trumping position). Generally a low card will show strength in that suit, whereas a middle card will show weakness. Of course you may lead Aces against a high contract to try to ensure they win before the declares take control of play, bleed your trumps, discard and trump you master cards.

If you have Ace, King always play your Ace first (otherwise your partner may be tempted to trump your King in the mistaken belief that it is about to be beaten by their Ace). Likewise if King, Queen, play the King first.

HERE ARE SOME TIPS FOR LEADS:-

You Hold Lead

Ace,rags.....avoid leading the Ace unless attacking a contract of 4 or more

Ace, King.....Lead the Ace followed by the King

Ace, Queen.....avoid leading this suit too early

King alone.....lead another suit

King rags.....lead a low rag

King, Queen,rags....lead the King first

Singleton.....lead it

Doubleton.....lead the higher of the two cards

Otherwise.....lead to what you estimate is your partners strength

(2)Attacking a NO TRUMP contract : THE RULE OF ELEVEN.

In attacking NO Trumps contracts, great strength often lies, for both sides, in long suits, so it is a good idea if one could find out information on suit length. You must, of course have one "longest suit", even if only a 4 card suit, so the Rule of Eleven has been devised by persons unknown to help you find out whether or not your partnership holds greater or lesser combined length (and thus possible strength) in your long suit. If greater then even the low cards can become masters at some stage in the hand, provided that you keep a winner or two to get back to that hand! Whether you play the rule of eleven is another decision to make before the start of play, not just before you wish to use it!! The Rule operates as follows:-

LEAD YOUR 4th HIGHEST CARD FROM YOUR LONGEST, STRONGEST SUIT Your partner will look at the value of this card and subtract it from eleven (since there are 13 cards in each suit and you have three higher cards in your own hand, which he knows); looking at the higher cards in his hand and in dummy, he can ascertain how many higher cards in the unseen declarers hand; by adding his higher cards to your three higher cards, and comparing the total with that of the higher cards held by declarer and dummy, he can easily see whether you or they control the suit in length. The value of each players cards is of secondary importance, it is the length which counts. If you have the majority of the cards, keep hitting that suit until the opposition cards are all used up, then IF you can gain the lead the remaining cards are winners. Many NO TRUMP contracts can be defeated like this, but remember, if you agree to use it ALWAYS lead your fourth highest card in your longest suit against NO TRUMP.

THE SCORING

The score card is made up of two sections - above the line, and below the line. Points are scored below the line for making contracts bid, and points above the line accumulate by getting the opponents to fail their contracts, making overtricks yourself, bonuses for making slams that have been bid, declaration points etc.

The aim is to accumulate 100 points or more below the line, in order to win a game. The first team to win two games wins the rubber and earns rubber points above the line. All the points both above and below the line are then added together and the team with the most points wins.

Doubled and Redoubled contracts

When a contract is doubled or redoubled the points earned or forfeited are greater, as will be seen from the score card.

A contract bid is normally doubled on a low level, that is one or two, as an information double, which is a way of telling your partner " That is my best suit too, and I, too have enough points to bid, please respond as if I bid 1 of that suit". However a double on a higher level is usually a penalty double, in other words you are saying "I do not believe they will make this contract". Remember that if you double 2 hearts or 2 spades or 2 NO TRUMPS, 3 clubs or 3 diamonds, and the contract is made, the points scored below the line are doubled, enough for GAME.

A contract should only be redoubled if the opposition have doubled, if you are quite confident; the points lost can outweigh the bonus unless you make overtricks.

Doubling does not change bonus points for slam bids, or declarations, but contracts made earn 50 points "for the insult"!!

After a double or redouble there must be three successive passes before the bidding stops; alternatively either team may bid higher.

On the next two pages there will be an example score card and the whole score pattern, set out for easy comprehension.

Some Examples Hands

- (1) They bid 3 ♠1 down.....We score 50
- (2) They bid 3 ♣1 over....They score 20 above,60 below
- (3) We bid 2 ♥2 over.....We score 60 above, 60 below
- (4) They bid 2 ♦ ..doubled...made 3..They score 50 above for the insult, 100 above, 80 below.
- (5) They are Vulnerable
- (6) They bid 2 NT....made.....70 below, 4 Aces 150 above
- (7) We bid 4 ♠2 over....60 above, 120 below, 4 honours declared.

(8) We are Vulnerable

(9) They bid 5 ♦ .doubled.2 Down..vulnerable, We score 500

(10) They bid 6 ♠made...They score 750 above for small slam when vulnerable, 180 below for 6 ♠ doubled

(11) They win 2 games and the RUBBER, score 500 bonus.

EXAMPLE OF BIDDING A SLAM.

In Bridge it is normal to refer to the four players as the four points of the compass, ie North, South, East and West. Consider yourself to be South, in this example, so your partner will be North, West sitting on your left. Your hand is :-

♠ **A, K, Q, 10, 8**

♥ **K, 7, 6**

♦ **K, 2**

♣ **A, J**

NORTH (your partner) SOUTH (YOU)

1 HEART (13+ points).....2 SPADES (Jump bid)

3 DIAMONDS (2nd suit?).....3 HEARTS (2nd suit)

3 SPADES (spades OK for me!)....4 SPADES (game stop?)

4 NO TRUMPS (Aces?).....5 HEARTS (= 2 Aces)

5 NO TRUMPS (Kings?).....6 SPADES (= 3 Kings)

PASS (Stop here)

EXAMPLE OF A SCORE CARD, Based on the bids before

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	<u>US</u>	<u>THEM</u>	-
<u>Opponents 1 down in Clubs</u>	<u>50</u>	<u>20</u>	<u>1 Overtrick</u>
<u>2 overtricks in hearts</u>	<u>60</u>	<u>50</u>	<u>For the insult</u>
<u>4 Honours</u>	<u>100</u>	<u>100</u>	<u>1 overtrick doubled not Vuln</u>
<u>2 overtricks in Spades in No Trumps</u>	<u>60</u>	<u>150</u>	<u>Bonus 4 Aces</u>
<u>Opponents 2 down doubled vulnerable vulnerable</u>	<u>500</u>	<u>750</u>	<u>Small Slam Bonus</u>
<u>Game Bonus</u>	<u>500</u>	-	-
<u>2 Hearts made</u>	<u>60</u>	<u>60</u>	<u>3 Clubs made</u>
-	-	<u>80</u>	<u>2 Diamonds made doubled</u>
-	-	<u>(Vulnerable)</u>	-
<u>4 Spades made</u>	<u>120</u>	<u>70</u>	<u>2 No Trumps made</u>
-	<u>(Vulnerable)</u>	-	-
-	-	<u>180</u>	<u>6 Spades made</u>
<u>Totals</u>	<u>950</u>	-	<u>1960</u>

CONTRACT BRIDGE INTERNATIONAL SCORING

Trick Score (below the line)

	<u>UNDOUBLED</u>	<u>DOUBLED</u>	<u>REDOUBLED</u>
In clubs and diamonds	20	40	80
In hearts and spades	30	60	120
In no trumps			
(first trick only)	40	80	160
(following tricks)	30	60	120

PREMIUM SCORING (above the line)

Each Overtrick	<u>UNDOUBLED</u>	<u>DOUBLED</u>	<u>REDOUBLED</u>
Not vulnerable	Trick value	100	200
Vulnerable	Trick value	200	400

PENALTY SCORING (above opponents line)

<u>not vulnerable</u>	<u>UNDOUBLED</u>	<u>DOUBLED</u>	<u>REDOUBLED</u>
1 Undertrick	50	100	200
2 Undertricks	100	300	600
3 Undertricks	150	500	1000
4 Undertricks	200	700	1400
5 Undertricks	250	900	1800
6 Undertricks	300	1100	2200
7 Undertricks	350	1300	2600
<u>vulnerable</u>	<u>UNDOUBLED</u>	<u>DOUBLED</u>	<u>REDOUBLED</u>
1 Undertrick	100	200	400
2 Undertricks	200	500	1000
3 Undertricks	300	800	1600
4 Undertricks	400	1100	2200
5 Undertricks	500	1400	2800
6 Undertricks	600	1700	3400
7 Undertricks	700	2200	4000

BONUS FOR MAKING A DOUBLED OR REDOUBLED CONTRACT

	<u>UNDOUBLED</u>	<u>DOUBLED</u>	<u>REDOUBLED</u>
Not vulnerable	0	50	50
Vulnerable	0	50	50

BONUS FOR MAKING A SMALL OR GRAND SLAM (bid and make 6 or 7)

NOT VULNERABLE VULNERABLE

Small Slam 500 750

Grand slam 1000 1500

TRUMP HONOURS IN ONE HAND ONLY

Honours, when declared, earn bonus points above the line thus :-

Any 4 of Ace, King, Queen, Jack, Ten, in TRUMPS earns 100 points.

All 5 Honours in TRUMPS earns 150 points.

All 4 ACES in NO TRUMPS earns 150 points.