

Page 13, both bidding sequences: Even though South has an opener, he has no sane bid over the 1C opener by East. South must pass and he does. Bidding a suit promises a good 5-card suit or, in some cases, a great (at least 3 honors, and probably 3 of the top 4) 4-card suit. Double promises either a big hand (I like to play it as 16+ HCP) or at least 3-card support for the 3 unbid suits. South must pass, with the expectation that North will reopen with 8 or more points. North must protect his partner (this is a type of balancing) by bidding if the auction will end without his (North's) bid. Only with fewer than 8 HCP should North pass. When West bids, North is off the hook and he can pass.

The Bidding Box (p. 37 – 39, 66)

Problem 3

Playing inverted minors, the 2D bid by East promises 10 or more HCP, 5 or more diamonds, and no 4-card major.

Problem 4

Paragraph after the deal. When East bids 2S, it promised 6 spades (with very few exceptions). It is usually wrong for responder to rebid a 5 card suit on the second bid.

Problem 5

Paragraph after the deal. Same point as on Problem 4. Immediate re-bid by responder promises 6.

Page 45, Shafer:

Column 1, first paragraph: When opening, count high card points (HCP), and length points. Length points are counted at a point each for every card past 4 in a suit. So if you have two 5-card suits, count 2 length points. Shortness does not count as opener. Shortness counts when you are supporting partner's suit (so a presumed trump suit has been identified).

Column 1, last paragraph: I often use the rule of 22. It's the rule/suggestion of 22 that Shafer discusses + 2 quick tricks. The hand she would open has 2 quick tricks. The KQ of spades is a quick trick and the Ace of clubs is the other quick trick.

Column 2, first full paragraph: Honors in long suits are worth more than honors in short suits when evaluating a hand.

Column 2, third paragraph: When you're in third position, be aggressive with your preempts – especially at favorable vulnerability (you're not vul, they're vul). That's when the only person you are preempting is an opponent.

Column 3, second paragraph: Rule of 15. A good rule of thumb is you can open the bidding in 4th seat if the number of high card points plus number of spades equals at least 15.

Page 46, Harrington

Column 1, first paragraph: Rules of responding to an opening bid when playing Standard American. When playing 2 over 1, you need an opener to respond at the 2 level,

Column 1, third paragraph: Following a 1-level overcall of partner's opening bid in a suit, a negative double shows four cards in any unbid major.

Page 47, Berg

Column 1, last paragraph: When opener rebids his suit it typically shows 6 cards; however, sometimes rebidding a 5 card suit is the most descriptive bid you have. If so, rebid your 5-card suit.

Column 3, point 3: Why the new minor forcing convention is so popular. Since responder rebidding a 5-card suit is rarely right (see the Bidding Box notes), new minor forcing often finds that 5-3 fit in the majors.

Page 49, Helms

Column 2, third paragraph: It is usually better for the notrump declarer to have paint (Kings, Queens and Jacks), and the dummy to have the aces. A classic example is when they lead a suit where you, as declarer, have the Queen, and the dummy has the Ace. As soon as the opps lead it on the opening lead, you have 2 sure tricks, simply by ducking the Ace in dummy.

Column 3, first full paragraph: Honors together are better than honors scattered in various suits. The AQ is much stronger in one suit than having the Ace in one suit and the Queen in the other.

Column 3, bidding sequence: 4D must be a slam try; it's extremely rare to take partner out of 3NT to play a diamond partial.

Page 51, Lawrence, second column, bullets: Lawrence is describing a popular treatment when the opponents interfere after your ace-asking bid. It's on the convention card as DOPI – **D**ouble with **0** aces and **P**ass with **1**.

Page 52, Kantar

First deal: When you have Axxx opposite QJx, you should play low to the QJ. If the K is in front of the QJx, you will now have 3 tricks in the suit. If you lead the Q (or J) and the K is behind the A, you will lose to it. But even if the K is in front of the A, when the opp covers your honor with his K, you will only get 2 tricks in the suit. Playing low to the QJx gives you a chance for 3 tricks.

Second deal: The "surrounding play". Assume you have cards that are one higher and one lower than an honor in dummy and that you also have a higher card in the same suit. The proper lead is the one just one higher than the card in dummy. That allows you to pick up the whole suit. Not that this is true only when you are sitting behind the dummy, not in front of dummy.

Page 53 Horton. He “misplays” the deal shown at IMPS (team games) only. At IMPS it is right to consider the worst layout and play for it when you can secure your contract by doing so. Give up the overtrick to ensure the contract. At match points, he played it correctly. At match points it is usually correct to play for normal splits (unless the bidding tells you otherwise), because you want to make as many tricks as possible and not just make your contract.

Page 55, Boehm. An excellent column on hand evaluation. Worth reading. Tells how to upgrade and downgrade your hand. When your hand fits well with partner’s, upgrade it. Honors are more valuable in long sits than short suits (see notes on Helms’ column).

Page 56, Bergen

Hand 2: In response to a no-trump opener, never bid Stayman with 4-3-3-3 distribution, even if you do have a four-card major. No doubletons or singletons means it is unlikely that declarer will be trumping in this hand. Because you are not trumping in dummy you will likely take the same number of tricks in no-trump as in the major, even with the 4-4 fit. Especially in match points that extra 10 points is big. In IMPS, you don't want to risk a ruff by the opponents.

Hand 3: A 10 9 2, is just as good as A J 3 2.

Last paragraph: when you have all the key cards (or all the Aces, if you didn't make a key card asking bid), ask for kings even if you intend to sign off at 6. That way, if partner has a source of tricks, he can bid 7.

Page 58, Walker: Play the odds, not hunches. Most tops are the results of opponent’s mistakes, not your gambles.

Page 64, Miller

Column 3, last paragraph: With good hands bid your longest suit first even when it's a minor and you have a 4+ card major. With one-bid hands, respond with the major.

Page 65, last paragraph: Having found a 4-4 spade fit, you will forget about the hearts altogether because hands play better using the 4-4 suit as trump and the 5-3 fit as a source of tricks. You will typically get 2 discards on the 5 card suit. Karen Walker’s articles from August, 2014, through December, 2014, discuss these double-fit hands.

Rank Advancements (beginning on p. 67)

- William Schneider: Life Master (page 67)
- Charles Collins: Ruby Life Master (page 68)