

When you are **Responder** and partner has opened **1 of a suit** count your HCP 0-5 HCP – Pass

With 6+ HCP YOU MUST BID!

The rules for Responder are the same as for opening 1 of a suit

- Bid your **longest suit first**
- Bid the **higher rank of TWO 5-card suits first**
- Bid the **lower rank of TWO 4 card suits** **unless** a major and a minor then open the major first

Priorities in Responding:

1. Support partner's bid **major** with a 'suit fit' at the **correct level** to show your HCPs
2. With 6-9 HCPs, no suit fit, **Bid 1NT** as last resort!

These are examples of **Limit bid responses**. Responder's bid tells opener his **HCP range within a precise narrow band**

Count your HCP – which group do they fall into? Remember 25+ HCP needed for game

6-9 HCP Minimum hand

1. Bid **2 of major** with a fit
With no fit in partner's suit:
2. Bid **1NT** as last resort!

10-12 HCP Invitational hand

1. Jump a level to bid **3 of major** with a fit

13+ HCP –a Game going hand

1. Bid to game in major with a suit fit –
4♥/♠

Lesson 5 onwards

A new suit bid by Responder is an Unlimited Bid! Responder can have anything from 6 – 28 HCP!

With no suit fit & obeying the bidding rules at the top of this page:

3. Bid a **new suit** of your own at the **1 level** if you can
4. Bid a **new suit** of your own at the **2 level with 10+ HCP** or **Meeting the Rule of 14***
(*where your HCP added to the number of cards in your longest suit = 14 or more)

Note: There is no need for responder bidding a new suit to make a jump bid. Keep the bidding low initially!

A change of suit is forcing for one round. Opener cannot Pass!