

Counting Distribution for Declarer

Count a suit by “how they break” – not with fingers and toes! Note the opponents’ bidding (or lack thereof) and the opening lead (assume 4th-best). The best way to count is when a player shows out of a suit! Try to play “two-way” suits *last*. Two-way suits (such as KJx opposite A10x or AQx opposite K10xx) can generally be played in one of two ways. If one opponent is longer in a suit, play the other opponent for a missing key card.

A)

Dummy

♠A42
♥QJ9
♦AK643
♣42

Declarer

♠1073
♥AK10532
♦52
♣AK

In 6♥, win the ♠K lead in dummy and test hearts with the ♥Q (all follow). Since hearts are not 4-0, you know you can later draw trump ending in dummy. Keep the other hearts for entries. Work on diamonds while counting them (“are they 4-2 or 3-3?”).

B)

Dummy

♠AQ32
♥3
♦8654
♣AQ93

Declarer

♠KJ1087
♥J4
♦K73
♣K108

W	N	E	S
2♥	Dbl	4♥	4♠
Pass	Pass	Pass	

West leads a high heart and switches to a diamond. East wins the ace and plays the queen to your king and West ruffs. Trumps split 2-2. You can expect West started with 2=6=1=4.

C)

Dummy

♠K8
♥532
♦AQ104
♣K853

Declarer

♠A2
♥A1074
♦K53
♣A764

After 1NT-3NT, West leads the ♠3. You expect he has 4 spades and East has 5. On the second high club, West shows out. What is West’s likely shape? He led from a 4-card spade suit, so won’t have 5 hearts or diamonds. Therefore, play him for 4=4=4=1.

D)

Dummy

♠AQ
♥KQJ
♦Q82
♣AKJ104

Declarer

♠KJ8
♥A10752
♦J
♣9863

W	N	E	S
2♦	Dbl	3♦	4♥
Pass	5♥	Pass	6♥
All Pass			

West leads a high diamond (East playing low to show 3) and shifts to a trump. How do you play clubs? West shows up with 2-2 in the majors, so play him for 2=2=6=3.

Responder's Bid In Comp (After Overcall or Double)

After a takeout double, responder will *usually* redouble with 10+. With shape, tend to bid naturally (no XX). New suit bids: forcing on 1-level, but not on the 2-level. Jump-raise is weak.

(A)	(B)	(C)	(D)	(E)
♠Q32	♠Q876	♠6	♠6	♠J62
♥AJ3	♥J765	♥AQ8542	♥J876	♥K5
♦K72	♦1087	♦A76	♦K10872	♦Q1087
♣A542	♣32	♣Q76	♣987	♣9865
1♦ (X) ??	1♦ (X) ??	1♦ (X) ??	1♥ (X) ??	1♠ (X) ??

After a 1♦ overcall: 1NT/2NT/3NT = natural with stopper(s). 1-level bids mean the same as if no overcall. Major=4+. Double=4+-4+ ♥+♠. Notrump bids=natural. Cue-bid=good raise.

(F)	(G)	(H)	(I)	(J)
♠QJ82	♠KJ82	♠J982	♠54	♠Q54
♥A3	♥AJ72	♥2	♥KJ2	♥KJ2
♦K72	♦107	♦AQ6	♦A62	♦AJ72
♣QJ52	♣K32	♣AQ752	♣AQJ82	♣J32
1♣ (1♦) ??	1♣ (1♦) ??	1♣ (1♦) ??	1♣ (1♦) ??	1♣ (1♦) ??

After a 1♥ overcall: 1NT/2NT/3NT = natural with stopper(s). A negative X= **exactly** 4♠. 1♠=5+♠. Notrump bids=natural. Cue-bid=good raise. Bids of new 2-level suits=10+ (not GF).

(K)	(L)	(M)	(N)	(O)
♠QJ82	♠108742	♠6	♠Q76	♠Q54
♥J3	♥AK72	♥87	♥KQJ2	♥KJ2
♦KJ2	♦AKJ2	♦AQ8632	♦1062	♦AKJ7
♣AJ52	♣--	♣A1052	♣J76	♣976
1♣ (1♥) ??	1♦ (1♥) ??	1♣ (1♥) ??	1♦ (1♥) ??	1♣ (1♥) ??

Responder's Bid In Competition – continued

After a 1♠ overcall: 1NT/2NT/3NT = natural with stopper(s). Double=Negative (focus on hearts). 2-new suit=Natural, 1-round force. 2♠=Limit+ raise (cue-bid).

(P)	(Q)	(R)	(S)	(T)
♠Q108	♠97	♠62	♠AQ62	♠4
♥QJ3	♥AQ73	♥AK7	♥K2	♥KJ7654
♦Q872	♦Q1082	♦K876	♦KQ108	♦K1042
♣Q32	♣J76	♣K542	♣J75	♣A2
1♣ (1♠) ??	1♦ (1♠) ??	1♥ (1♠) ??	1♣ (1♠) ??	1♦ (1♠) ??

After a 1NT overcall: Double is for penalty (typically 8/9+ HCP). New suit bids are **not**-forcing.

(U)	(V)	(W)	(X)	(Y)
♠Q32	♠Q7	♠A7	♠KQ10872	♠87652
♥KJ72	♥107	♥QJ8	♥2	♥Q87
♦92	♦J8732	♦876	♦8732	♦4
♣7542	♣KJ65	♣AQ875	♣53	♣K876
1♠ (1NT) ??	1♥ (1NT) ??	1♦ (1NT) ??	1♣ (1NT) ??	1♥(1NT) ??

After 2+ level overcalls: Double is negative (except if they show 2-suited hand). Suit bids are 1-round forces (10+). Double of 2NT or Michaels overcall=penalty oriented. Cue-bid=limit raise or better. Notrump bids are natural.

(Z)	(AA)	(BB)	(CC)	(DD)
♠KQ32	♠Q2	♠97	♠A2	♠Q87
♥83	♥KJ87	♥AQ5	♥52	♥K52
♦K7	♦AK102	♦AQ2	♦AKJ1062	♦KQ102
♣A5432	♣432	♣KJ872	♣J76	♣Q92
1♣ (2♥) ??	1♣ (2♣) ??	1♥ (2♦) ??	1♥ (2♠) ??	1♠ (2♥) ??

(EE)	(FF)	(GG)	(HH)	(II)
♠K32	♠KJ82	♠AKQ76	♠32	♠Q1087
♥KJ3	♥A10432	♥K2	♥52	♥A5
♦K7	♦KJ2	♦62	♦AQJ62	♦Q10832
♣A5432	♣2	♣K765	♣AQ76	♣92
1♣ (3♥) ??	1♠ (2NT) ??	1♥ (3♦) ??	1♥ (3♠)	1♠ (3♥) ??

Responder's Rebid (After 1-level Response)

The most important consideration for responder is to understand opener's rebid. What range has he shown? For each auction below, is opener minimum (12-14), medium (15-17/18), or maximum (17/18-20)?

1♦-1♠-3♦ 1♣-1♠-2♥ 1♥-1♠-1NT 1♦-1♠-4♠ 1♣-1♥-2♥ 1♦-1♠-3♠ 1♥-1♠-3♣ 1♣-1♦-2♣

Responder's Rebid after opener's minimum rebid (1NT rebid, single raise, or suit rebid).

If opener rebids 1NT, he has 12-14 balanced. Add your points and you will know if you should pass, sign-off, invite, or drive to game (or maybe even slam). For regular and experienced partnerships, a convention called "new-minor" or "checkback-Stayman" can be used here.

(A)		(B)		(C)		(D)		(E)	
♠K2		♠K82		♠K1087		♠AQ8765		♠KQJ987	
♥AJ43		♥QJ1087		♥Q9		♥KQ2		♥KJ5	
♦J2		♦Q1032		♦AQ62		♦Q62		♦J32	
♣AJ542		♣2		♣1092		♣8		♣5	
<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>
1♣	1♥	1♣	1♥	1♥	1♠	1♦	1♠	1♣	1♠
1NT	—	1NT	—	1NT	—	1NT	—	1NT	—

If opener raises (single raise) he has 4-card support and a minimum (roughly 12-14) in support. If opener rebids (non-jump) his suit, he has 6+ cards and a minimum. In either case, responder can pass, invite, bid game, or explore slam.

(F)		(G)		(H)		(I)		(J)	
♠852		♠KJ8		♠J986		♠AKQJ76		♠53	
♥AJ3		♥Q10872		♥2		♥QJ2		♥KJ52	
♦KJ872		♦7		♦AQ6		♦K2		♦QJ98	
♣95		♣K1032		♣AJ875		♣A8		♣KJ8	
<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>	<u>Opener</u>	<u>You</u>
1♣	1♦	1♣	1♥	1♣	1♠	1♥	1♠	1♠	1NT
2♣	—	2♥	—	2♠	—	2♥	—	2♠	—

Responder's Rebid (After 1-level Response) -- continued

Responder's Rebid when Opener Bids a Second Suit (minimum or medium)

Opener could be minimum, but could have up to 18. Try to keep the bidding alive, but pass is allowed. Don't raise opener's second suit without 4. Often, you will take a "false" preference to the first suit. A bid in the 4th suit is artificial and **Forcing to Game**.

(K)	(L)	(M)	(N)	(O)
♠QJ82	♠AJ42	♠AQJ86	♠K7	♠4
♥J876	♥732	♥87	♥J32	♥87632
♦J2	♦2	♦65	♦KJ62	♦KJ73
♣J52	♣KJ1082	♣AK76	♣J876	♣Q32
1♣ 1♥	1♦ 1♠	1♥ 1♠	1♠ 1NT	1♠ 1NT
1♠ —	2♣ —	2♣ —	2♥ —	2♦ —

Responder's Rebid when Opener Shows a Medium Hand (A jump rebid/raise)

Knowing that opener has roughly 15-17/18, puts responder in a good position.

(P)	(Q)	(R)	(S)	(T)
♠2	♠109	♠10876	♠A876	♠4
♥J876	♥A7	♥J8	♥KJ76	♥K8
♦Q987	♦Q108732	♦K8762	♦82	♦KJ8763
♣K765	♣K87	♣Q5	♣J76	♣QJ76
1♠ 1NT	1♠ 1NT	1♥ 1♠	1♣ 1♥	1♥ 1NT
3♠ —	3♠ —	3♠ —	3♥ —	3♥ —

Responder's Rebid when Opener Shows a Maximum Hand (Reverses/Jump-shifts)

Responder must know the difference between a reverse and a jump-shift (GF).

(U)	(V)	(W)	(X)	(Y)
♠2	♠QJ732	♠K972	♠K2	♠987
♥AQJ7	♥107	♥82	♥KQJ876	♥J7
♦108732	♦8732	♦K8	♦2	♦42
♣J76	♣K9	♣Q8752	♣KJ87	♣AJ8732
1♠ 1NT	1♥ 1♠	1♦ 1♠	1♣ 1♥	1♥ 1NT
2NT —	3♣ —	2♥ —	4♥ —	3♦ —