



## Lesson 4 - Teacher Notes

# Opening 1 of a Suit; Responder's Limit Bids & Opener's Rebid

## Options -

### a) with suit fit    b) after 1NT response

At the end of lesson 4 students will be able to:

- Choose the correct suit to open first
- Know the HCP needed for a partnership to bid game.
- Choose correctly as Responder, when to Pass, bid to support opener's suit, or bid to Game in opener's suit.
- Explain what is meant by making a LIMIT BID.
- Work out trick points and bonus points for part score and Game suit contracts bid and made.

## Revision

The terms Declarer, Dummy, Responder. That bidding starts with the **Dealer**. The dealer may pass. Each player, clockwise in turn around the table has the chance to use the **Bidding Box** to either make a positive bid or to pass until a positive bid is followed by three passes. Each positive bid must be higher than the previous one. Levels of bidding – a bid of 1 means you have to make one = take 7 tricks and so on. Finding a **SUIT FIT**. You are looking for **8+ cards** between the two hands in your partnership. You need **12\* – 19 HCP** plus a **4+ card suit** to open the bidding with **one of a suit**. (\* or meet the **Rule of 20** where your HCP added to the number of cards in your two longest suits = 20 or more)

## Order of opening 1 of a suit bids:

Bid your longest suit first regardless of where your high cards are. Bid the higher ranking of **two 5 card suits**. With **two 4 card suits, bid lower of two suits of the same rank** i.e. two majors or two minor suits. With two **4 cards suits of different ranks, bid the major before the minor**.

## Responder – support partner’s suit if possible

i.e. if you have 4 cards in Opener’s suit bid it!

With **6–9 HCP** bid a single raise (minimum) e.g. 1♥ - 2♥

With **10 – 12 HCP** raise your bid up two levels (invitational) e.g. 1♥ - 3♥

With **13+ HCP** raise your bid to game e.g. 1♥ - 4♥

## Responder – WITHOUT SUPPORT IN PARTNER’S SUIT, AND UNABLE TO BID A NEW SUIT, BID NO TRUMPS

With **6 – 9 HCP** give a single raise (minimum) e.g. 1♥ - 1NT

## What is the partnership looking for?

A suit **FIT** – preferably in a **major**

The level – You need **25 + HCP** for a game If you have fewer than 25 HCP between the two hands settle for the lowest available part score.

## LEVEL OF BIDDING

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 In order to **score** you need to make **6 + the level bid of the final contract**

**1 Level Contracts = 6 + 1 = 7 tricks,**

**2 Level Contracts = 6 + 2 = 8 tricks, etc.**

## SCORING

**Points for Suit Tricks ‘made’ Remember the first 6 tricks do not score!**

**Minors = 20 points Majors = 30 points per trick “made”**

**You need 100+ trick points to ‘make’ a Game contract**

- **4 tricks** in a **major** suit (take 6 + 4) = 10 tricks:
- **Major suits** score **30** points for each trick made **30 x 4 = 120**
- **5 tricks** in a **minor** suit (take 6 + 5) = 11 tricks:
- **Minor suits** score **20** points for each trick made **20 x 5 = 100**

**Bonus Scores for making the contract you bid!**

- **Parts score bonus** is always **+50**:
- **Game Bonuses** depend upon **vulnerability** -

**NOT VULNERABLE = +300 points**

**VULNERABLE = +500 points**

## 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 meet 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.
- Responder **MUST** make the correct limit bid so **that Opener with an Unlimited hand can work out his Rebid** and the best contract for the partnership.
- **A LIMIT BID** by Responder shows his HCP range within very narrow limits as well as whether the partnership has a suit fit or not.
  - 1** 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
  - 2** 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.
  - 3** 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**.  
**20** points per minor suit trick and **30** per major suit trick  
**+50** for part-score, **+300** for a **non-vulnerable** game and **+500** for a **vulnerable** game, bid and made!