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Rebidding No-trumps when outside the range for opening 1NT. ACOL version. Part 1 of 2. Updated summer 2015.

| Y1 VBlue \#13 Limit rebids in No-trumps Part 1 ACOL | Contract: 3N |
| :--- | :--- |
| By: South |  |
| Date: 24/03/2016 | Board \#: 1 |
| Dealer: North | Vulnerable: None |
| Play this hand online! |  |

West
-
$P$
$P$
$P$
Lead: $\vee Q$

Bidding.
We have a powerful No-trump hand with a $5 \cdot 3 \cdot 3 \cdot 2$ shape and stoppers everywhere. But with 18 points we've got far too much to open 1NT (and not enough to open 2NT - a topic for another day).

So, after two Passes, we open 1* as that is our longest suit, preparing to rebid No-trumps as and when we get a second chance. When partner responds 1^ we rebid 2NT to show 17 to 18 points. Partner easily has enough to raise us to 3NT and there the matter rests.

## Play.

West leads the $\vee Q$, which is almost certainly the top of a sequence. We can count six top tricks (two Hearts, three Diamonds, and a Club), plus three slow tricks from the Spade suit - provided we are able to reach them.

That is the crux of this hand: it is vital that we win the first trick in hand with the $\mathrm{\nabla K}$, preserving the $\vee A$ as an entry to dummy, otherwise we may be unable to reach our third Spade trick. This is because our opponents ought to defend well and hold up the $\uparrow A$ until the third round.

So we win trick one with the VK in the closed hand. Now we start the process of knocking out the $\wedge$ A to set up the three Spade tricks we need.

We must first play the $₫ Q$ from hand (a low Spade would block the suit), and when the $₫ A$ doesn't appear, we follow-up with a small Spade to dummy's 10 . The $₫$ A still hasn't appeared - and we still need one more Spade trick - so we continue with the $\mathbf{~} \mathrm{K}$ which at last brings forth the $\uparrow \mathrm{A}$ from West.

West now leads the $\vee \mathrm{J}$ and we reap the reward of our foresight at trick one by winning on the table with the $\vee A$ then cashing the $\Delta J$. Had we thoughtlessly played the $\vee A$ at trick one we would have no way of reaching the J and it would have remained high, dry, and unreachable for the rest of the hand.

All that remains is to cash the top three Diamonds and the a which we duly do, thus making our contract. Nine tricks come from three Spades, two Hearts, four Diamonds and a Club.

Note (for the umpteenth time) the need for accurate Counting and Planning before playing to trick one. If we carelessly played the VA on the first round of Hearts (or if we failed to lead the $₫ Q$ on the first round of that suit) we'd get no second chance to secure an entry to dummy's Spades.

A good thought to keep tucked in the back of our minds. When one hand is chock-full of entries (like this lovely South hand), try hard to preserve entries in the other, weaker, hand.

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| Y1 VBlue \#13 Limit rebids in No-trumps Part 1 ACOL | Contract: 3 N <br> By: South <br> Date: 24/03/2016 |
| :--- | :--- |
| Dealer: East Board \#: 2 <br> Play this hand online! Vulnerable: None |  |


| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | - | $P$ | 1 |
| $P$ | $2 \&$ | $P$ | $2 N T$ |
| $P$ | $3 N T$ | $P$ | $P$ |
| $P$ |  |  |  |
| Lead: $\vee Q$ |  |  |  |

## Bidding.

We open 1*, after East has Passed as dealer, with a balanced hand (4.3.3.3) just a tad too strong to open 1NT. When partner responds 2e we rebid 2NT showing 15 to 16 points. All minimum No-trump rebids show 15 to 16 points.

Once again, we've limited our hand and dumped the decision in partner's lap. North, holding 10 points, has sufficient to raise 2NT to game.
[Note: North has shown 10+ points anyway by responding 2e. So why not rebid 3NT rather than 2NT? It's a good question! There are many reasons for this - one is that it makes slam bidding more accrate; a topic for a later day. Note, in practice, that partner will rarely, if ever, Pass a 2NT rebid].

## Play.

West leads the $\vee Q$, telling the world where the $\uparrow J$ and probably the $\vee 10$ are (don't forget to Read the Lead) and we count five top tricks, namely: one Spade, two Hearts, and two Diamonds.

It looks like we need to get our extra tricks from Clubs and we will be able to do this if Clubs break 3-2. The odds are hugely in our favour ( $68 \%$ for the statistically minded) that they will.

There is one key proviso though, we will have to be able to reach the Club tricks we set up on the table and that means we must preserve the VK as a vital, later, entry.

This need to preserve the entry gives us the line of play; we win trick one in the closed hand with the $\vee A$. We then set about the job of knocking out the A by playing a small Club to the $\quad \mathrm{J}$ in dummy. When that holds we continue with the 2 and finally another Club until a stubborn opponent (East in this case) finally releases the \&A.

Crucially, as both defenders follow to the first two rounds of Clubs, we know the $\$ 7$ in dummy are now winners. Yes, the Clubs have
broken in our favour.
East now produces a dutiful Heart return and we are able to win this in dummy with the $\vee \mathrm{K}$, which we carefully left there expressly for the purpose of gaining access to the long Clubs.

The rest is good housekeeping. We cash the \&Q 7 on table (if we don't take them now we never will), then cross to the closed hand to cash the $\varangle A K$ and the $\uparrow A$ to complete the job of bringing our contract home.

Nine tricks come from one Spade, two Hearts, two Diamonds and four Clubs.


Crafty manipulation of the cards can give great satisfaction at this game.

On this deal, you should give an opponent the chance to do something foolish.

If you don't give them the chance to sin they can only be saints, no?

| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | - | - | 1 |
| $P$ | $2 s$ | $P$ | $2 N T$ |
| $P$ | $3 N T$ | $P$ | $P$ |
| $P$ |  |  |  |
| Lead: $\vee Q$ |  |  |  |

## Bidding.

As dealer we open 1 as South with a balanced hand too strong to open a 12 to 141 NT . When partner responds we rebid 2NT to show 15 to 16 points... a perfect way to limit our hand.

With a balanced shape (5•3•3•2), 10 points, and a decent Club suit partner is happy to raise us to 3NT.

Play.
West leads the $P Q$ from his sequence and we can count six top tricks: one Spade, one Heart and four Diamonds. We've got the rest of our tricks waiting in Clubs after we get the enemy to play their $A$.

Let's talk about the Clubs. Look carefully at the layout of the full deal as it stands. If we started by playing the J , we would force the but East's $\$ 10$ would get promoted.

If we had only $\boldsymbol{J} \times$, we'd have to start with the $\pm \mathrm{J}$ to unblock the suit. But we have $\mathrm{J} \times \times$, and that third card gives us the luxury of protecting ourselves from precisely what we are faced with. By leading a low card on the first round of Clubs
a) we give them a chance to do something feckless like play the A "on air" or...
b) we protect ourselves from the actual split that exists.

When West plays the A immediately we suppress a smile as we think he has defended like an idiot. Why play Aces on low cards? However, we have to acknowledge later in the hand that he had no choice with a singleton Ace. Also, that it must have broken his Heart to play a high card on our 22 and capture precisely nothing.

After that start the rest of the hand is easypeasy. West cashes out his Hearts (we are relieved that the suit breaks 4-3 and not anything worse) and switches to a Spade.

We take the $\uparrow A$ and have the rest. We seem to have ten winners (one Spade, one Heart, four Diamonds and four Clubs ) but the opposition take four tricks first.

No matter - nine tricks will do nicely, thank you.


On this deal your left-hand opponent makes a strange opening lead, which ought to make you ask, "Why?"

Before that conundrum there is the bidding.
Routine stuff by now, we think.

| West | North | East | South |
| :---: | :---: | :---: | :---: |
| $P$ | $P$ | $P$ | $1 \checkmark$ |
| $P$ | $1 \_$ | $P$ | $1 N T$ |
| $P$ | $3 N T$ | $P$ | $P$ |
| $P$ |  |  |  |
| Lead: $\propto 9$ |  |  |  |

## Bidding.

We open $1 \vee$ after three Passes and see partner respond with 1a.

We have a simple rebid of 1NT now to show a balanced hand of 15 to 16 points and that is precisely what we have.

North, holding 11 points, has an easy raise to game.

Play.
West leads the $₫ 9$ and we ought to take a moment or two to discuss why he'd do that. His natural, normal lead is a low Heart against 3NT but the bidding ruined Plan A for him. Knowing we had at least four Hearts there is little prospect of getting his Hearts set up for winners and every prospect of giving us a cheap trick in the suit should he lead one.

As the cards lie, a low Heart lead would not have given us anything (as East has the $\vee \mathrm{J}$ ) but it is poor strategy in general to lead into an opponent's suit. Although the suit was mentioned on his left, West hoped to catch his partner with some Spade goodies sitting over the top of North. Alas (for the defenders), it was not to be.

Right, back to the show. After the $\wedge 9$ lead we are obliged to Count and Plan. We begin with six top tricks: four Spades and two Hearts. We can see a possibility of three more tricks available in Diamonds, after making them play their $\star$ A. However, we need Diamonds to break 3-3 or for the $\$ 10$ to fall early in the piece.

We remember all the way back to Hand 3, where we had a similar holding. When deciding which Diamond to lead, since we hold $\star \mathrm{K} \times \times$, we have the luxury of starting with a low card. We don't have to unblock at the first trick. So we lead low to the $\downarrow$ J, hoping that the $\downarrow$ A will appear. When it doesn't we are forced to play another Diamond to the $\downarrow \mathrm{K}$.

This forces the $\star A$ and West returns a second Spade. Were we to take that trick in our hand
with the $₫ Q$, we'd be in the wrong hand at the wrong time. Since all the Spades are equals, we take it on the table with the K .

We could play off our Diamonds now but we try to force a mistake on their part by playing Spades first. It costs nothing, and maybe they'll make a mistake with their discards? They're too clever for that, but...

When we get back to our Diamonds, we get a lucky break, in that the suit splits 3-3. A bad split would have cost us the contract. A 4-2 split with somebody holding $\$ 10 \times \times \times$ would have sunk our boat.

As it is we can cash the $\$ 9$, follow that with the $\checkmark \mathrm{A} \mathrm{K}$ and claim the game bonus. The rest are scraps for the dogs.

Nine tricks come from four Spades, two Hearts and three Diamonds.

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| Y1 VBlue \#13 Limit rebids in No-trumps Part 1 ACOL | Contract: 3 N <br> By: South <br> Date: 24/03/2016 |
| :--- | :--- |
| Dealer: North | Board \#: 5 |
| Play this hand online! | Vulnerable: None |


| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | $P$ | $P$ | 1 |
| $P$ | $1 \downarrow$ | $P$ | $1 N T$ |
| $P$ | $2 N T$ | $P$ | $3 N T$ |
| $P$ | $P$ | $P$ |  |

Lead: 6
Bidding.
We are in third seat and open 1* after two Passes. Partner responds 18 and we have an easy 1NT rebid to limit our hand and show 15 to 16 points.

We think our job is over, with the ball in North's court, but partner lobs it back over the net. His 2NT bid in essence said, "Yeah, yeah. I know you've got 15 or 16, but which is it? I've got about 9 , and it matters."

Anyway, we have a maximum for 1NT (16 points) so we accept the invitation to party.

Play.
West leads the 6 we pause to Count our tricks and to make our Plan.

We have seven winners off the top: two Spades, two Hearts and, after the opening lead, three Clubs.

Let's hit the "pause" button for a second, and look at West's hand. A Heart lead would be better for the defence on this deal than a Club. However, why on Earth should West find that? He has a five-card suit to lead in preference and, in any case, North has bid Hearts.

He chooses a low Club (as would everyone here at VuBridge and most of the rest of the bridge playing world), and isn't that a lucky day for us? If we had to play the suit ourselves we'd lose a trick in it. By leading into the tenace holding West has presented us with three tricks.

Be clear here - West is just unlucky with his opening shot. It is usually right to prefer a fivecard suit over a four-card suit.

Now, back to the play. Looking at the suits, the only place we can get the other two tricks is Diamonds. We have to knock out two top winners to establish the suit. We must tackle our Diamonds each time we're on lead.

We need the suit to split for us to generate two tricks but that might happen in a variety of
ways. An obliging opponent may fly in with an honour "on air", making our task of driving out the other honour easy. Or the suit may break $3-3$ or the critical $\$ 9$ may fall.

Notice we get the more likely 4-2 split rather than the desired 3-3. We've got lots of entries to our hand, but we carefully preserve them so we have access to our Diamond winners. Although we don't get the 3-3 break, the $\uparrow 9$ falls in two rounds and that crucially allows us to make use of the $\downarrow 8$ to set up our ninth trick.

Lucky? Oh, for sure. It also goes to show that two $4 \cdot 3 \cdot 3 \cdot 3$ hands facing each other are hard work in 3 NT .

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| Y1 VBlue \#13 Limit rebids in No-trumps Part 1 ACOL | Contract: 3N |
| :--- | :--- |
| By: South |  |
| Date: 24/03/2016 | Board \#: 6 |
| Dealer: East | Vulnerable: None |
| Play this hand online! |  |


| West | North | East | South |
| :---: | :---: | :---: | :---: |
| - | - | $P$ | 1 |
| $P$ | 1 | $P$ | $1 N T$ |
| $P$ | $3 N T$ | $P$ | $P$ |
| $P$ |  |  |  |
| Lead: $\vee 3$ |  |  |  |

## Bidding.

East Passes as dealer and we open 14. Partner responds 1a to show his four-card major and, with 15 points, we limit our hand with a 1NT rebid.

Partner, with a balanced 10 points, has no problem putting us into game.

Play.
West leads his fourth-highest Heart (the $\vee 3$ ) and we settle down to Count and Plan.

Our count of top tricks shows only five: four Diamonds and the \&A. Fortunately, our thirdround Heart stopper gives us number six, and we've got the Spades to (hopefully) produce the other three we need.

We need a fortunate break, though. Look at the Spades and mentally put the $\uparrow \mathrm{A}$ in East. Can you see how we might only get two tricks from the suit?

We lose the first two tricks to their 甲A and $\vee K$, but trick three is ours with our Heart stopper. We immediately turn our attention to Spades and use the useful technique of playing low cards up to high cards. Why? The aim is to provoke a defender into playing his honour (the Ace in this case) on air.

We play a Spade to the Jack and it wins. If we now led the $\Delta \mathrm{K}$ at trick six we'd be relying on a 3-3 split. Instead, we return to the closed hand with a Diamond and lead another low Spade. Should the Queen hold we'd repeat the process. No - with a gesture of irritation West plays his $\uparrow$ A on our Six and we have three Spade tricks in dummy.

Note that we save the Diamonds for entries. We could take the Diamond winners anytime we want but we have too much work to do before we cash them. Essentially they provide us with a way of getting to-and-fro between dummy and the closed hand while we attack the Spades.

Resist the temptation to grab low-hanging fruit; they aren't going to drop off the tree.

Nine tricks come from three Spades, one Heart, four Diamonds and one Club.

