Lesson 9 Teacher's Notes

Limit Responses to an Opening Bid of One of a Suit

Aims

- To emphasise the logical structure of our bidding system

- To stress the importance of *limit bids* in the Acol system

- To revise the Opening Bid and the First Response

- To introduce the Limit Raise of one of a suit to three of a suit, and the invitational 2NT response

- To have a first look at Opener's Rebid

Content

1   Revise the meaning of the opening bid of 1♣/1♦/1♥/1♠: what do these bids tell partner?
(12-19 HCP, at least 4 cards in the suit bid, either unbalanced or balanced with more than 12-14 HCP) Emphasise the difference between *opening* (12+HCP) and *responding* (6+HCP)

2   Revise which suit to open. *We open our longest suit.*
With two 5-card suits we open the <u>higher--ranking</u>
With two 4-card suits we open: the *major* with 1 major and 1 minor
                   the *lower-ranking* of two suits of the same rank - 1♥ with majors, 1♣ with minors
(It is easier to make 10 tricks in a major than 11 in a minor – hence the emphasis on bidding majors)

3   Revise the response to the opening bid of one of a suit.
     Pass with 0-5 points, Respond with 6 or more points

4   Revise the foundations of our bidding system
To play in a suit declarer and dummy aim to have ***at least 8 cards*** between them
When you have 4-card support for partner your side has at least 8 cards - ***raise his suit.***
To play in game you need 25 points between the hands
When partner opens the bidding and you have 13 or more points ***try to get to game***.

5   Introduce the Invitational Limit Response
When responder is ***not strong enough to bid game*** but ***too strong for a weak response*** he is in the No Man's Land between game and part-score.
He can ***invite*** game with a raise to the 3-level or 2NT - ***limit*** responses with 10-12 HCP

6   Introduce Opener's Rebid
Opener adds his points to those shown by responder.
If there cannot be enough for game – stop in a part-score
If there are enough for game – bid game
If there ***may be*** enough for game if partner is maximum – ***invite*** game