



Lesson 9 Examples

Which suit to open?

1) ♠ KQ102
♥ K7
♦ AJ64
♣ Q103

1♠

(4-major + 4-minor)

2) ♠ 2
♥ AQ72
♦ Q8643
♣ AQ4

1♦

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

3) ♠ KQ42
♥ AJ74
♦ A3
♣ QJ6

1♥

(two 4-card majors)

4) ♠ J74
♥ KQ93
♦ A2
♣ AK75

1♥

(4-major + 4-minor)

The First Response

(Opener bids 1♥)

1) ♠ K102
♥ 87
♦ QJ64
♣ Q1053

a weak hand, 6-9 HCP
no support, 1NT

2) ♠ Q2
♥ J972
♦ A643
♣ 854

weak with support
2♥

3) ♠ J742
♥ 1074
♦ J9853
♣ 6

less than 6HCP
Pass

4) ♠ A74
♥ KQ103
♦ J862
♣ 95

4-card support, too
strong for 2♥. 3♥!

The First Response

(Opener bids 1♠)

1) ♠ A542
♥ KQ73
♦ K6
♣ 986

8+trump, 25+ HCP
Enough for game: 4♠

2) ♠ 84
♥ KQ9
♦ KQ102
♣ QJ96

26+ HCP, no support
All suits stopped - 3NT

3) ♠ A542
♥ K873
♦ K6
♣ 986

8+trump, 10HCP
Too good for 2♠,
Not enough for 4♠
Bid 3♠!

4) ♠ KJ6
♥ AJ3
♦ 842
♣ Q975

11HCP, no support.
Too much for 1NT
Not enough for 3NT
Bid 2NT, *inviting game*



Lesson 9 Examples

Opener's Rebid after a limit response

♠ 5	N W E S	♠ K642
♥ AQ1065		♥ KJ98
♦ QJ65		♦ 1094
♣ A87		♣ 52
(13 HCP)		(7HCP)
1♥		2♥
Pass		

♠ AJ98	N W E S	♠ 65
♥ 106		♥ KJ75
♦ QJ96		♦ 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*

♠ A85	N W E S	♠ K62
♥ AK654		♥ 10983
♦ Q5		♦ K1094
♣ KQJ		♣ 92
(19 HCP)		(6HCP)
1♥		2♥
4♥		

♠ AKJ6	N W E S	♠ 53
♥ A54		♥ KJ72
♦ AQ53		♦ 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*

♠ 7	N W E S	♠ 9832
♥ AK1065		♥ J743
♦ KJ53		♦ A4
♣ AQ3		♣ K96
(17 HCP)		(8HCP)
1♥		2♥
3♦		4♥

♠ KQJ7	N W E S	♠ 65
♥ A6		♥ QJ43
♦ KJ96		♦ 832
♣ K87		♣ QJ102
(17 HCP)		(6HCP)
1♠		1NT
2NT		Pass

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♥ 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

♠ AQJ32	N W E S	♠ K874
♥ 8		♥ KQ6
♦ A763		♦ K1042
♣ Q52		♣ 97
(13 HCP)		(11 HCP)
1♠		3♠
Pass		

♠ A2	N W E S	♠ K103
♥ A106		♥ J54
♦ QJ1053		♦ K74
♣ KJ3		♣ A976
(15HCP)		(11HCP)
1♦		2NT
3NT		Pass

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