

Y'S MEN WEBSITE BRIDGE CLUB PAGE

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The Y's Men Bridge Club

Director – Mario Sa Couto (203-722-1495, msacouto@hotmail.com)

Assistant Director – Robert Leng (978-289-0940, leng_7@msn.com)

Hello Fellow Y's Men!

The Y's Men Bridge Club is the place you want to join if you want to exercise your brain and keep it healthy, if you love to play bridge, one of the more interesting and stimulating card games available, if you wish to develop and improve your playing skills and if you enjoy socializing and competing with some of our Y's Men co-members without the pressure of official ACBL bridge tournaments.

We are currently a group of fifteen to twenty members that play every Friday from 12:00 noon to 4:00 pm at the Westport Center for Senior Activities.

By member voted decision at the end of 2015, we play a Duplicate game unless the number of present players does not allow it, in which case a Chicago version will be adopted.

Depending on the frequency and regularity that each player wants to play, the Roster will show him included in the REGULAR or SUBSTITUTE list.

Regular players are expected to show every Friday for play. In case they cannot play, they are expected to notify the Director or the Assistant Director no later than the prior Thursday pm.

Substitute players will be contacted as needed to fill vacancies as soon as these are determined.

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Roster of Players - 2024

NAME		PHONE NUMBER		E-MAIL
First	Last	HOME	CELL	
<u>REGULAR PLAYERS (17)</u>				
Arthur	Ashman	203 454 1804	203 247 1127	aashman@aoptonline.net
Paul	Bieler	203 226 4058	203 246 1544	prbieler@optonline.net
Woody	Bliss	203 226 4859	203 515 8535	woodybliss@optonline.net
Bruce	Borner		203 500 8793	bruce@cpinyc.com
Gil	Ghitelman		203 610 4860	gilstill@mac.com
Steven	Heller	203 299 0403		steve2320@gmail.com
Bob	Leng	203 845 0860	978 289 0940	leng_7@msn.com
Jesper	Mackeprang	203 221 7715	203 856 9175	jespermackeprang@yahoo.com
Paul	Miller	203 221 1445		paulmillerps@aol.com
Gun	Moen	203 227 7118		gun1mo@aol.com
Mario	Sá Couto	203 227 4077	203 722 1495	msacouto@hotmail.com
Harold	Salm	203 226 5026		h_salm@hotmail.com
Chris	Schwab			chriss@optonline.net
Harris	Usdan	203 246 8698	203 246 8698	husdan@gmail.com
Mark	Valeski	203 227 5337		sunshine172400@aol.com
Donald	Yanell	203 227 0773		mimiepoppy@aol.com
Doug	Weber		203 952 8542	publisher@westportjournal.com

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Roster of Players – 2024 (Cont.)

NAME		PHONE NUMBER		E-MAIL
First	Last	HOME	CELL	
<u>POSSIBLE SUBSTITUTES</u>				
Herbert	Auslander	203 341 9398	203 856 0331	auslahe@me.com
David	Benjamin	203 222 7602	203 216 2955	dbenj104500@aol.com
John	Bett	203-956-5405	203-503-1008	johnbett827@gmail.com
Richard	Burman	203 222 1139		richb@crnradio.com
Andrew	Coleman		201 221 9763	andrewcoleman2010@gmail.com
John	Fitzgerald	203 226-1735	203 984 3601	jafitz142gmail.com
Jim	Light	203 216 5068	202 494 3048	jalightmd@gmail.com
Jack	Mitchell		203 341 6402	JackM@mitchells.com
Jack	Klinge	203 341 5113		jgklinge@aol.com
Jonathan	Rosenoer		707 666 0816	jrosenoer@gmail.com
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Basic Bridge Bidding System Booklet

OVERVIEW

The ACBL Standard American Yellow Card (SAYC) Basic Bridge Bidding System was created to be the required system to be used in a Standard Yellow Card event. The object was to provide a simple, modern method that will lead to a good, solid understanding in a partnership when both players have read this booklet.

Because this system was to be used by each player, the game was free of a wide variety of possibly complex systems. There was no necessity to Alert or ask questions since everyone was playing the same method.

When play began on the Internet, players needing a quick way to establish the method to be used in a relatively casual partnership adopted the SAYC. It is also used by players who meet at the partnership desk a few minutes before the game starts.

Players may still exercise bridge judgment, such as opening a four-card major in third seat. SAYC "normally five-card majors" approach can withstand an occasional deviation.

CHOICES

While there are no choices in the present day SAYC, except for an SAYC event in which everyone must play the method as written, a pair could use the SAYC as a base and make one or two modifications. If you do make a modification or two in an open game, you should announce that fact to the opponents — if they think you are playing straight SAYC and they know SAYC, they would not know about your modifications.

GENERAL APPROACH

Normally open five-card majors in all seats.

Open the higher of long suits of equal length: 5—5 or 6—6.

Normally open 1D with 4-4 in the minors.

Normally open 1C with 3-3 in the minors.

Notrump openings show a balanced hand, but may also be made with a singleton Ace, King or Queen.

1 NT = 15—17

2NT = 20-21

3NT = 25-27

Strong conventional 2C opening.

Weak two-bids in diamonds, hearts and spades

RESPONSES AND LATER BIDDING AFTER A 15-17 INT OPENING

2C is "non-forcing" Stayman, meaning that the bidding may stop in two of a suit. Opener rebids 2H with 4—4 in the majors. If responder rebids three of either minor, he shows slam interest and at least a five-card suit.

The Jacoby transfer shows a five-card suit and is used for the majors: 2D is a transfer to hearts, 2H is a transfer to spades. Opener accepts the transfer, though he can jump to the three level with 17 points and four-card support for responder's major. For example:

1NT – 2D

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2H = normal acceptance of the transfer.

3H = 17 points and four-card heart support

If, after the transfer is accepted, responder bids a new suit, that is natural and game forcing. Possible calls after the accepted transfer are:

1NT - 2H

2S - Pass = content to play 2S.

- 2NT, 3S = invitational. Over 2NT opener may pass or bid 3S with a minimum hand; bid 3NT or 4S if maximum.

- 3C, 3D, 3H = natural and game forcing.

- 3NT = giving opener a choice between 3NT and 4S.

- 4S = placing the contract, with a six-card or longer suit.

A 2S response requires the 1NT bidder to rebid 3C which may be passed with a club bust, or responder may rebid 3D with a diamond bust. Example:

1NT - 2S

3C - Pass = club bust

- 3D = diamond bust (notrump opener passes).

Other responses to 1 NT:

1NT - 3C, 3D = a six-card or longer suit and invitational to 3NT.

- 3H, 3S = at least a six-card suit and slam interest (otherwise, responder uses a transfer bid).

- 4C = Gerber, asking for aces. 4C IS GERBER OVER ANY 1NT OR 2NT BY PARTNER, INCLUDING A REBID OF 1NT OR 2NT. Responses show the number of aces, by steps, just as over a Blackwood 4NT. 5C is used to ask for kings.

Ace Asking

1NT - 4C

4D = 0 or 4 aces

4H = 1 ace

4S = 2 aces

4NT = 3 aces

King Asking

1NT - 4C

4X = 5C

5D = 0 or 4 kings

5H = 1 king

5S = 2 kings

5NT = 3 kings

If the player using Gerber makes any bid other than 5C that is to play (including 4NT). Asking for kings guarantees that the partnership holds all the aces.

A direct raise of 1 NT to 4NT is natural and invites 6NT. 4NT is slam invitational only because 4C is available as Gerber (to ask about aces).

INTERFERENCE AFTER A 1NT OPENING BID

If an opponent doubles, all conventional responses are "on." For example:

1NT — (Double) — 2C = Stayman

1NT — (Double) — 2D = transfer to hearts

If an opponent bids over your 1 NT opener, conventional responses like Stayman and transfers are "off." Bids are natural except for a cuebid, which may be used with game forcing strength as a substitute for Stayman.

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If the opponents intervene over a conventional response, bids carry the same meaning as if there were no intervention. The bid says, "I'm bidding voluntarily, so I have a real fit with you."

1NT - (Pass) - 2D - (Double)

2H = Real fit for hearts or Pass with only two hearts

RESPONSES TO A 2NT OR A 3NT OPENING

Stayman and Jacoby transfers for the majors are used.

2NT - 3C = Stayman.

- 3D, 3H = Jacoby transfers to hearts and spades, respectively.

- 4C = Gerber (ace asking).

- 4NT = Invites a slam in notrump.

3NT - 4C = Stayman.

- 4D, 4H = Jacoby transfers to hearts and spades, respectively.

RESPONSES AND LATER BIDDING AFTER A 1H OR A 1S OPENING

1H and 1S openings show a five-card or longer suit. Responses:

1H - 1S = at least four spades, 6 or more points. Tends to deny a heart fit.

- 1NT = 6—9 points, denies four spades or three hearts. NOT forcing.

- 2C, 2D = 10 points or more, promises at least four of the suit.

- 2H = three-card or longer heart support; 6 - 10 dummy points.

- 2NT = Game-forcing raise (Jacoby 2NT), 13+ dummy points. Asks opener to show a short suit to help responder evaluate slam prospects. **(see * below)**

- 2S, 3C, 3D = strong jump shifts. Invites a slam.

- 3H = limit raise (10—11 dummy points with three or more hearts).

- 3NT = 15—17 HCP, balanced hand with two-card support for partner.

- 4H = usually five+ hearts, a singleton or void, and fewer than 10 HCP.

Opener's rebids are natural and standard.

Rebids with a minimum hand (13—15 points):

Rebidding notrump at the lowest available level;

Raising responder's suit at the lowest level (may have good three-card support);

Rebidding a new suit at the one level or rebidding a new suit at the two level that is lower ranking than the opening suit (not reversing);

Rebidding opener's suit at the lowest level.

Rebids with a medium hand (16—18 points):

Jump raise of responder's suit or jump rebid of opener's suit;

Reverse in a new suit, i.e., bid a new suit at the two level which is higher ranking than the opening suit;

Non-reverse bid in a new suit (this has the wide range of 13—18 points).

With a maximum hand (19—21 or 22 points) opener must make a very strong rebid:

Jump in notrump;

Double jump raise of responder's suit or double jump rebid of opener's suit;

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Jump shift in a new suit.

* If responder jumps to 2NT over a 1H or 1S opening, that is Jacoby 2NT, asking opener to show a singleton or void. If opener has no short suit, he shows his hand strength;

1H - 2NT

3C, 3D, 3S = singleton or void in that suit. Other bids deny a short suit.

4H = minimum hand.

3NT = medium hand (15—17).

3H = maximum hand (18+)

4C, 4D = 2nd suit

Responder follows up by attempting to sign off in game, bidding 4NT Blackwood, or cuebidding if still interested in trying to cooperate with opener in making the slam decision.

SUBSEQUENT BIDDING BY RESPONDER

If responder has bid a suit at the one level, he next determines whether he wishes to sign off in a partscore, invite game, sign off in game, or force to game and get more information about opener's hand.

Bids available for a sign-off in partscore: Pass, 1NT, 2 of a previously bid suit.

1H - 1S

2C - Pass, 2H, 2S = 6 - 9 points, sign-off in partscore.

Bids available for inviting game: 2NT, 3 of a previously bid suit:

1H - 1S

2D - 2NT, 3D, 3H, 3S = 10 - 11 points, inviting game.

After opener rebids in a suit, a new suit by responder is forcing. If the new suit is the fourth suit, the bid may be artificial/conventional.

1H - 1S

2C - 2D = one-round force, could be conventional.

However, after a 1NT rebid by opener, bids of a new suit at the next higher level are non-forcing.

1H - 1S

1NT - 2C, 2D = non-forcing. Responder must jump shift to 3C or 3D to force game.

Second-round forcing bids following a 1NT rebid by opener: a reverse or jump shift into a new suit is a game force.

1C - 1H

1NT - 2S or 3D = game force.

Bids available for signing off in game:

3NT, 4H, 4S, 5C, 5D.

If responder initially bids a new suit at the two level, the same rules apply EXCEPT that a subsequent jump raise of opener's first suit to the THREE LEVEL is game forcing — responder should make a limit raise directly over the opening with 10 - 11 points and at least three-card support:

1S - 2C

2H - 2NT, 3C, 3H = invitation to game (10 - 11 points).

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- 2S = preference, not forcing. Responder has 11 - 12 points and a doubleton spade.
- 3D = game force, could be conventional.
- 3S = game force.

NOTE: Responder promises to bid again if he responded with a new suit at the two level unless opener's rebid is at the game level. This applies when responder is an unpassed hand.

1S - 2C

2D = forcing one round. Responder can limit his hand by bidding 2S, 2NT, 3C or 3D at this point. He should not pass, since opener could have 18 points (just short of a jump shift rebid).

RESPONSES TO A 1C OR A 1D OPENING

A 1D opener suggests a four-card or longer suit, since 1C is preferred on hands where a three-card minor suit must be opened. The exception is a hand with 4-4-3-2 shape: four spades, four hearts, three diamonds, and two clubs, which is opened 1D.

Responses and later bidding generally follow the ideas set down in the previous section. Bidding at the one level is up-the-line in principle. Responder needs more support to raise (four to raise 1D ; five to raise 1C though one fewer will do in a pinch in a competitive sequence). Responses of 2NT and 3NT are standard:

1C - 2NT = 13 - 15, game forcing

- 3NT = 16-18

There is no forcing minor-suit raise.

A 2C OPENING, RESPONSES, AND LATER BIDDING

A 2C opening shows at least 22+ points, or the playing equivalent. Responses:

2C - 2D = conventional, could be "waiting" with a good hand not suited to a positive response.

- 2H, 2S, 3C, 3D = natural and game forcing. At least a five-card suit and 8 points.

- 2NT = a balanced 8 HCP.

If opener rebids 2NT after a 2D response (showing 22—24 points), the same responses are used as over a 2NT opening:

2C - 2D

2NT - 3C = Stayman.

- 3D, 3H = Jacoby transfers to hearts and spades, respectively.

- 4C = Gerber.

- 4NT = inviting a slam in notrump.

If opener rebids a suit over a 2D response, the bidding is forcing to 3 of opener's major or 4 of opener's minor.

2C - 2D

2H - 2S

3H = not forcing.

SEQUENCE AFTER A WEAK TWO-BID OF 2D, 2HOR 2S

A weak two-bid shows a six-card suit of reasonable quality and 5—11 HOP. On rare occasions it may be a very good five-card suit. It is possible to open a weak two with a poor seven-card suit (not good enough to open with at the three level). Responses:

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A 2NT response is forcing, showing game interest. (This applies also if the opponents intervene with a double or a bid.) Opener rebids his suit with a minimum weak two (5—8 points). With a maximum hand opener bids another suit to show a "feature" (ace or king in that suit); lacking a feature, he raises to 3NT and lets responder place the contract. Any raise of opener's suit is to play and could be preemptive (weak). A 3NT response is also to play.

"RONF" on the card means "Raise Only Non-Force." A new-suit response is forcing one round and shows at least a five-card suit. Opener should raise a major suit response with a three-card fit, or perhaps with a doubleton honor.

With no fit for responder's suit, opener rebids:

With a minimum weak two-bid (5—8 points), rebid the suit at the lowest level.

With a maximum weak two-bid, name a new suit or bid notrump.

OPENING PREEMPTS

Opposite an unpassed partner, an opening 3 or 4-level call in a suit tends toward sound at equal or unfavorable vulnerability. Vulnerable against not, you should be within two tricks of your bid (i.e. with likely distribution of the remaining cards in your suit). When the vulnerability is equal, you should be within three tricks of your bid. At favorable vulnerability, the preempt tends to be lighter, so you should be within four tricks of your bid.

SLAM BIDDING

Blackwood 4NT is used to ask for aces. Responses show the number of aces by steps. 5NT is then used to ask for kings; 5NT guarantees that the partnership holds all four aces.

- - -	- - -
- - 4NT	- - 4NT
5C = 0 or 4 aces	5x - 5NT
5D = 1 ace	6C = 0 or 4 kings
5H = 2 aces	6D = 1 king
5S = 3 aces	6H = 2 kings
	6S = 3 kings

A jump to 5NT (and some 5NT bids when the auction is at the five level) is "Grand Slam Force," asking partner to bid a grand slam with two of the three top honors in the agreed suit;

- 5NT - 6 of the agreed suit = fewer than two top honors (A, K or Q).
- 7 of the agreed suit = two of the three top honors.

DEFENSIVE BIDDING

Overcalls show 8—16 points (double and bid the long suit with a stronger hand). The only forcing response is a cuebid of opener's suit, asking the overcaller about the quality of his overcall:

- (1D) - 1S - (Pass) - 2D
- (Pass) - 2S = minimum overcall.
- other = extra strength (11 or 12 points minimum).

A INT overcall shows 15 - 18 points and a balanced hand (preferably a stopper in opener's suit). No conventional responses are used by the responder to the INT overcall except 2C, which is Stayman.

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A jump overcall of 2NT shows at least 5 - 5 in the lowest two unbid suits (Unusual 2NT).

Jump overcalls are preemptive, showing the same value as an opening bid at the same level:

- (1D) - 2S = a hand that would open a weak two-bid in spades.
- 3C = a hand that would open 3♣.

A cuebid overcall when the opponents have bid two suits is natural in either suit.

A cuebid overcall when the opponents have bid only one suit is a Michaels cuebid, showing a 5 - 5 two-suiter (or more distributional). If the opening is in a minor suit, the cuebid shows the majors; if the opening is in a major, the cuebid shows the other major and an unspecified minor.

- (1D) - 2D = at least 5 - 5 in the majors, 8 points or more.
- (1S) - 2S = at least 5 - 5 in hearts and a minor; 10 points or more.

Responder may bid 2NT over a major suit cuebid to ask for partner's minor.

- (1H) - 2H - (Pass) - 2NT (asks for the minor).
- (Pass) - 3C = club suit.
- 3D = diamond suit.

A reopening bid means much the same as a direct seat bid, though it can be lighter at the minimum end. A reopening 1NT after an opponent has opened shows 10 - 15 points. This is a wide range, but there will not usually be a game on for you.

A double is for takeout over an opening partscore bid (40 or lower); penalty over opening game bids (4V or higher). A below-game jump response to a takeout double is invitational. To force, responder cuebids opener's suit.

Versus an opening preempt, an overcall in a suit or notrump is natural; a cuebid is Michaels.

COMPETITIVE BIDDING

There is almost an endless variety of possible sequences, so it pays to have simple guidelines to prevent bidding misunderstandings.

Bids mean the same things they meant without the intervening bid. Still, it is sometimes necessary to pick a bid that would normally have been a second choice without the overcall:

- 1D - (Pass) - 1S - (2C)
- 2S with **S**J43 **H**A875 **D**AQJ4 **C**J3 or rebid INT if RHO has passed.

Cuebidding right-hand opponent's suit shows values for game without clear direction for the moment. This is often used to show a game-forcing raise:

- 1S - (2C) - 3C = game force; usually a raise.

The negative double is used through 2S, promising four cards (at least) in an unbid major. Bidding a major at the two level or higher shows 11 or more points and a five-card or longer suit.

- 1C - (1D) - Double = 4—4 or better in the majors.
- 1D - (1H) - Double = exactly four spades (1 promises five).
- 1D - (1S) - Double = four hearts and 6+ points or five hearts and 5 - 10 points.

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If RHO makes a takeout double:

- 1D - (Double) - 1H, 1S = forcing, point count not limited.
- 2C = non-forcing (6—10 points, usually a six-card suit).
- 2NT = limit raise (at least 10 points) or better.
- Redouble = 10 points or more, but it is better to make a more descriptive bid of 1H, 1S or 2NT with the appropriate hand.
- 3D = preemptive, good trump support but fewer than 10 points.

A responder's jump shift after a double is to play:

- 1D - (Double) - 2H, 2S, 3C = six-plus card suit, like a weak two-bid or preemptive three-bid.

A redouble can have one of three meanings:

To play if Your side is at the four level or higher:

- 4S - (Double) - Redouble = Penalty;

The opponents double a conventional bid:

- 1NT - (Pass) - 2D - (Double) - Redouble = Penalty, good diamond suit;

A good hand if their double is for takeout:

- 1S - (Double) - Redouble = 10+ points;

SOS, requesting a different suit, if your side is doubled for penalty in a trump suit at the three level or lower:

- 1D - (Pass) - Pass - (Double)

Pass - (Pass) - Redouble = SOS, responder can support at least two of the unbid suits.

Unless otherwise noted elsewhere, any bid or double by an opponent cancels a convention intended for non-competitive sequences. Examples:

- 1H - 2S - 2NT = natural (12 - 14 HCP).

- 2C - Double - 2D = natural and positive.

If the opponents use a convention (such as Michaels or the unusual notrump), you can double to show at least 10 points, or you can cuebid one of their shown suits to force to game.

- 1S - (2S) - 3H = game force.

- Double = at least 10 points, probably balanced.

DEFENSIVE LEADS AND SIGNALS

Defensive signals when following suit or discarding are "high encourages, low discourages." And "High-low is an even number, low-high is odd when count is given."

Leads are fourth best. From three low cards against a suit contract lead low; against a notrump contract lead high. From four cards or longer lead fourth best. The one systemic exception is leading from a suit of four or more cards without an honor. In this instance lead the second highest card.

Leads are top of touching honors and top from an interior sequence. Against suits, the ace is led from A K x.

NOTE: When playing the ACBL SAYC:

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You may add defenses to the opponents' conventions (e.g., unusual vs. unusual, and Mathe over big club). Put these convention-defenses in the section "Defenses vs. OPP's Conventions" on the left-hand side of the convention card.

#170358

SP₃ (bk)

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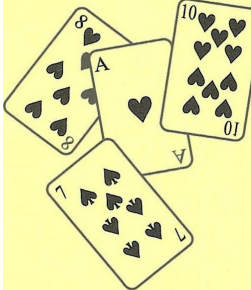
Rev. 1/06

Note: To complement the ACBL Base Bidding System with additional conventions, we recommend the book *Modern Bridge Conventions* by William S. Root and Richard Pavlicek.

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Base Bridge Bidding System

System Convention Card

SPECIAL DOUBLES (Describe) Negative: up to 2S		DIRECT NT OVERCALLS 1NT 15 to 18 HCP 2C = Stayman Other: Other Systems Off Unusual 2 NT = 2 Lowest Unbid		Names _____ Pair # _____	
SIMPLE OVERCALL 8 to 16 _____ HCP Cuebid is: One-Round Force		OVER OPPONENT'S NT 2C shows 2C 2D shows 2D 2H shows 2H 2S shows 2S		ACBL STANDARD YELLOW CARD Strong Forcing Opening: 2C	
JUMP OVERCALL Preemptive		VS. OPP'S OPENING PREEMPTS Dbl. Is: Takeout Takeout Wk.2s [] Wk.3s [] 2 NT/ Weak 2 = 16-19 HCP Bal.		NOTRUMP OPENING BIDS 1 NT 15 to 17 HCP 2 NT 20 to 21 HCP 3 NT 25 to 27 HCP	
OVER OPP'S TAKEOUT DOUBLE New Suit Force 1 level Other 2NT = Limit Raise or Better over Majors & Minors		DIRECT CUEBID Two Suits <input checked="" type="checkbox"/> Michaels (5-5) or Longer		RESPONSES: 2C Non-Forcing Stayman Transfers: Jacoby for majors over 1, 2 and 3 NT (on over dbls.) 2S forces 3* (for signoff in either minor) 3C/3D over 1 NT Is Game Invitational 3H/3S over 1 NT Is Slam Invitational	
OPENING PREEMPTS 3-bids [X] Sound [X] Light Equal/unfavorable vul. Favorable vul.		SLAM CONVENTIONS Gerber [X] Over 1 NT & 2NT openings, responses, rebids Blackwood [X] Grand Slam Force [X] After Interference over 4* or 4 NT [X]: Double = 0, Pass = 1, Next Suit = 2, Etc.		MAJOR OPENINGS (1H or 1S) Normally Five-Card Majors RESPONSES: 2 NT = Forcing Raise (Jacoby) Double Raise = Limit (10-11 pts.) Double Raise = Preemptive Over Double	
Psychics: Very Rare		Natural [x] In either suit if oponents have bid 2 suits		Be Courteous - Opponents May Just Be Friends We Haven't Met Yet!	
Defenses vs. OPP's Conventions: SOS Redoubles _____		DEFENSIVE CARD PLAY Opening lead vs. SUITS: 4th best [X] KQx QJx J10x 109x KJ10x K109x Q109 x x x x x x x xxxxx AKx Opening lead vs. NT: 4th best AKJx AQJx AJ109 A1098 KQJx KQ109 KJ109 K1098 QJIOx Q1098 J109x 1098x xxx xxx xxxxx		MINOR OPENING Length Promised 3+ [X] 1C [X] 1D [X] RESPONSES: Double Raise = Limit (10-12 pts.) Double Raise = Preemptive Over Double	
A high discard encourages; low discourages. Standard Count Signals		1NT over 1C or 1D 6 to 10 HCP 2NT over 1C or 1D 13 to 15 HCP 3NT over 1C or 1D 16 to 18 HCP			
		2C STRONG 22+ Balanced Points or 9+ Tricks Conventional Response 2D Artificial May be waiting lacking a good suit			
		WEAK 2'S 5 to 11 HCP Normally a good 6 card suit			
		RESPONSES 2D WEAK } RONF Raise Only Non-Force 2H WEAK } Conventional Response: 2 NT [X] if maximum 2S WEAK } requests feature			

At the Y's Men Friday Bridge games each player should have available with him a filled card to be consulted at any time by his opponents and by his partner before play starts.

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Basic Bridge Scoring

Basic Point Values

- **Trick Values:**

Major Suits (Spades/Hearts) – 30 Points/each

Minor Suits (Diamonds/Clubs)– 20 Points/each

No Trump – 1st Trick 40 Points / Subsequent Tricks – 30 Points/each

- **Game Contract:** Contract for at least 100 Points

Bonuses:

Partial Score		50 Points
Making a doubled contract		50 Points
Making a redoubled contract		100 Points
Game Contract		
Non-vulnerable		300 Points
Vulnerable		500 Points
Small Slam (12 tricks)		
Non-vulnerable		500 Points
Vulnerable		750 Points
Grand Slam (13 tricks)		
Non-vulnerable		1000 Points
Vulnerable		1500 Points
Overtricks		
Not doubled/redoubled		trick value
Doubled	Not Vulnerable	100 Points
	Vulnerable	200 Points
Redoubled	Not Vulnerable	200 Points
	Vulnerable	400 Points

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Basic Bridge Scoring (Cont.)

Penalties:

Undertricks

Not doubled/redoubled

Not Vulnerable
Vulnerable

All 50 Points
All 100 Points

Doubled – Not vulnerable
Vulnerable

100/200/200/300 ... Points
200/300/300/300 ... Points

Redoubled

Not vulnerable
Vulnerable

200/400/400/600 ... Points
400/600/600/600 ... Points

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Rubber Bridge Game

Description

As the name suggests, rubber bridge is played in rubbers. A rubber is completed when one partnership wins two games (100 or more points for successful contracts) over as many deals as necessary.

A partnership which has already won a game toward the current rubber is said to be vulnerable and is subject to higher bonuses and penalties than the one that is not.

The score is kept on a piece of paper divided in two columns headed WE and THEY, for the two teams, with a horizontal line part-way down. Scores for successful contracts are entered below the line and count toward winning a game (100+ points). Other scores such as bonuses for over tricks (more than contracted) or penalties for under tricks (less than contracted) are entered above the line and do not count toward winning a game.

A team that accumulates 100 or more points below the line, wins a game and records the respective game/slam bonus points above the line. A new line is drawn under the scores. Anything the opponent team had below the line does not count toward the next game; they start at zero again.

The side that first wins two games wins the rubber. Both sides' scores are then totaled. If the game is played for money (or cookies, or pencils) the side with the higher score wins, even if the rubber was not won.

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Chicago Game

Description

There are several versions of this game, also known in the official rules as Four-Deal Bridge. As this name suggests, it is a game for four players which normally is completed in a multiple of 3 rounds of four hands each, making it a fun game for social play.

Every round the partnership changes in a way that after three rounds every player had a different partner.

The vulnerability varies from hand to hand in a fixed pattern as follows:

- Hand 1: Dealer North; neither side vulnerable
- Hand 2: Dealer East; East-West vulnerable
- Hand 3: Dealer South; North-South vulnerable
- Hand 4: Dealer West; both sides vulnerable

The scoring is done per round, partnership and player using the Base Bridge Scoring Table. Each hand is scored duplicate style (2 ♠ making 3 is 140, 4 ♥ H vulnerable is 620, etc.). Every hand is independent and so there is no accumulation of part scores or games from deal to deal.

A multiple of three rounds can be played, repeating the sequence of vulnerabilities as often as necessary.

In Friday Y's Men's Bridge, four rounds of six hands are played and hands 5 & 6 vulnerability will be:

- Hand 5: Dealer North; neither side vulnerable
- Hand 6: Dealer East; both sides vulnerable

The final score for the three or four rounds is simply the addition by player of the scores of the hands played.

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Duplicate Game

Description

The duplicate game was created to reduce the impact of luck in the final results, after all the established rounds/hands have been played.

Duplicate competition can be done by team or individually:

Team Competition

Teams are divided in two groups, one to be sitting N/S and another to be sitting E/W. The N/S teams will be stationary and the E/W teams will move to a different table after each round is played. The movement of the E/W teams, as well as players participating and hands (boards) to be played in each round are indicated in guiding cards (Howell Movement Cards - Pairs) that identify the table and stay on it during the whole competition.

Each N/S team plays all sets of hands against most or all of the E/W teams. Every hand is scored separately using the Bridge Base Scoring table, but no part scores can be carried forward.

At the end of play, each team results are compared with the other teams and ranked in the same group, N/S and E/W.

A ranking method commonly used is as follows:

When comparing scores of two teams, give two points to the highest score, zero points to the lowest or one point to both if their scores are equal. After comparing each team with all the others in the same group, add all the points achieved by each team and express it as a percentage of the possible maximum number of points a team can get. The highest percentage receives number one rank, the rank of others following in a descendent manner.

The overall tournament winner is the team with the absolute highest percentage and the N/S and E/W winners are the teams with the highest percentage in each of the respective groups.

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Duplicate Game

Description

Individual Competition

Another variant of the duplicate game is the individual competition.

Beyond reducing the impact of luck, the objective here is to attempt to level out the playing field, when the participant players have a significantly wide range of skills. To do it, the competition is individual, meaning that every player has a different partner in every round and plays all or most of the competition's hands.

For the first round, individual players are assigned randomly to the tables available. After the first round, the movement of the players participating, as well as hands (boards) to be played in each round and sitting assignments is indicated in guiding cards (Individual Howell Movement Cards) that identify the table and stay on it during the whole competition.

Overall playing, scoring and ranking are done in a similar way to the Team Competition, except that here the focus is the player and not the team.

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Duplicate Game

ACBL Duplicate Instant Scorer

Non-Vulnerable								Vulnerable			Non-Vulnerable								Vulnerable		
Bid	Made	Undbl	Dbl	Redbl	Undbl	Dbl	Redbl	Bid	Made	Undbl	Dbl	Redbl	Undbl	Dbl	Redbl						
1♣-1♦	1	70	140	230	70	140	230	2NT	2	120	490	680	120	690	880						
	2	90	240	430	90	340	630		3	150	590	880	150	890	1280						
	3	110	340	630	110	540	1030		4	180	690	1080	180	1090	1680						
	4	130	440	830	130	740	1430		5	210	790	1280	210	1290	2080						
	5	150	540	1030	150	940	1830		6	240	890	1480	240	1490	2480						
	6	170	640	1230	170	1140	2230		7	270	990	1680	270	1690	2880						
	7	190	740	1430	190	1340	2630	3♣-3♦	3	110	470	640	110	670	840						
1♥-1♠	1	80	160	520	80	160	720		4	130	570	840	130	870	1240						
	2	110	260	720	110	360	1120		5	150	670	1040	150	1070	1640						
	3	140	360	920	140	560	1520		6	170	770	1240	170	1270	2040						
	4	170	460	1120	170	760	1920		7	190	870	1440	190	1470	2440						
	5	200	560	1320	200	960	2320	3♥-3♠	3	140	530	760	140	730	960						
	6	230	660	1520	230	1160	2720		4	170	630	960	170	930	1360						
	7	260	760	1720	260	1360	3120		5	200	730	1160	200	1130	1760						
1NT	1	90	180	560	90	180	760		6	230	830	1360	230	1330	2160						
	2	120	280	760	120	380	1160		7	260	930	1560	260	1530	2560						
	3	150	380	960	150	580	1560	3NT	3	400	550	800	600	750	1000						
	4	180	480	1160	180	780	1960		4	430	650	1000	630	950	1400						
	5	210	580	1360	210	980	2360		5	460	750	1200	660	1150	1800						
	6	240	680	1560	240	1180	2760		6	490	850	1400	690	1350	2200						
	7	270	780	1760	270	1380	3160		7	520	950	1600	720	1550	2600						
2♣-2♦	2	90	180	560	90	180	760	4♣-4♦	4	130	510	720	130	710	920						
	3	110	280	760	110	380	1160		5	150	610	920	150	910	1320						
	4	130	380	960	130	580	1560		6	170	710	1120	170	1110	1720						
	5	150	480	1160	150	780	1960		7	190	810	1320	190	1310	2120						
	6	170	580	1360	170	980	2360	4♥-4♠	4	420	590	880	620	790	1080						
	7	190	680	1560	190	1180	2760		5	450	690	1080	650	990	1480						
2♥-2♠	2	110	470	640	110	670	840		6	480	790	1280	680	1190	1880						
	3	140	570	840	140	870	1240		7	510	890	1480	710	1390	2280						
	4	170	670	1040	170	1070	1640	4NT	4	430	610	920	630	810	1120						
	5	200	770	1240	200	1270	2040		5	460	710	1120	660	1010	1520						
	6	230	870	1440	230	1470	2440		6	490	810	1320	690	1210	1920						
	7	260	970	1640	260	1670	2840		7	520	910	1520	720	1410	2320						

Non-Vulnerable								Vulnerable		
Bid	Made	Undbl	Dbl	Redbl	Undbl	Dbl	Redbl			
5♣-5♦	5	400	550	800	600	750	1000			
	6	420	650	1000	620	950	1400			
	7	440	750	1200	640	1150	1800			
5♥-5♠	5	450	650	1000	650	850	1200			
	6	480	750	1200	680	1050	1600			
	7	510	850	1400	710	1250	2000			
5NT	5	460	670	1040	660	870	1240			
	6	490	770	1240	690	1070	1640			
	7	520	870	1440	720	1270	2040			
6♣-6♦	6	920	1090	1380	1370	1540	1830			
	7	940	1190	1580	1390	1740	2230			
6♥-6♠	6	980	1210	1620	1430	1660	2070			
	7	1010	1310	1820	1460	1860	2470			
6NT	6	990	1230	1660	1440	1680	2110			
	7	1020	1330	1860	1470	1880	2510			
7♣-7♦	7	1440	1630	1960	2140	2330	2660			
7♥-7♠	7	1510	1770	2240	2210	2470	2940			
7NT	7	1520	1790	2280	2220	2490	2980			

DEFEATED CONTRACTS

Non-Vulnerable				Vulnerable		
Down	Undbl	Dbl	Redbl	Undbl	Dbl	Redbl
1	50	100	200	100	200	400
2	100	300	600	200	500	1000
3	150	500	1000	300	800	1600
4	200	800	1600	400	1100	2200
5	250	1100	2200	500	1400	2800
6	300	1400	2800	600	1700	3400
7	350	1700	3400	700	2000	4000
8	400	2000	4000	800	2300	4600
9	450	2300	4600	900	2600	5200
10	500	2600	5200	1000	2900	5800
11	550	2900	5800	1100	3200	6400
12	600	3200	6400	1200	3500	7000
13	650	3500	7000	1300	3800	7600

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ACBL Duplicate Instant Scorer

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Weekly Results