



## Lesson 6: Opener's suit Rebids with a stronger hand & Responder's suit preference

### Hand 1

Played by North

Opens longest suit

Responder with no stops in hearts, plays in 5 of a minor

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

North	East	South	West
Pass	Pass	1♦ (1)	Pass
2♣ (2)	Pass	5♣ (4)	All Pass

### Bidding

1. South opens his longest suit.
2. North has 9 HCP and with a 5-card club suit, can use the rule of 14 to bid at the 2 level.
3. Opener with 18 HCP and a fit in clubs bids to game - 5♣.

Opening Lead – ♠T (top of a sequence)

In a suit contract declarer should count losing Tricks first

1 spade, 2 hearts (depending where the ♥A is), 0 diamonds and 1 club if the ♣Q doesn't fall under the AK = 3 losers! One too many!

**Defender – West** must play ♠A. No point in continuing spades when you can see dummy is now void – switch to top heart ♥J. East must play ♥A to win second trick.

**Declarer MUST make a PLAN**

With 9 cards in a suit headed by AK 'best' play is to lead out the AK of the suit expecting the ♣Q to fall (rather than playing to finesse the ♣Q)

### Card play

Declarer will lose ♠A and ♥A. Draw trumps as soon as you get in playing both ♣A and ♣K to fell the ♣Q. Great! The ♣Q falls and your contract is now safe. Play your established spades and/or winning diamonds.

**Score:** N/S make 5♣ = +400 (5 x 20 = 100 + 300 non vulnerable game bonus)

Hand 2

Played by West

Opener bids longest suit

Responder changes suit at the 2 level

Opener shows strong hand by bidding new suit at 3 level

Responder does the maths and bids game

Finesse in card play

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

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

**Bidding** –

1. Opener bids longest suit

2. Responder's 2♣ bid indicates 10+ HCP.

3. Opener, has 16 HCP and an unbalanced hand so makes a jump shift rebid 3♥. This bid tells Responder that Opener holds a strong hand with 16+ HCP and by changing suit has 5+ spades

and 4 + hearts. This bid is '**FORCING**' which means Responder must bid at least one more time.

4. Responder now knows the partnership holds 25+ HCP and there is a '**fit**' in spades so bids to game in spades

**Lead** – North has no good lead. Can't lead clubs. May choose ♦7 – low as he can get from an honour in the unbid suit!

**Declarer MUST make a PLAN**

**In a suit contract declarer should count losers first:** possibly 1 spade depending upon the split and location of the ♠Q, 0 Hearts, 1 diamond (depending upon the location of the ♦K), 1 club (depending upon the location of the ♣K) = 3 Looks good!

**Counts top winners.** – 2 spades, 4 hearts, 1 diamond, 0 clubs = 7 Need 3 more – where from?

1 extra spade if ♠Q finesse succeeds, 1 diamond given the lead + 2 club ruffs = 4 extra tricks – Great!

**The Card Play** – Win lead, in hand, draw trumps playing ♠A from the short hand then, taking finesse for ♠Q, play the ♠T and let it run (unless South covers with the ♠Q). The finesse succeeds! With all trumps drawn, play winning hearts discarding 2 losing clubs. Give up a diamond and a club. Win your 3<sup>rd</sup> diamond and ruff 2 losing clubs declarer makes 3 spade tricks + 2 club ruffs, 4 Heart tricks 2 Diamond tricks and 0 club = 11 tricks Defenders win 2 tricks - ♦K and ♣A

**Score** On best play EW make 4♠ + 2 overtricks = + 480 (e.g. 6 x 30 = 180 trick points plus a **non-vulnerable** game bonus of 300)

**Hand 3**

**Played by East**

Opens longest suit

Responder with 11 HCPs and a fit in Opener's major makes an invitational bid (shows 10-12 HCPs)

Opener does the maths and bids game

Finesse card play

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

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

### Bidding

- 1 Opener his longest suit.
- 2 Responder with 11 HCP and a fit in spades make an invitational bid 3♠
- 3 Opener with 16 HCP raises to game - 4♠

**Opening lead** - South leads ♥9 – top of rubbish!

### Declarer MUST make a PLAN

**In a suit contract declarer should count losers first:** 0 spades  
1 heart, 1 or 2 diamonds depending upon the finesse and 0 clubs (provided you can ruff 2 clubs in hand) = 3! Looks good!  
**Now count top tricks:** 3 spades, 1 diamond and 2 clubs = 6.  
Need to set up 4 more.

**Defender's should make a plan too.** Note the opening lead. Looks like top of rubbish so partner should switch to another suit. Look at Dummy – diamonds look hopeful

**Declarer makes a plan:** 10 tricks needed. Where can more tricks be found? In diamonds if they can be established. You will want to lead from West towards diamond honours in East. But first, start drawing trumps! The declaring side have 9 trumps – so opponents have 4. If the suit breaks 4:0 you must take a finesse but you're in luck as you can finesse in either direction! Count the opponent's trumps when played!

### Card Play

North wins the heart lead and may switch to a diamond won by South, who may play a second heart to give nothing away. When declarer gets in, implement the plan. Draw trumps in 3 rounds, cross to clubs and play diamonds running 8 and 9 unless covered by North.

N/S should win ♥A and ♦K – 2 tricks.

**Score:** E/W make 4♠ + 1 overtrick = +650 (30 x 5 =150 + 500 vulnerable game bonus)

## Hand 4

Played by South

Opens longest suit

Responder changes suit at 2 level

Opener with 16 HCP makes a jump rebid of his 6 card suit

Responder with 10 HCP and a fit bids game

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

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

## Bidding

1. Opener bids his longest suit
2. Responder can bid at the 2 level because he has 10+ HCP. He bids his 5-card suit.
3. Opener makes a 'jump' rebid showing a 6 card heart suit and 16-19 HCP. After a 2 level response by partner this is a forcing

rebid. Responder **cannot** pass.

4. Responder bids to game in hearts because he now knows the partnership have a FIT in hearts and strength for game (25+ HCP) between them.

- 1
- 2
- 3

**Opening Lead** – ♠9 Top of rubbish is safe.

**Declarer MUST make a PLAN**

**In a suit contract Declarer should count losers first:** 0 Spades, 1 Heart, 1 Diamond (depending on the finesse for the ♦K), 1 Club (None if the finesse for ♣K works!) = 3 maximum Looks good! What can go wrong?

**Counts winners** – 2 spades, 1 Diamond, 1 club = 4 (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'.)

**Defenders' Plan** – Interpret partner's lead? Unless a singleton, you know it's top of rubbish and he won't want the suit back!

**Declarer's Plan** – Win the lead, draw trumps to knock out ♥A and take the diamond finesse first to establish your work suit leading from North up to ♦Q while you have the club suit protected. Then try the club finesse led from South.

**Card play** Declarer implements his plan above. Sadly, both finesses fail! Declarer should win 10 tricks, defenders 3 tricks.

**Score NS make 4♥ = + 420 (4 x 30 = 120 = 300) none vulnerable game bonus**

## Hand 5

Played by North

Opens higher rank of two 5 card suits

Responder shows preference by returning opener to his first bid suit.

N/S vul	<p>♠ A Q J T 2</p> <p>♥ K Q J 9 8</p> <p>♦ K 5 2</p> <p>♣ -</p>	Dealer N
<p>♠ 5</p> <p>♥ T 6 5 3 2</p> <p>♦ 8 6</p> <p>♣ A K 9 8 5</p>	<p>N</p> <p>W E</p> <p>S</p>	<p>♠ K 8 6 4</p> <p>♥ 4</p> <p>♦ A Q T 9</p> <p>♣ 7 6 4 3</p>
	<p>♠ 9 7 3</p> <p>♥ A 7</p> <p>♦ J 7 4 3</p> <p>♣ Q J T 2</p>	

North	East	South	West
1♠ (1)	Pass	1NT(2)	Pass
3♥(3)	Pass	3♠(4)	Pass
Pass (5)			

### Bidding -

1. Opens higher ranking of two 5 card suits
2. Only 8 HCP - can only bid 1NT
3. North jump bids 3♥ showing 16+ HCP, giving responder a choice of suits & inviting game
4. South shows preference by bidding 3♠.
5. **Opener should recognise this is suit preference & Pass!**

Opening Lead – ♣7 Top of rubbish

**Declarer MUST make a PLAN**

**In a suit contract declarer should count losers first:** – 1 Spade if finesse fails, 0 Hearts, 2 Diamonds (if ♦A in East) 0 clubs (provided can ruff and/or discard losers on heart winners) = 3 Contract should be OK!

**Winners** – 4 Spades, possibly 5 Hearts, 1 Diamond (is ♦A with West) and 1 Clubs given the lead = 11 possibly? Mmmm

**Declarer's plan** – Don't be tempted to ruff West's club winner of the lead in the long trump holding! Instead discard a losing diamond hoping West will continue with clubs! Draw trumps taking the ♠K finesse and play hearts (honours from the short hand first) When in dummy with ♥A play established club winner. What can go wrong? There's only one entry to South's hand... or is there?

**Defenders' Plan.** Aim to win 5 tricks

**The Card Play** As per declarer's plan. A wise West looking at dummy's clubs should not play his ♣K but switch to diamonds. East wins felling North's ♦K. East may play ♦Q (now you have an established diamond in dummy!) Ruff a diamond return. Cross to the ♥A. Play your established ♦J discarding a low heart. Draw trumps taking the finesse. Sadly it fails. EW win 2 clubs, 1 diamond and 1 Spade.

**Score:** N/S make 9 tricks = +140 (3 x 30 = 90 + 50 part game)

bonus)

## Hand 6

West to play

Unbalanced opens longest suit

with 7 HCP & no 4-card major responder bids the dustbin 1NT

Opener bids his second suit

Responder shows preference by passing

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

East	South	West	North
Pass	Pass	1♠ (1)	Pass(2)
1NT(3)	Pass	2♦(4)	Pass
Pass(5)			

Bidding –

1. West bids 1♠, his longest suit

2. North has to pass despite having opening points

3. East 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 rule of 14)

4. West now shows his second suit, Diamonds, correctly with just 12HCP (diamonds are lower ranking than spades), showing 12-15HCP

5. East shows suit preference by passing the 2♦ bid as he has 4 cards in Diamonds but with only 7HCP knows there is no chance of game.

**Opening lead:** North cannot lead away from an Ace defending a suit contract. He leads ♥Q (top of touching honours)

**Declarer MUST make a PLAN - Work suit** – Spades

**Declarer Counts losers** – 0 Spades (if finesse for ♠Q succeeds), 2 Hearts, at least 2 Diamonds and 1 Club = 5

**Play** –Declarer has to hope trumps split 3/2. He only has 4 **certain** tricks and has 5 losers. He wins the ♥Q lead with dummy's ♥A. He has no other entry to East's hand so must take the spade finesse before drawing trumps. Phew it succeeds! Now play 2 rounds of trumps - ♦A then a low Diamond, both defenders follow suit and the ♦Q & ♦J falling together leaving only one master trump out, the ♦K. North leads his master trump to reduce Declarer's ruffing value; then Defenders win two rounds of Hearts and the ♣A, exiting with the ♥3. Declarer must win the remaining tricks so ruffs the Heart in hand, plays spades hoping for a 3:3 split. Declarer finishes losing 2 Diamonds, 2 Hearts and 1 Club, making his contract.

**Score – 2♦ for E W = 90 (2 x 20 + 50 for part game = 90)**

Add another 20 if you make 1 overtrick!

## Hand 7 Played by West

Unbalanced 15 HCP - Open longest suit

Responder bids his 4 card suit

Opener rebids his second suit showing a minimum hand 5:4 in bid suits

Responder shows preference & passes

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

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

All pass

### Bidding

1. West with 15 HCP opens his longest suit, Diamonds.
2. East with 7 HCP, can bid his 4 card suit at the 1 level.
3. West can rebid his lower ranking second suit to show 12-15 HCP.

4. East works out that even if West is maximum (15 + 7 = 22) not the magic 25 needed for game, so passes showing preference for clubs (having 4 cards in clubs and only 2 in diamonds)

**Opening lead** – Against a suit contract North should choose ♠4 4<sup>th</sup> highest from an honour. North cannot lead away from an Ace. Therefore, can't lead hearts or diamonds!

**Declarer MUST make a PLAN**

**In a suit contract declarer should count losers first:** 0 spades, 1 heart (possibly 2 if ♥A and ♥Q are in South hand), 1 diamond, and 1 club if finesse of ♣Q fails

**Work suit** – Diamonds – once ♦A forced out, makes 3-4 tricks!

**Declarer's Plan** – win lead, draw trumps taking a finesse, then force out ♦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. Play low towards ♣K and lead a low one back to ♣J unless the ♣Q played by South. Drat, North shows out! Time to re-think your plan! Switch to playing diamonds leading low towards ♦J9 (both same value) playing honours from short hand first. North takes his ♦A at some stage. Ruff his likely spade return in hand and continue playing diamond. South will take a ruff. Declarer ruffs his likely spade return and can now fell his ♣Q with your ♣A. Play out remaining diamonds then switch to hearts, leading small towards ♥K. North wins ♥A and switches back to spades. Ruff in dummy and play ♥K for 9 tricks!

**Score E/W make 2♣ + 1 overtrick = +110 (20 x 3 = 46) +50 part game bonus**



## Hand 8

Played by East

Opens his longest suit

Unblocking in the diamond suit

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

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

### Bidding

1. West with 19 HCP opens his longest suit
2. With only 6 HCP, East must bid - 1♥
3. With a fit in hearts, and knowing East must have at least 6 points, West bids game - 4♥ (19+6 = 25)

Opening Lead – ♣ Q = top of a sequence

**Declarer MUST make a PLAN**

In a suit contract declarer should count losing tricks first: 1

spade, 0 hearts, 0 diamonds and 2 clubs = 3. Looks fine!

Work suit = Diamonds

**Defenders must also make a plan.** Partner has found a good lead but looking at dummy only 2 tricks from clubs. Declarer's diamonds are strong – he will use it to discard losers. The trump suit looks solid. The only chance for another trick is to switch to a spade to knock out the ♠A

### The card play

An easy hand for declarer. You must lose the first 2 club tricks. Ruff a third club if it's played or win whatever is returned. Draw trumps in 2 rounds. Then play your work suit diamonds– the ten from the short hand first! Look at your sequence of diamonds!

**Score** – E/W make 4♥+ 1 overtrick = +450 (5 x 30 = 150 plus non- vulnerable game bonus of 300)