



LESSON 5 - RESPONDER'S NEW SUIT BIDS & OPENERS REBIDS

HANDS 1 – 8

Hand 1 Played by South

Opens longest suit

Opener having a fit with Responder's change of suit supports with an invitational bid

Responder also with opening points accepts the invitation

None Vul	♠ K 8 7 3 ♥ T 7 ♦ K Q J 7 3 ♣ A 2	Dealer N
♠ 9 5 ♥ J 9 6 ♦ 9 8 5 2 ♣ T 9 8 5	N W E S	♠ 6 4 ♥ A 4 3 2 ♦ A T ♣ K Q 6 4 3
	♠ A Q J T 2 ♥ K Q 8 5 ♦ 6 4 ♣ J 7	

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

Bidding -

1. Opener North, bids 1♦, his longest suit

2. Responder bids 1♠, his longest suit.
3. North supports with a 4-card fit inviting game
4. South has opening points also so accepts the invitation and bids game 4♠.

Opening Lead – ♣T Top of a sequence

Declarer (South) makes a plan

In a suit contract declarer should count losers first: – 0 Spades, 1 Heart, 1 Diamond and 1 club = 3. Contract looks safe!

Winners – 5 Spades, possibly 2 Hearts, 2 or more Diamonds (once the Ace has been played) and 1 Club = 10

Declarer MUST make a PLAN - Win the club lead, draw trumps and establish diamonds to make the contract.

Defenders' Plan. East has 13 HCP. N/S have bid to game so must have at least 25 HCP. West can only have 2 at most!

The Card Play As per declarer's plan, win the ♣A, draw trumps in 2 rounds ending in South. Lead a diamond from South towards honours in North. At some stage, East will win ♦A and you will find you are unlucky with the diamond split. You now cannot establish the diamond suit as hoped but you still have 2 winners! Switch to hearts, leading towards KQ honours in south. At some stage East will win ♥A. Declarer should make 5 spades, 2 hearts, 2 diamonds and 1 club = 10 tricks

Defenders should win ♥A, ♦A and ♣Q

Score: N/S make 10 tricks - game in 4♠ for +420 (30 x 4 = 120 + 300 for non-vulnerable game bonus)

Hand 2

Played by West

Opens longest suit

With 11 HCP and a **5-card heart** suit Responder can bid 2♥

Opener knowing of a heart fit invites game

Responder with less than opening HCP declines

NS vul	♠ T 8 3 ♥ K 8 6 ♦ 4 ♣ A 7 6 5 4 2	Dealer E
♠ 9 5 ♥ A Q 9 7 4 ♦ Q T 9 3 ♣ K T	N W E S	♠ A Q J 6 4 ♥ J T 5 3 ♦ A 7 2 ♣ 3
	♠ K 7 2 ♥ 2 ♦ K J 8 6 5 ♣ Q J 9 8	

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

Bidding

1. Opens longest suit
2. 2♥* Responder with 11 HCP and a 5-card heart suit.
3. Opener's 3♥ raise shows a suit fit and invites responder to consider game. Opener supports responders major with 4 cards.
4. Responder, with only 11 HCP, declines the invitation

*West bids 2♥ holding the required 5 card heart suit.

Opening Lead: North chooses the ♦4D – Singleton!

Declarer MUST make a PLAN In a suit contract declarer should count losers first: 1 spade, (if the finesse fails), 1 heart (if the finesse fails), 2 diamonds and 1 club = 5! One too many! Can this number be reduced?

Top winners: Two ♦A and ♥A. 2 more at least will come from spades, 4 hearts, 2 diamonds and probably 0 clubs = 10!

Defenders' plan – South, Interpret partner's lead? Could it be a singleton? Plan to return it. Need 5 tricks to defeat the contract.

Declarer's plan – This hand requires 3 finesses! Draw trumps taking the heart finesse for the ♥K. After trumps drawn, take the spade finesse for the ♠K, then diamond finesse for the ♦K.

The Card Play On defender's lead, declarer **must** rise with the ♦A otherwise a ruff will follow! Declarer should draw trumps by leading low from East towards West's ♥Q. North wins with the ♥K. If a spade is returned by North, again declarer must rise with ♠A and complete drawing trumps. There are 9 tricks available after trumps have been drawn. The trump finesse and the spade finesses both fail with Declarer finding both Ks 'offside'. The contract making exactly.

Score EW make 3♥ = + 140 (3 x 30 = 90 + 50 part score bonus)

Hand 3 Played by North

Opens longest suit

Responder changes suit at 2 level MEETING RULE OF 14

Opener rebids his 6 card suit

Responder with an 8 card suit fit invites game

Opener with a minimum hand declines

EW vul	♠ K 5 ♥ J T 8 7 4 3 ♦ A Q 4 ♣ A 4	Dealer S
♠ A 9 8 6 2 ♥ A Q ♦ T 7 ♣ 8 6 5 3	N W E S	♠ Q J 7 3 ♥ 9 6 ♦ K 8 5 ♣ J T 9 2
	♠ T 4 ♥ K 5 2 ♦ J 9 6 3 2 ♣ K Q 7	

North	East	South	West
1♥ (1)	Pass	2♦ (2)	Pass
2♥ (3)	Pass	Pass (4)	Pass

Bidding

1. Opener bids his longest suit
2. Responder bids at the 2 level because he MEETS RULE OF 14. He bids his 5-card suit.

SBU – Lesson 5 – Responder’s Limit Bids - Hands

3. Opener’s rebid shows 5+ hearts and a minimum hand of 12-15 HCP. When Opener rebids his opening suit he now shows 5+ cards.

4. Responder knows the partnership has an 8-card suit FIT in hearts but even if opener is maximum for his bid, while close, the partnership do not have enough HCP for game so passes.

Opening Lead – ♠Q Top of touching honours

Declarer MUST make a PLAN In a suit contract Declarer should count losers first: 1 Spade on this lead, 2 Hearts if both missing honours are in West, 1 Diamond (depending on the finesse for the ♦K), 0 clubs. Still looks good! What can go wrong?

Counts winners - 1 Diamond (declarer must be aware that the defenders might trump one of these winners so in suit contracts they are not ‘sure winners’ should a defender be ‘short suited.’)

Defender’s Plan – Interpret partner’s lead? Unless a singleton, you know partner has the ♠J (and declarer must have ♠K) so rise with ♠A and lead back ♠6. Aim to defeat the contract by winning 5 tricks

Card play Win the expected spade return, draw trumps to knock out ♥A and play a diamond finesse from South. West wins the ♥A, and looking at dummy should switch to a diamond and at some stage West will win his ♠A to win 4 tricks for defenders.

Score NS make 2♥ +1 overtrick = + 140

Hand 4

Played by East

Unbalanced 14 HCP - Open longest suit

Responder bids his 4 card suit

Opener rebids his opening suit showing a minimum hand

Responder passes

All vul	♠ K Q 8 3 ♥ Q 3 ♦ 6 5 2 ♣ Q 9 7 4	Dealer W
♠ T 7 6 ♥ K 9 8 5 ♦ J 4 ♣ K 8 5 3	N W E S	♠ A ♥ T 7 6 ♦ K Q T 8 7 3 ♣ A J T
	♠ J 9 5 4 2 ♥ A J 4 2 ♦ A 9 ♣ 6 2	

West	North	East	South
Pass	Pass	1♦ (1)	Pass
1♥ (2)	Pass	2♦ (3)	Pass
Pass (4)	All pass		

Bidding

1. East with 14 HCP, unbalanced, opens the longest suit, Diamonds.
2. West with 7 HCP, bids his 4 -card major.
3. With no second suit East can rebids his diamond suit

SBU – Lesson 5 – Responder's Limit Bids - Hands

4. West works out that even if East is maximum (15 + 7 = 22) not the magic 25 needed for game, so passes.

Opening lead – Against a suit contract South should choose ♠4 low from an honour. South cannot lead a heart and doesn't want to lead a trump – never lead away from an Ace in a suit contract! (and playing the Ace would promise the King which he doesn't have!)

Declarer MUST make a PLAN

In a suit contract declarer should count losers first: 0 spades (providing he can ruff 2), 2 hearts possibly, 1 diamond, 1 club if the finesse fails

Work suit – clubs – makes 4 tricks if finesse succeeds but can you access the 4th trick? Entry to East is problematic

Declarer's Plan –win lead, draw trumps leading low towards J♦ (honours from the short hand first), continue till you force out the ♦A

Defenders' Plan: South must consider partner's lead. Low for like! Partner will expect you to return spades.

The Card Play - Declarer wins the spade lead and immediately draws trumps. South wins the ♦A. Ruff the likely spade return in hand and play clubs, leading a low club to ♣K and then a low one back to ♣J unless the ♣Q played by North now play ♣A to win 3 club tricks. Switch to hearts, leading small towards ♥K. South wins ♥A and switches back to spades. Ruff, play ♥K for 10 tricks.

Score E/W make 2♦ + 2 overtricks = +130 (4 x 20 = 80 +50)

Hand 5

East to play

Opening 1 of a suit with a balanced hand with 15+

Two 4 card suits of different rank open the higher rank

Jump rebid of 2NT shows 17-18 HCP

With no major suit fit invites play in 3NT

N/S Vul	♠ J 9 5 ♥ Q T 9 8 ♦ Q 9 8 6 ♣ 8 6	Dealer N
♠ A K 8 6 2 ♥ 6 4 ♦ 7 5 3 ♣ J 7 2	N W E S	♠ Q 3 ♥ A K 7 5 ♦ A T 4 2 ♣ K Q 4
	♠ T 7 4 ♥ J 3 2 ♦ K J ♣ A T 9 5 3	

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

Bidding

1. East opens 1♥ from a hand with two 4-card suits where the other 4-card suit is a minor

2. Responder (West) - with 4+ spades bids 1♠

3. East **jump bids** to 2NT showing a balanced hand. He has no second suit to bid but with 18-19 HCP shows the strength of his hand by jumping.

4. Responder now knows there are enough points for game so bids 3NT. (9 + 18 = 27)

Lead ♣5, 4th highest card in your longest suit; (note vs a NT contract it is OK to lead away from an Ace). Good to attack a long suit in NT.

Declarer MUST make a PLAN - counts top tricks – 3 Spades (possibly 5 if Spades break 3:3), 2 Hearts and 1 Diamond = 6. Not enough, need 3 more tricks. Where from? Well 2 from clubs once A forced out and hopefully at least 1 more from Spades
Planning the play – Play spades while you still have stops in all the other suits, leading low to the ♠Q (honours from the short hand first) If the Spades break 3-3 then you are home and dry but in case they don't, you must keep the ♣Q as an entry to dummy so that you can get at the 5th spade which will be a winner.

The card play- Win the second club in hand, tackle the Spades. Lead the ♠Q (high cards from short hand first) and then a low Spade over to play the ♠A & ♠K, discovering that the opponents follow suit on each round. Hoorah! The ♠8 and ♠6 are now winners. After playing the remaining Spades, cross to the Heart and Diamond winners. Then play your final Club winner. Declarer wins 5 spades, 2 hearts, 1 diamond and 2 clubs, = 10 tricks

Score - 3NT + 1 overtrick can make by E/W (30 x 4) + 10 = 130 + 300 **non vulnerable game bonus** = 430 points.

Hand 6

West to play

Balanced opens his 4-card major (over his 4-card minor)
 With 7 HCP & no 4-card major responder bids the dustbin 1NT
 Opener invites in case responder is maximum
 Responder declines and passes

E/W Vul	♠ Q 7 6 ♥ K 8 2 ♦ T 5 2 ♣ Q 8 7 5	Dealer East
♠ 5 4 ♥ A 9 5 ♦ J 7 6 ♣ J T 9 3 2	N W E S	♠ A K J T ♥ Q 6 4 ♦ A 8 4 3 ♣ K 6
	♠ 9 8 3 2 ♥ J T 7 3 ♦ K Q 9 ♣ A 4	

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

Bidding –

1. East with a balanced hand & 17 HCP bids 1♠, - with TWO 4 card suits bid the major suit first.
2. West bids 1NT (the dustbin bid showing 6-9 points), with no fit in spades and unable to bid a suit at the 2-level (doesn't have 10+ HCP or meet the Rule of 14)

3. East thinks if partner is maximum game may be on so invites by raising to 2NT, showing 17-18HCP

4. West knows with only 6HCP, there's no chance of game (17 + 6 = 23)

Opening lead: North chooses ♣5 (4th highest) of his longest suit

Declarer MUST make a PLAN

Work suit – Spades

In a NT contract Declarer Counts his sure tricks –2 Spades, 1 Heart, 1 Diamonds = 4 He needs 4 more – where?

Declarer makes a plan –on the club lead he hopes to make 2 tricks in clubs. He has to hope the spade finesse succeeds to give an extra trick. In hearts, he can try a finesse towards the ♥Q for a possible other trick. Problem is entries to East! If these fail he must fall back to the diamonds!

The card play – Defenders win 2/3 clubs but declarer should win at least 1 club. Play the spade finesse to the ♠J. Phew it holds! Declarer wins 4 spades. Play to the ♥A and play a low heart towards the ♥Q. South wins his ♥K but your Q is now your 4th extra trick!

Declarer wins 1 club, 4 spades, 2 hearts 1 diamond to make 8 tricks and his contract.

Score – 2NT for E/W = +120 (40 +30) = 70 plus 50 for part game = 120

Hand 7

Played by South

Opening 1 of a suit with a balanced hand with 15+
With no major suit fit, invites plays in 3NT

All Vul	♠ K 8 7 5 ♥ K 5 ♦ 8 5 3 ♣ A T 6 5	Dealer S
♠ T 9 6 ♥ J 9 2 ♦ 6 4 2 ♣ K Q J 2	N W E S	♠ Q 4 2 ♥ Q T 6 4 3 ♦ Q 9 7 ♣ 9 4
	♠ A J 3 ♥ A 8 7 ♦ A K J T ♣ 8 7 3	

South	West	North	East
1♦(1)	Pass	1♠(2)	Pass
1NT(3)	Pass	3NT (4)	All pass

Bidding –

1. South opens 1♦ – his only 4 card suit.
2. North bids his spade suit
3. South's 1NT rebid showing 15-17 HCP and a balanced hand
4. North knows the partnership hold at least 25 HCP so bids game in NT

Lead – ♣K, top of a sequence of three. Defending against NT the Defender on lead needs a **sequence of 3** to lead the top card or the top card of a broken sequence of three.

Declarer MUST make a PLAN

Declarer counts sure winners – 2 Spades, 2 Hearts, 2 Diamonds and 1 Club = 7. Two more tricks need to be established.

Work suit – Declarer has two, Diamonds and Spades.

Plan – There is a finesse position in both Diamonds a Spades. Diamonds looks the best place to start. Declarer, look at your club holding you have AT65. If you win the K with you have another club winner with the T! Do NOT hold up on this situation. Win the club in Dummy and play ♦3 to ♦A in case the ♦Q is a singleton. Declarer gets back to dummy with the ♥K and plays the ♦5 to his ♦J. This holds! Great! Now play your third Diamond, the ♦K. He sees that the queen drops so he now enjoys his 4th diamond. He then leads to his ♠K and plays his ♠5 to the ♠J, this finesse also works. He then plays to his ♥A in hand and takes the ♠A, eleven tricks – wow! and game made.

Score–3NT made by N/S = +460 + 2 overtricks (5 x 30 = 150) +10 + 300 bonus points for a **Non-Vulnerable game**.

Hand 8

Played by North

Opening 1 of a suit with a balanced hand with 15+

Two 4 card suits of different rank open the higher rank

With an unbalanced hand & 6 card major opener converts to 4♠

None Vul	♠ K J 7 5 4 3 ♥ 7 ♦ 9 5 2 ♣ K 5 4	Dealer W
♠ 9 ♥ K 5 2 ♦ Q J T 3 ♣ 9 8 7 6 2	N W E S	♠ Q T 2 ♥ J 9 8 6 4 ♦ 8 6 ♣ A J 3
	♠ A 8 6 ♥ A Q T 3 ♦ A K 7 4 ♣ Q T	

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

Bidding –

1. South opens 1♥, always choosing a 4-card major over a 4-card minor
2. North (responder) with 7 HCP bids 1♠
3. South makes a jump to 2NT, game forcing, showing 18-19 HCP

4. North doesn't like NT with a singleton and knowing South must have at least two spades to rebid NT – therefore a suit fit – North converts the contract to 4♠.

Opening lead – East has no easy lead, so plays an unbid suit Diamonds, and leads the ♦8, top of a doubleton.

Declarer MUST make a PLAN

Declarer counts losers – Possibly 1 Spade, depending on split; 0 hearts provided you can ruff losers, 1 Diamond; 1 Club. Looks fine 😊

Card Play – On the Diamond lead, Dummy wins with the ♦A. Declarer sets about drawing trumps and with nine Spades plays his ♠A & ♠K going for the drop. The 3:1 split means he leaves the master trump with East out. Don't waste 2 of your trumps drawing out the opponent's master trump! He will win this at sometime anyway!

Declarer plays clubs to win 2 tricks after the ♣A forced out discarding a diamond or heart loser. Play to ♥A and ruff 3 hearts in North.

Declarer loses 1 Club, 1 diamond, 0 Hearts and a Spade. Contract made.

Score – 4 x 30 = 120 plus 300 for a **non-vulnerable game bonus**. = 420 points. If you make an overtrick add another 30 for this extra trick!