



LESSON 4 – STUDENT NOTES

OPENING 1 OF A SUIT; RESPONDER'S LIMIT BIDS & OPENER'S REBID OPTIONS-

A) WITH A SUIT FIT

B) AFTER A 1NT RESPONSE

Refer to your new copies of the **Opener's and Responder's bidding crib** sheets **lessons 4-6** and the **Basic Scoring** crib sheet. You may also wish to refer to the crib on **Leading against a suit contract**.

THE AUCTION - is a bidding process to set

- Who will be the declarer and play the hand.
- What kind of contract the hand will be played in (a suit contract or in no trumps).
- The level (how many tricks must be won for the contract to be made)

Like any other auction – each bid must be higher than the previous bid. Obviously, a bid of 2 is higher than a bid of 1 but each suit also has a rank. The club suit is the lowliest.

Every suit has a ranking order. Each **bid** must be higher than the previous bid

1NT	
1♠	
1♥	
1♦	
1♣	

The order of ranking of the suits from the bottom is **Clubs, Diamonds, Hearts, Spades and finally No Trumps**. A bid of 1 Diamond beats a bid of 1 Club etc. If you want to bid over 1NT you have to bid and the 2 level etc. If you don't want to bid you **pass**.

Players bid in turn clockwise round the table starting with the **Dealer**. The writing on the board will tell you which player is the dealer in our pre-dealt hands

The bidding ends once three players have said “Pass” after a positive bid. The **level you bid** to indicates the **number of tricks** you expect to **make** if you play the hand in that **contract**. (Remember, the first 6 tricks made do not score!)

1. THE BIDDING BOX - The bidding box contains all the possible bids that can be made at the bridge table.



Playing bridge at home you may speak your bid, but in a club the auction is silent as each player in turn beginning with the Dealer, lifts the appropriate card(s) from his bidding box to show the bid he wishes to make and lays this bid on the table in front of him.

A word of warning, do not hover over, or finger the bidding box while you make up your mind what to bid. If you subsequently Pass, this gives unauthorised information to your partner i.e. that you have a ‘nearly bid’ Only touch the bidding box once you know what you want to bid.

AUCTION MECHANISM

If you have a long strong suit you want to have this as the trump suit. You are interested in how many cards you have in your hand but you are also interested in how many cards you have in partner’s suit. You are looking for a **SUIT FIT** with partner’s hand. For a **SUIT FIT** you need **8** (or more) cards **between the two hands**. This can be 4+4, 5+3 etc. If you have more than 8 between the hands that is even better – the more the better.

WHAT DO YOU NEED TO OPEN THE BIDDING 1 OF A SUIT?

To evaluate your hand, count your HCP and also consider length of your suits.

You need 12* – 19 HCP to open the bidding 1 of a suit

AND

4 or more cards in the suit. Don't bid a three card suit even if you hold A K Q.

*(*Or Meet the Rule of 20 where your HCP added to the number of cards in your TWO longest suits comes to 20 or more)*

The Opening bidder is the first player at the table to make a positive bid.

BASIC OPENING BID RULES

1. Bid your **longest** suit first –

e.g. ♠ J 8 7 6
 ♦ K Q 8 6 5

Bid 1♦

2. Bid the **higher** ranked of **TWO 5 card** suits first –

e.g. ♠ J 7 5 4 2
 ♥ A K Q T 5

Bid 1♠

Suit quality does NOT matter!

3. Bid the **lower** of **TWO 4 card** suits of the **same** rank

e.g. in the majors ♠ A Q T 3
 ♥ K Q 8 6

Bid 1♥

OR

e.g. in the minors ♦ K T 5 3
 ♣ A K 5 3

Bid 1♣

- If you have one **4 card major** and one **4 card minor** bid the **major first**.

e.g. ♠ A Q T 3

♦ A J 7 2

Bid the **major** first.

TO PLAY IN A SUIT CONTRACT THE PARTNERSHIP NEEDS TO FIND A 'SUIT FIT'

What is this?

A **SUIT FIT** is finding you have 8+ cards in **one suit** between the two hands of the partnership .



- If there is a fit in a Major, this will be the trump suit.
- If there is no fit, then consider No Trumps.

(A Minor suit contract is the last choice because minor suits score poorly)

RESPONDER'S FIRST BID

With 0 – 5 HCP	Pass
With 6+ HCP	Responder must bid!

RESPONDER'S LIMIT BIDS

The two options we are looking at are to:

- **SUPPORT PARTNER'S SUIT** – This is your first choice if possible. If you have 4+ cards in partner's bid suit, support your partner at once.
- **BID NO TRUMPS** ... this is the bid of last resort. 1NT by Responder shows 6-9 HCP, no suit fit with partner's bid suit.

Both these types of bids are **LIMIT BIDS** i.e. These bids describe responder's hand within a narrow HCP range or limit.

IF YOU HAVE SUPPORT FOR PARTNER IN HIS BID SUIT

Remember you are looking for the magical **8 card suit FIT**. Partner needed 4 cards in a suit to open it (he may have more but assume he has just 4 to start with). Therefore, if you have 4+ cards in partner's bid suit, support him. As responder **with support for partner's suit** you have 4 possible bids depending on your high card point count.

- If you have support for opener's suit but only **0-5 HCP** you must **Pass**.
- Minimal hand (**6 - 9 HCP**) bid at the **lowest level** available.
- Close to game (**10 - 12 HCP**) bid at the **next level up** i.e. jump a level
- With enough for game (13+HCP) **bid game**.

Don't just learn these numbers – work it out. You already know that you need a combined HCP between the two hands of **25 HCP** to have a reasonable chance of making game.

You have to learn that **6 - 9 HCP is a minimal hand for responder**. You know Opener needed a minimum of 12 HCP* to open the bidding. Do the maths! If you have 9 HCP (with a fit in the bid suit) and Opener must have a minimum of 12, **9+12 = 21**; i.e. no hope a game if partner had the **minimum** for his opening bid. If the bidding goes 1 Spade from Opener, 2 Spades from you, Responder, Opener can pass. But, if Opener is **stronger than minimum** he can choose to bid on but he now knows the strength of your hand within a narrow range.

If you have 13 HCP and you know Opener must have 12, you know **13 + 12 = 25** which is enough for game so bid it **straight away** e.g. 1 Spade from Opener; you as Responder can bid 4 spades!

In between these two values it would be good to tell your partner that you have a little more than the minimum and leave it up to him to decide whether to bid on, or just pass out in a part score. Therefore, you should jump one level e.g. 1 spade from Opener, 3 spades from you is known as an invitational!

IF RESPONDER MAKES A LIMIT BID

Remember, a limit bid is one where the strength and shape of a hand is described within very narrow HCP limits.

If Responder makes a limit bid, Opener knows the HCP range of Responder's hand and whether the partnership has a suit fit. Opener is now in the position to judge the contract and the level. In other words, Opener is now in charge!

Opener must do the maths before Rebidding

Opener adds his HCP to the HCP Responder's bid shows. Does it come to 25+ HCP?

Opener's Rebid Options after Responder makes a Limit Bid:

- Pass - no chance of game even if Responder maximum for his limit bid
- Raise Bid – Invite in case Responder is maximum for his bid
- Bid Game – Opener knows the partnership has the magic 25HCP!

EXAMPLE

North	East	South	West
1♠ (1)	Pass	2♠ (2)	Pass
3♠ (3)	Pass	4♠ (4)	Pass

Note that every bid is higher than the previous one

- (1) North is the opening bidder. His 1♠ bid shows 4+ cards in spades & anything between 12-19 HCP.
- (2) South, his partner, is Responder. His 2♠ response shows a 4+ card suit FIT but with only 6-9 HCP he makes a minimum raise.
- (3) North knows partner has only 6-9 HCP but since he has 18 HCP he thinks '*if responder is maximum for his bid, game may be possible*' ($18 + 8/9 = 26/27$) so opener 'invites' responder to consider bidding game if his point count is near maximum.
- (4) On this occasion, Responder has 9 HCPs so bids game!
The final contract is 4♠. Declarer must take 10 tricks.

PROCEDURE FOR THE BEGINNING OF PLAY AFTER THE BIDDING IS COMPLETE

The player to the left of declarer chooses his lead. He should put the card he has chosen face DOWN on the table and check that his partner does not wish to ask any questions. Defenders are entitled to ask declarer before play starts to explain the meaning of bids that have been made. Once any queries have been dealt with, the lead is faced up on the table and THEN dummy goes down.

When dummy goes down, Declarer should thank his partner for the dummy! He should say "Thank you" even if he thinks dummy is rubbish!

It is conventional to put the trump suit cards on dummy's right i.e. to the left as declarer sees it.

DUPLICATE SCORING TABLE

*Remember the first 6 tricks do not score. If your contract is:

in a **minor** suit i.e. ♣ & ♦ each trick = 20

in a **major** suit i.e. ♥ & ♠ each trick = 30

in **No Trumps** the first trick = 40

Each subsequent trick = 30

Game Bonuses

There are hefty bonuses for bidding and making a 'game contract' This is not straight forward because the bonus is different depending upon whether the partnership is vulnerable or not. Look at the board. If there is a **green** band next to the slot for your cards then your side is **Not Vulnerable**. If the band is **red** then your side is **Vulnerable**.

The bonus for a **non-vulnerable** game bid and made is **300**

The bonus for a **vulnerable** game bid and made is **500**

A part game score whether **non vulnerable** or **vulnerable** is always 50

Undertricks

If you **do not make your bid contract**

when **non-vulnerable** you lose **50** points per undertrick but if this happens

when your side is **vulnerable** then you lose **100** points per undertrick

SUMMARY

- Bidding starts with the **Dealer**.
- Open **1 of a suit** with **12*-19 HCP**. The first player to make a positive bid is the **Opener**. (*or your hand meets the Rule of 20)
- Bid the **higher of two 5+ card suits first** and
- the **lower of two 4 card suit first**
- **unless** you have one **4 card major and one 4 card minor** in which case bid the **major first**.
- **Responder** is the Opener's partner - with **0-5 HCP Pass**.
- With **6+ HCP and 4+ cards in Opener's suit** Responder should support at the appropriate level.
 - With **6-9 HCP** and 4+ card support for opener's suit, **responder should raise partner's bid suit to the 2 level**. This is a minimum bid
 - With **10-12 HCP** and 4+ card support for opener's suit, **responder should jump a level to bid opener's suit at the 3 level**. This is an Invitational Bid.
 - With **13+ HCP** and support, **responder should bid to game!** The partnership has enough for game so bid it.
- The partnership needs **25+ HCP** for a game contract.
- If after making a limit bid, Responder is invited by Opener to make a Rebid, it's now Responder's turn to do the maths! Responder should **pass if minimum, or bid game if maximum** for his limit bid range.
- Scoring for contracts bid and made comprise **Trick points** added to **Bonus points**.