Lesson 3: Responses to Opening Suit Bids (Chapter 4)

Main points: need to determine if enough points for game and try to find a major suit fit (8 cards). Remember opener may have only 3 cards if he opened a minor. Quiz 1

1. Responses to opening 1-level suit bid (Note: Remember to use dummy pts if you have a fit):

0-5 pts: pass

6-9 pts: raise partner's major with 3-card support, bid new suit at one-level, or bid 1NT (which does not imply a balanced hand) in that order

If opener bid a minor suit, bid your longest suit, higher-ranking of two 5-card suits, lower-ranking of two 4-card suits at the one-level, 1 NT, or raise with 5-card

support. (Note: in most cases a 1 diamond opener will have at least 4 cards in the suit)

- 10-11 pts: raise a major to the three-level with 3-card support. If partner opened a minor suit, as a last resort raise to the three-level with 5+ card support ("Limit Raise").
- 10-18 pts: bid a new suit, or with balanced hand, no support for opener's major suit, and 13-15 HCP, bid 2NT, with 16-18 HCP, bid 3NT. (Note: with 10-12 pts you can't bid NT)
- 12-15 pts: with 3-card support for partner's major, bid a new suit and then raise partner's major on your next bid.
- 18+ pts: jump shift to another suit. Will discuss slam bidding later
- 2. Responses to an opening bid of 2♣ (22+ points):

0-7 pts: 2

8+ pts and a good 5+card suit, bid your suit (3♣, 3♦, 2♥ or 2♠), otherwise bid 2NT (forcing to game) or 2♦ with a 4-card major

A rebid by opener in a suit is forcing. Raise with support and an A, K, singleton or void in a side suit; jump to game with good trump support, but no extra strength. Bid cheaper minor with 0-4 pts. Bid a new suit or NT to show 5-7 pts.

3. Comments on textbook:

Page 103-4: a 1NT response does not require stoppers in the unbid suits. It does not promise a balanced hand [show examples on board].P.105, 2nd hand: it's forcing because it could contain as many as 18 points

Page 106, 1st hand: it's not the lack of a heart stopper, but there is no NT response with 10-12 HCP

Page 113-4: ignore finer points

- 4. Play hands pp. 122, 124, 126, 128
- 5. For next week: Read Chapter 5