

Lesson 9 Examples

Which suit to open?

- 1) **A** KQ102
 - **♥** K7
 - ♦ AJ64
 - ♣ Q103

4.

A 2

♥ AQ72

♦ Q8643

♣ AQ4

2)

- 3)
 - **♦** KQ42
 - **♥** AJ74
 - ◆ A3◆ QJ6
- 4) **•** J74
 - **♥** KQ93
 - ◆ A2
 - ♣ AK75

1 🛦

(4-major + 4-minor)

1 ♦

1♥

(longest suit, not strongest) (two 4-card majors)

1♥

(4-major + 4-minor)

The First Response

- 1) **A** K102
 - **v** 87
 - ♦ QJ64
 - **♣** Q1053

(Opener bids 1♥)

- **♦** Q2
- **♥** J972
- ♦ A643
- **\$** 854
- 3) J742
 - **v** 1074
 - ◆ J9853◆ 6
- ♥ KQ103
 - ♦ J862

♦ A74

4 95

a weak hand, 6-9 HCP no support, <u>1NT</u>

weak with support $2 \checkmark$

less than 6HCP Pass 4-card support, too strong for 2♥. <u>3♥</u>!

The First Response

(Opener bids 1♠)

- 1) **A** A542
 - **♥** KQ73
 - **♦** K6
 - **\$** 986

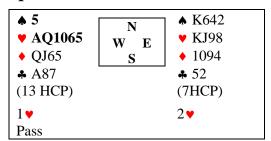
- 2) 84
 - ♥ KQ9
 - ♦ KQ102
 - **♣** QJ96
- 3) **A** A542
 - **♥** K873
 - **♦** K6
 - **\$** 986
- (a) ★ KJ6
 - **♥** AJ3
 - **♦** 842
 - ♣ Q975

8+trump, 25+ HCP Enough for game: <u>4</u>♠ 26+ HCP, no support All suits stopped - <u>3NT</u> 8+trump, 10HCP Too good for 2 \(\bigsim, \) Not enough for 4 \(\bigsim \) Bid 3 \(\bigsim ! 11HCP, no support. Too much for 1NT Not enough for 3NT Bid <u>2NT</u>, *inviting game*



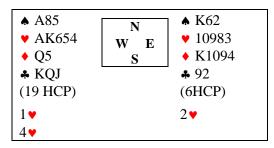
Lesson 9 Examples

Opener's Rebid after a limit response



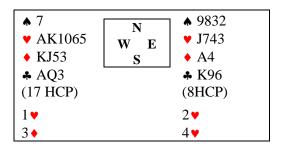
♦ AJ98	N	♦ 65
v 106	W E	♥ KJ75
♦ QJ96	S E	♦ 832
♣ AK7		♣ Q1092
(15 HCP)		(6HCP)
1♠		1NT
Pass		

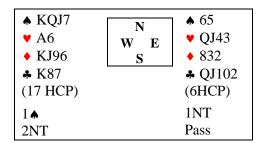
When responder has *limited* his hand and opener *knows* there cannot be enough points for game – opener *passes*



♠ AKJ6	N	♦ 53
♥ A54	W E	♥ KJ72
◆ AQ53	S	♦ J87
♣ J76		♣ Q1092
(19 HCP)		(7 HCP)
1 🖍		1NT
3NT		Pass

When responder has limited his hand and opener knows there are enough points for game - opener bids game

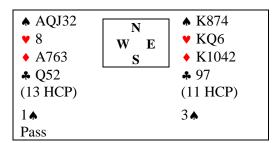




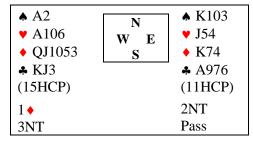
When opener knows there *may* be enough points for game he can make an *invitational bid* asking partner to bid game if *he* is maximum for his bid

Over a single raise he might bid 3 v as a *game try*Better to bid a second suit (without meaning to play there)
This lets partner decide whether his high cards are useful
With a maximum 8/9HCP responder bids game

Over 1NT opener raises to 2NT to invite game Here responder is minimum, so declines the invitation



West has a minimum opening bid He passes partner's invitation to game With 15 or more points he would bid 4 •



This time West has extra values When partner invites game he accepts You accept an invitation by bidding game