



## Lesson 31 Teacher Notes

### Bidding after Opening 1♣/♦/♥/♠

#### Aims

- To revise the basic principles of our bidding system
- To encourage the class to examine the logic behind the bids rather than follow rules blindly

#### Content

- 1 Revise the opening of 1♣/♦/♥/♠: **unlimited**, 12-19HCP, at least 4 cards. (NOT 12-14 balanced)  
We open our **longest** suit (often not our strongest in high cards)

With **two 5-card suits** open the **higher**: 1♠ with ♠+♥/♦; 1♥ with ♥+♦/♣; 1♦ with ♦+♣

**Exception**: with 5-5 ♠+♣ open 1♣.

*This is because you plan to rebid your second suit, twice if possible.*

*Opening 1♠ uses up a lot of room. 1♣-1♦/♥-1♠-anything-2♠- is more economical.*

With **two 4-card suits** open the **major** with a 4-card major + a 4-card minor  
1♥ with both majors (to make it easy for partner to bid spades)  
1♣ with both minors (no particular reason!)

- 2 Revise the response to an opening of 1♣/♦/♥/♠.

#### **Raise partner's major whenever you have 4-card support**

A single raise (1♥-2♥ or 1♠-2♠) shows 4-card support and 6-9HCP

A jump raise (1♥-3♥ or 1♠-3♠) shows 4-card support and 10-12HCP

Raise to game (1♥-4♥ or 1♠-4♠) shows 4-card support and 13-15HCP

After a **limit raise** opener can pass or bid on to game

#### **Bid a major at the one-level whenever you can.**

In the search for the 4-4 major fit someone has to bid a major!

When partner opens 1♣/♦ and you have 6+HCP and a 4-card major bid 1♥/1♠ (with both bid 1♥)

When partner opens 1♥ and you have 4 spades but not 4+hearts bid 1♠.

The new suit is forcing – opener must bid again.

#### **Bid 1NT with 6-9HCP, no 4+card support for partner, no 4+card major you can bid at the 1-level**

You need 10+HCP to bid a new suit at the 2-level, so you may have to bid 1NT with an unbalanced hand over 1♠, or occasionally 1♥.

1NT is a weak limit response. Opener may Pass, or remove to a better partscore, or invite game

#### **Bid a new suit at the 2-level only with 10+HCP. Respond in your longest suit.**

Bidding a new suit allows opener to describe his hand further so you can reach the best game.

It is forcing, opener must bid again.

- 3 *Revise Opener's Rebid after a change of suit response. Remember the order of priority:*
- 1 Raise partner with 4-card support.  
When **raising partner** you are making a **limit bid**. Partner may Pass, so you must jump with extra values.
  - 2 Rebid in no-trump with a balanced hand without 4-card support.  
Rebidding no-trump shows a **balanced hand too strong** to open 1NT.
  - 3 Bid a new suit with an unbalanced hand without 4-card support.  
Bidding a new suit is **unlimited** and partner should bid again.  
Bidding a new suit shows **extra length** in the suit you opened.
  - 4 Rebid your first suit when you have no new suit to bid.  
Rebidding your first suit usually shows 6-cards, though occasionally you have no choice but to rebid with 5.  
  
Rebidding your own suit is a **limit bid**. Partner may pass a minimum rebid, so jump with extra values.