



## Lesson 10 Examples

### The One-over-one Response

Partner opens 1♦. What do you respond?

♠ AQJ62  
♥ K93  
♦ A7  
♣ 1084

♠ 109  
♥ A7542  
♦ K7  
♣ 9863

1♠, a 1-over-1

1♥

♠ AQJ2  
♥ 72  
♦ J43  
♣ 10954

1♠

♠ KJ76  
♥ Q1064  
♦ 83  
♣ J54

1♥ - bid majors *upwards*

### The Two-over-one Response

♠ Q103  
♥ AQ4  
♦ KQJ72  
♣ 98

Partner opens 1♠

Bid 2♦, a 2-over-1 response

**promising** 4+diamonds and 10+ HCP

**denying** 4+card support for spades

♠ A2  
♥ 743  
♦ 982  
♣ QJ1072

Partner opens 1♦

You are too weak to respond 2♣

Respond 1NT, **showing** 6-9 HCP

**denying** 4-card support for partner

**denying** a 4-card major

♠ AQ6  
♥ 72  
♦ QJ104  
♣ KQ95

Partner opens 1♥

With 14 HCP and 4+clubs you *could* bid 2♣, a 2-over-1

A more practical bid is 3NT – bid the game you want to be in!

### Opener's Rebid after a change of suit response: raising partner

♠ AQ32 ♥ 8 ♦ AJ763 ♣ Q52 (13 HCP) 1♦ 2♠	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ K874 ♥ Q96 ♦ K2 ♣ 10973 (8 HCP) 1♠ Pass
N					
W E					
S					

West has a minimum opening bid

He raises partner's suit one level – *a single raise*

East has a minimum response and passes

♠ AJ2 ♥ AQ106 ♦ AJ1053 ♣ 3 (16HCP) 1♦ 3♥	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ K43 ♥ KJ54 ♦ K4 ♣ 9762 (10HCP) 1♥ 4♥
N					
W E					
S					

This time West has extra values

He raises 2 levels – *a jump raise*, with 15-17HCP

With 10 points East has enough for game

♠ Q1053 ♥ AQ64 ♦ A9 ♣ KQ2 (17 HCP) 1♥ 3♠	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ K874 ♥ 87 ♦ 863 ♣ A973 (7 HCP) 1♠ Pass
N					
W E					
S					

East has 7HCP opposite 15-17 – not enough for game

♠ A962 ♥ AK96 ♦ Q3 ♣ AQ8 (19HCP) 1♥ 4♠	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	♠ QJ103 ♥ J5 ♦ K74 ♣ 9762 (7HCP) 1♠ Pass
N					
W E					
S					

Enough for game and 4-card support - bid game