

# BRIDGE

## Unit 2

### BASIC 'ACOL' BIDDING

We hope that you have enjoyed learning to play with a dummy hand and discovering the mysteries of the finesse, ducking and unblocking.

This will be the most difficult term in the course. The 'Acol' bidding system is a beautifully elegant coded language which has to be learned like any other foreign language.

You have already been shown the importance of recognising hand shapes as being either *balanced 4-3-3-3 or 4-4-3-2 or 5-3-3-2* or unbalanced. The bidding will follow one path if opener's hand is balanced and a different path if the hand is unbalanced.

We will guide you through the requirements for opening bids, responding bids, rebids and overcalls.

You already know the importance of locating 4-4 major suit fits and that the HCP requirement to bid to game is 25. The bidding system being taught will enable you to bid accurately to games or part scores. We will leave slam bidding until next year!

If you can survive this gruelling term you will be well on the way to being hooked for life.

Please use the North Eastern Bridge Association's web site where you will find lots of useful information on bidding and play techniques, events, links, news and results from our area.



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BEFORE opening the bidding, it is essential that you recognise the SHAPE of your hand, because it is your REBID that will define the hand for partner.

**DO NOT open the bidding until you know what your rebid will be!**

When searching for a trump suit, length is more important than strength

## BALANCED HANDS

Only 4 - 3 - 3 - 3  
4 - 4 - 3 - 2  
5 - 3 - 3 - 2

No singleton or void  
and not two doubletons

With 12-14 HCPs your opening bid is easy = 1NT  
However, with 12-14 HCPs and a good five card major, some players choose to bid 1 of the suit. (1♥/1♠)  
If you do this you must rebid 2♥/2♠ *not* NTs.

With 15-19 HCPs, open 1 of a suit and REBID NTS

With 20-22 HCPs, your opening bid is easy = 2NT

## UNBALANCED HANDS

### TWO SUITED HANDS

*The distributions of two suited hands are:*

5 - 4 - 2 - 2    6 - 5 - 1 - 1  
5 - 4 - 3 - 1    6 - 5 - 2 - 0  
5 - 5 - 2 - 1    6 - 6 - 1 - 0  
5 - 5 - 3 - 0    7 - 4 - 2 - 0  
6 - 4 - 3 - 0    7 - 4 - 1 - 1  
6 - 4 - 2 - 1    7 - 5 - 1 - 0 etc.

With two suited hands, open the longest suit first.

Rebid your second suit *when you can (More later)*

With two 5 card suits, open your higher ranking suit.

**As soon as you rebid a 2nd suit, partner knows that you are NOT BALANCED and that you hold at least five cards in your first suit.** (*Otherwise your rebid would be NTs*)

9 of your 13 cards are shown by rebidding a 2nd suit!  
(*At least 5 in your 1st suit and at least 4 in your 2nd suit*).

### SINGLE SUITED HANDS

6 - 3 - 2 - 2    8 - 3 - 2 - 0  
6 - 3 - 3 - 1    8 - 3 - 1 - 1  
7 - 3 - 2 - 1    8 - 2 - 2 - 1  
7 - 3 - 3 - 0    9 - 3 - 1 - 0 etc.

With 12-19 pts, open one of your long suit and rebid that suit at an appropriate level.

With a SEVEN CARD SUIT, but only 6-10 HCPs, make a pre-emptive bid at the 3 level (3♣/3♦/3♥ or 3♠)

With a SIX CARD SUIT, but only 6-10 HCPs, many players now open 2♦/2♥ or 2♠ as a mini pre-empt and are known as 'Weak Twos in 3 suits'.

(*NOTE opening bids of 2♣ are very different. More later*)

There is a difficult fourth category which we will tackle much later in this series of lessons.

### THREE SUITED HANDS

4 - 4 - 4 - 1 hands. These are the most difficult hands to bid.  
5 - 4 - 4 - 0 (Less of a problem)

# BRIDGE - THE AUCTION 1.

## The Auction

The auction is where both pairs **bid** against each other, to win the right to play the contract.

The auction begins with the dealer, who can pass with a poor hand, or bid with a better than average hand. (*This is usually understood to be 12+ HCPs.*)

Bidding proceeds clockwise around the four players, (*Usually someone opens the bidding!*) but you don't actually say "I can make seven tricks with hearts as trumps".

You simply bid "1♥" (*This assumes that you will make the 1st six tricks and ONE MORE*)

Like any auction, each subsequent bid must be higher than the last. Each suit, is ranked in alphabetical order i.e. **C**lubs, **D**iamonds, **H**earts, and the highest ranked suit, - **S**pades. A contract to be played without trumps, is ranked even higher, and is bid as **No Trumps**.

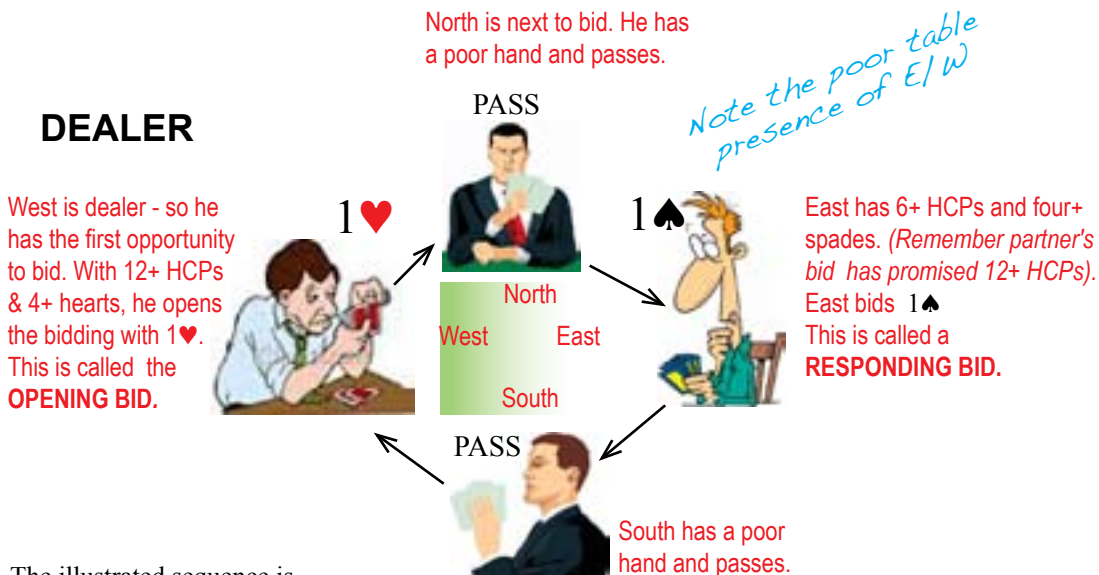
Suppose you open 1♥ meaning "I can make seven tricks with hearts as trumps." and partner has lots of clubs he wants to tell you about. He would have to bid 2♣

Bidding continues until three consecutive passes close the auction. If no one opens the bidding the cards are re-dealt.

The pair who win the contract at the end of the auction, become **declarer** and **dummy**. Declarer will be the player who was **first to bid the trump suit, (or NTs)**.

The two opposing players are **defenders**. The opening lead will be made by the player on the left of declarer.

## The 1st Round of the Auction Looks Like This



The illustrated sequence is normally shown like this:

W	N	E	S
1♥	P	1♠	P
1NT*	P	P	P

\*Notice that after south's pass, it is west's turn to bid again. West's 2nd bid is 1NT This is called **opener's REBID**. Bidding continues until three consecutive passes close the auction.

**NOTE** - North OR south could, at their turn, make a bid if they held a suitable hand. This type of bid is called an **OVERCALL**.

Tricks needed	
13	7NT
	7♠
	7♥
	7♦
	7♣
12	6NT
	6♠
	6♥
	6♦
	6♣
11	5NT
	5♠
	5♥
	5♦
	5♣
10	4NT
	4♠
	4♥
	4♦
	4♣
9	3NT
	3♠
	3♥
	3♦
	3♣
8	2NT
	2♠
	2♥
	2♦
	2♣
7	1NT
	1♠
	1♥
	1♦
	1♣

In the 'olden days' bidding was carried out verbally with players speaking their bids. As well as it being difficult to remember who said what, there was often an unethical inflection in the way the bid was spoken.

Today, bidding is done with bidding boxes. They are a great innovation!

By now you will have been shown how to use a bidding box but a major cause of annoyance to regular players is when inexperienced players fiddle with different bids and then eventually pull out the pass card. **PLEASE decide on your bid BEFORE your fingers go anywhere near the bidding box.** The explanations below are for future information only. Nothing to worry about yet.



The 'Alert' card is used when your partner makes a 'conventional' bid. (A bid that has an unexpected meaning). - More later!



The 'Double' card is usually for 'Takeout' asking partner to bid. Later in the auction it is likely to be for penalties. (Page 17)



The 'Stop' card is used before you make a bid at a higher level than needed. e.g. 1♦ - 2♥. More later! .



The 'Re-Double' card is usually in pristine condition because it is so rarely used. More later.

During the first round of the auction shown on the previous page, three types of bid were illustrated.

## 1. 1 LEVEL OPENING BID - SHOWS A BETTER THAN AVERAGE HAND.

The opening bid is the FIRST bid made on every new hand. ("Pass" does not count as a bid in this context.)

An opening suit bid promises 12-20 HCPs.

An opening bid of 1NT shows 12-14 HCPs.

## 2. RESPONDING TO A SUIT - SHOWS 6+HCPs.

A responding bid is made after PARTNER has opened 1 of a suit.

A change of suit at the 1 level shows *at least* 6 HCPs.

If you *need* to change suit at the 2 level you should have 10+ HCPs.

## 3. OPENER'S REBID - DEFINES THE HAND. (SHAPE & STRENGTH)

A rebid is made after partner has responded.

Rebidding a 2nd suit guarantees 5+ of the first suit bid.

Rebidding NTs after a suit opening, shows a balanced hand (*that must therefore have 15+HCPs.*)

## 4. SIMPLE OVERCALL - SHOWS A GOOD 5+ CARD SUIT.

A bid *only suggested on the previous page*, is an overcall. Even if opponents open the bidding, you can still bid.

An overcall is a bid made after *opponents* have opened the bidding.

An overcall shows a GOOD FIVE CARD suit with 10+HCPs (*page 15.*)

## 5. THE MYSTERIOUS DOUBLE (X) - FOR TAKEOUT OR PENALTIES ?

This is probably the most confusing bid for most beginners. A direct X after a suit bid, it is "for TAKEOUT", asking partner to bid a suit. After opponents open 1NT it is for penalty showing 15+HCPs. (pages 17/18).

Bidding is a coded language, which allows you to give and receive useful information about the **strength** and **shape** of each other's hand. Every bid you make is giving information to partner. You, in turn, are getting important information from partner's bids.

This enables you to build up a picture of how high you dare bid, because there are big points bonuses if you can score 100 points by bidding and making contracts in the **game zone**. (page 20) There are of course, penalties if you fail to make your contract.

The coded language that you will learn is called a **bidding system**, and you are going to learn the system called '**Acot**'.

Although you may come across a few people playing other systems, 'Acot' is the standard system played in Britain, and once you can speak the language, you should be able to play with virtually any partner.

The strength of each hand is based on High Card Points where: **Ace = 4, K = 3, Q = 2, J = 1**

*For information only this is called the Milton Work*

The main purpose of a **constructive auction** (where opponents remain silent), is to show the shape AND strength of your hand while you listen to, and interpret, the shape and strength of partners bids:

## STRENGTH -

**Your first priority is to discover whether your side have a combined point count of 25 pts.**

If so, you should normally bid on to a game contract! (3NT, 4♥ or 4♠.)  
If not, stop in the best part score available, (at the cheapest level you can.)

**GAME VALUES 25**

## SHAPE -

**Your first priority is to discover whether your side have an 8 card fit in a MAJOR suit.**

If so, play your contract in this suit. (Ideally a 4-4 fit but a 5-3 fit is almost as good).  
If not, either, stop in the best part score available, (at the cheapest level you can.) or if you have 25 HCPs, between the two hands, explore the possibility of playing in NT.

*(More on page 5)*

## WHEN YOU KNOW - -

### - that your side hold fewer than 25 pts. you should make a 'LIMIT BID'

It is important to learn how to tell partner when to stop bidding when your side do not have the points to bid any higher. There are 3 main ways to do this:

1. Return to partner's suit at the level you can afford,

W	E		W	E
1♦	1♥		1♥	<u>2♥</u>
2♣	<u>2♦</u>	OR		

2. Rebid your own suit at the level you can afford.

W	E		W	E
1♦	1♥		1♥	1♠
2♣	<u>2♥</u>	OR	<u>2♥</u>	

3. Bidding NTs at the cheapest level to limit your hand

W	E		W	E
<u>1NT</u>	pass	OR	1♥	<u>1NT</u>

### - that your side hold 25+pts. you should bid on to GAME

Equally when you recognise that you have the values to play in a game contract, you must find forcing bids that partner cannot pass, or bid to a game contract

Bid game in partner's suit

W	E		W	E
1♥	1♠		1♥	<u>4♥</u>
2♣	<u>4♥</u>	OR		

Rebid 1 level higher than necessary.

W	E		W	E
1♦	1♥		1♥	2♦
<u>2♠</u>	4♥	OR	<u>3♣</u>	

Bid NTs at the game level

W	E		W	E
1NT	<u>3NT</u>	OR	1♥	2♣
			<u>3NT</u>	

# OPENING BIDS - REVISED

*THE GAME MOVES ON - This page has been totally revised. Previously 2 level bids were played as strong. It is now more usual to open 2♦, 2♥ & 2♠ as weak 6-10. Described as 'Weak Twos in Three'.*

## NORMAL OPENING BIDS (12-19 HCPS.)

1♣	=	12 - 19 HCPS	with at least four clubs.
1♦	=	12 - 19 HCPS	with at least four diamonds.
1♥	=	12 - 19 HCPS	with at least four hearts.
1♠	=	12 - 19 HCPS	with at least four spades.

**1NT** = 12 - 14 HCPS BALANCED. No singleton or void, not two doubletons.  
(With five of a rebiddable major suit, you may open 1♠ or 1♥ & rebid the suit to show five)

### Remember:

Every opening bid of a suit will guarantee at least **four** cards in that suit.  
and an opening bid should always be based on **LENGTH not strength.**

♠ Q2  
♥ J7532  
♦ AKQ2  
♣ J6  
Open 1♥

**With two four card suits of the same rank, bid the lower suit first.**  
(e.g. with 4 clubs & 4 diamonds, bid clubs first.)

♠ K9  
♥ QJ6  
♦ AQJ4  
♣ K865  
Open 1♣

**With two four card suits of different rank, bid the major suit first.**  
(Rebid in NTs unless partner supports.)

♠ K86  
♥ QJ62  
♦ AQ  
♣ KJ65  
Open 1♥

**With two five card suits, bid the higher ranked suit first.**

♠ KJ872  
♥ QJ632  
♦ AQ  
♣ 7  
Open 1♠

If you rebid **your opening suit**, it will promise at least **five** cards in that suit.  
If you rebid **another suit**, that will **also** show **five** cards in your **first** suit,  
(and four cards in your second suit).

♠ 108  
♥ AQ753  
♦ KQ92  
♣ J4  
Open 1♥  
If partner responds 1♠  
Rebid 2♦

## WEAK 2 LEVEL OPENING BIDS (6-10 HCPS.)

2♦	=	Showing a good six card diamond suit.
2♥	=	Showing a good six card heart suit.
2♠	=	Showing a good six card spade suit.

## WEAK 3 LEVEL OPENING BIDS (6-10 HCPS.)

3♣	=	A highly distributional hand with seven clubs.
3♦	=	A highly distributional hand with seven diamonds.
3♥	=	A highly distributional hand with seven hearts.
3♠	=	A highly distributional hand with seven spades.

## VERY STRONG OPENING BIDS (20+)

2NT	=	20 - 22 HCPS, balanced or semi balanced.
2♣	=	23+ HCPS OR game force (A special kind of bid to be covered later.)

# RESPONDING TO SUIT BIDS - GENERAL

OPENING suit bids at the 1 level are **wide ranging**. They may have as few as 11/12 pts., but could have 19 HCPs

## RESPONDING BIDS

Similarly, a **responding** suit bid at the 1 level is **wide ranging**, showing ANY range of points from 6 upwards. Therefore, any change of suit by responder (e.g. 1♦ - 1♥) **forces** opener to bid again.

With 14 or 15 pts, responder should not get excited when partner opens.

**There is NO NEED TO JUMP A LEVEL OF BIDDING**, unless a major suit fit is apparent.

If no such fit is shown, responder simply bids his suit at the cheapest level. **Opener WILL bid again!**

With four or more cards in opener's major suit, responder should show that support immediately, but even if you have four of partner's minor suit opening, bid your own major suit if you have one. e.g.

Partner opens 1♣ and you hold

♠	Q874
♥	109
♦	K86
♣	AJ43

Bid 1♠. Wide ranging and **forcing!**  
(Opener could have five clubs and four spades)!

Partner opens 1♠ and you hold

♠	Q874
♥	109
♦	K863
♣	AJ4

Bid 3♠ to show the fit and 10/11 pts. Just short of game.  
With 13 pts. you would bid game directly in 4♠).

### Opener's rebid defines the hand!

Often, it is only when opener rebids, that responder knows whether game is possible.

Remember that you need 25 HCPs, between the two hands, to bid game in 4♠ / 4♥ or 3NT.

Partner opens	Responder's HCPs	Responder's 1ST BID
<b>1♣</b> showing 12-19	0 - 5 A game is impossible.	Pass
<b>1♦</b> showing 12-19		Respond ONLY at the 1 level.
<b>1♥</b> showing 12-19	6 - 9 A game is unlikely.	<b>Respond SIMPLY in your suit or show 4 card support in partner's major suit at an appropriate level.</b>
<b>1♠</b> showing 12-19	10 / 11 A game is possible.	
Responder should NOT jump a level of bidding just because they have 13+ pts,	12 / 13 A game is probable.	
but with 13+ pts., responder's rebid must ensure that game is reached.	14 - 16 A game is certain.	<b>Jump Shift if appropriate</b> <i>VERY rare (A subject for later.)</i>
	17 - 20 A slam is possible.	

### OPENER'S RESPONSIBILITY

Opener WILL bid again if responder simply changes the suit!

It is essential that before opener makes an opening bid, s/he must KNOW what the rebid will be.

Any change of suit by responder is **forcing** for one round.

**Opener cannot pass responder's change of suit.**

In this example, west WILL bid again, because 1♥ is a wide ranging bid (6-16) and **forcing** for one round.

W	E
1♣	1♥
?	
♠ QJ63 ♥ K ♦ AQ ♣ KJ872	♠ AK98 ♥ QJ63 ♦ 74 ♣ Q65

**The opening bid of 1NT is a special kind of bid. It is called a 'LIMIT BID'.**

Unlike suit bids, 1NT says everything about the hand in one bid.

It states that the hand has a balanced shape and a tightly defined 3 point range. (12, 13 or 14 HCPs)

The only possible shapes for a balanced hands are: 4-3-3-3 or 4-4-3-2 or 5-3-3-2

- Notice that a balanced hand **will not** have *a void.*
- Notice that a balanced hand **will not** have *a singleton.*
- Notice that a balanced hand **will not** have *two doubletons.*

With 12-14 HCPs and a **five card minor suit** in your balanced hand you would still open 1NT.

With 12-14 HCPs and **two four cards suits** in your balanced hand you would still open 1NT.

You **do not** need a stop in all suits. (*You can open 1NT with a worthless doubleton.*)

There is only one exception to the general rule

With 12-14 HCPs and a **re-biddable** five card major suit, open 1♠/1♥. Many bridge players will open 1♥ or 1♠ and rebid the suit, to show five. (However, *with 15+ and a 5-3-3-2 shape the rebid would always be in NTs.*)

**Re-biddable** simply means a suit which you would be happy to bid again. e.g. hands 1 and 3.

Hand 2 is a very poor suit! Barely rebiddable!

1	2	3
♠ KQxxx ♥ Axx ♦ Jxx ♣ Kx	♠ Jxxxx ♥ QJx ♦ Axx ♣ AQ	♠ Kx ♥ AJ10xx ♦ Qxx ♣ AJx
Open 1♠	Open 1NT	Open 1♥

On which of the following hands would you **not** open 1NT?

4	5	6	7	8	9
♠ Kxx ♥ QJxx ♦ Axxx ♣ Qx	♠ Axxx ♥ QJxx ♦ Qxx ♣ Ax	♠ Kx ♥ KQxx ♦ Ax ♣ Qxxxx	♠ xxx ♥ Kx ♦ AKxxx ♣ QJx	♠ Axx ♥ Axx ♦ Axx ♣ xxxx	♠ xxx ♥ AQJ ♦ AJxx ♣ KJx
.....					

What are your opening bids on hands 10 - 15?

10	11	12	13	14	15
♠ AK ♥ Jx ♦ Jxxx ♣ KQxxx	♠ Ax ♥ QJx ♦ QJxxx ♣ Axx	♠ KJxx ♥ KQ ♦ xxx ♣ AJxx	♠ Jx ♥ AJxx ♦ AJxx ♣ QJx	♠ Kxx ♥ QJxx ♦ AQxxx ♣ x	♠ Kxx ♥ AQJ ♦ xxxxx ♣ KJ
.....					

**Because 1NT is a LIMIT BID, opener should take no further initiative in any subsequent bidding, but if responder bids, the bid will invariably be asking a question or giving an instruction.**

**MORE LATER.**



# RESPONDING TO 1NT

**After a 1NT opening, RESPONDER is in control of the auction.**

Bidding during the game of bridge is a conversation between you and your partner (*and/or your opponents.*) The conversation is carried out using 'Acol', a coded language that must be learned. The conversation will use bids that have a 'natural' meaning and bids that have a 'conventional' meaning. 'Natural' means that, - for example - an opening bid of 1♥, has around 12+ HCPs with at least four hearts. 'Conventional' means that the bid has a totally unexpected meaning!

BEFORE you play with a new partner you need to agree on which conventional bids you will use! The first two conventional bids we think you should agree to play are used after partner has opened 1NT (or 2NT). They are TRANSFERS that show 5 card majors and STAYMAN to search for a 4-4 major suit fit

## TRANSFERS after partner opens 1NT

A 1NT opening by partner gives you the opportunity to use *conventional bids* that have an agreed coded meaning. **Remember though, that you and your partner must AGREE to play transfers BEFORE the game starts!!**

After a 1NT opening bid, if responder holds a FIVE+ card MAJOR suit, responder bids the suit ranked immediately under it. i.e. With FIVE hearts, responder bids 2♦. This is instruction for partner to transfer into 2♥. i.e. With FIVE spades, responder bids 2♥. This is instruction for partner to transfer into 2♠.

Yes, I know, for the first few weeks you will forget - and end in a mess. BUT for those wanting to play a good game of bridge, we recommend that you persevere with these useful bids which are called 'TRANSFERS'. The auction will proceed with much more clarity once you can apply this simple transfer principle.

## 'STAYMAN' after partner opens 1NT

If responder holds 11 or more HCPs, game could be on and the search for a 4-4 fit in a major suit becomes important. - - SO, IF responder has 11+HCPs AND a FOUR card major, nearly all bridge players use another conventional bid called 'Stayman'. This is why!

	NORTH	
	♠ Ax	
	♥ AJxx	
	♦ Kxxx	
	♣ 10xx	
WEST		EAST
♠ Jxx		♠ Qxxxx
♥ xx		♥ xxx
♦ Axx		♦ xx
♣ AJxxx		♣ Kxx
	SOUTH	
	♠ Kxx	
	♥ KQxx	
	♦ QJxx	
	♣ Qx	

If you bid these N/S hands without 'Stayman', south will open 1NT and north with a balanced 13 count will bid game in 3NT. Unfortunately - west will lead a club and E/W will take the first 5 tricks AND ♦A! **2 down!**

**IF** N/S could find their heart fit, south would lose only two club tricks & ♦A to make 10 tricks and a game contract of 4♥.

### SO how can N/S ever find their heart fit?

The answer is - - that north should use the conventional bid called '*Stayman*', and respond 2♣.

S	N
1NT	2♣

Before you sit down at the bridge table, agree with your partner that you will use 'Stayman'.

After agreeing to use 'Stayman', over 1NT - 2♣ **no longer shows a club suit.**

2♣ is now simply a question! It asks the 1NT opener "**Do you have a four card major?**"

S	N
1NT	2♣
2♥	4♥

*On the above hands, N/S find their heart fit!*

If the 1NT opener *has* a four card major, s/he will bid it.

If the 1NT opener has four hearts AND four spades s/he will bid the lower suit first.

If the 1NT opener does not have either four hearts or four spades, s/he would rebid 2♦. Now responder would rebid 2NT with 11/12 HCPs, (*just short of game*) or 3NT with 13+ HCPs.

# RESPONDING TO 1NT

**After a 1NT opening, RESPONDER is in control of the auction.**

After making an opening bid of 1NT it would be totally unethical to put your cards face down on the table and have a snooze, but mentally you can. You have said virtually everything in one bid.

The 1NT opener should take no further initiative, and only wake up when partner's response needs answering.

## Responder has 0-10 HCPs. *There is very little chance of game!*

Partner opens <b>1NT</b>	PASS	With <b>NO</b> five card major <b>WITH</b> a five card major, make a <b>Transfer bid</b> and then pass!		
	BID 2♦	to show five or more HEARTS.	<i>Opener will rebid 2♥</i>	Then you PASS
	BID 2♥	to show five or more SPADES.	<i>Opener will rebid 2♠</i>	Then you PASS

Each of these **TRANSFER BIDS** instructs partner to bid the next suit up.

You will notice that using this method usually allows the stronger hand to play the contract.

## Responder has 11/12 HCPs *Game COULD be on if partner has 14 pts. (or a good 13 pts.)*

Partner opens <b>1NT</b>	BID 2♣	Called 'Stayman', this bid promises a 4 card major and asks opener whether they have a 4 card major. If opener does NOT have a 4 card major, opener must rebid 2♦.		
	BID 2♦	to show 5 or more HEARTS.	<i>Opener will rebid 2♥</i>	<i>After opener completes the transfer, bid 2NT if otherwise balanced.</i>
	BID 2♥	to show 5 or more SPADES.	<i>Opener will rebid 2♠</i>	
	BID 2NT	to show 11/12 pts. and NO 4 or 5 card major. With 14 pts. opener can bid 3NT		

## Responder has 13+ *Game IS on! Do not let partner pass until game has been reached!*

Partner opens <b>1NT</b>	BID 2♣	With a 4 card major, use 'Stayman'. If opener rebids 2♦, simply bid 3NT to show your strength. IF opener bids your 4 card major bid game in that suit. (4♥ or 4♠).		
	BID 2♦	to show 5 or more HEARTS.	<i>Opener will rebid 2♥</i>	<i>After opener completes the transfer bid 3NT or a 2nd suit if you have one. If you bid a 2nd suit it will be <b>natural and forcing</b>. (Opener cannot pass!)</i>
	BID 2♥	to show 5 or more SPADES.	<i>Opener will rebid 2♠</i>	
	BID 3NT	to show 13-18 HCPs with no 4 or 5 card major suit		

### Respond with these hands after partner opens 1NT

1	2	3	4	5	6
♠ 987642 ♥ 87 ♦ 9754 ♣ 2	♠ AK3 ♥ KJ8 ♦ 9754 ♣ J76	♠ AJ7 ♥ AKJ76 ♦ 32 ♣ 1032	♠ Q975 ♥ QJ83 ♦ A54 ♣ 76	♠ AJ4 ♥ KQ5 ♦ QJ975 ♣ A6	♠ AK43 ♥ KQ8 ♦ 9765 ♣ J7
2♥ (transfer) then pass after partner completes the transfer	2NT	2♦ (transfer) then bid 3NT after partner completes the transfer.	Pass	3NT	2♣ (Stayman)

# BIDDING 15-19 BALANCED HANDS

Balanced hands in the 12-14 point range are opened 1NT. So how do you bid balanced hands that are stronger? Well, your opening bid will be a suit bid.

- a.) Open the lower of two four card minors.
- b.) Open the lower of two four card majors.
- c.) Open a four card major suit before a four card minor.
- d.) Open the five card suit.

1	2	3	4	5	6
♠ AK ♥ Kxx ♦ QJxx ♣ Kxxx	♠ Ax ♥ QJx ♦ AKxxx ♣ Axx	♠ KQJxx ♥ KQ ♦ xxx ♣ AJx	♠ Qx ♥ AJxx ♦ AQJ ♣ QJxx	♠ Kxxx ♥ QJxx ♦ AQx ♣ Ax	♠ Kxxx ♥ AQJx ♦ AQx ♣ Ax

- 1. Open **1♣** (Lower of two four card minors)
- 2. Open **1♦** (Five card suit)
- 3. Open **1♠** (Five card suit)
- 4. Open **1♥** (Four card major before four card minor)
- 5. Open **1♥** (Lower of two four card majors)
- 6. Open **2NT** (20-22 HCPs)

*What separates the bidding of balanced hands from two suited hands is the rebid.*

On each of the above hands 1-5, your REBID will be in NTs. This tells your partner that you have:

- i.) A balanced hand
- ii.) At least 15 HCPs (Otherwise you would have opened 1NT)
- iii.) and obviously at least four cards in the suit you opened.

*Keep your wits about you!*

The exception would be on hand 5 where you open 1♥. If partner responds with 1♠ you will support spades by bidding 2♠, because you have found an eight card trump fit!

*Another common mistake!*

On hand 3 beginners will wrongly rebid 2♠ to show five, rather than 2NT to show shape and strength.

**What is your opening bid - and what is your rebid after partner responds 1♠?**

7	8	9	10	11	12
♠ xxx ♥ QJxx ♦ AQx ♣ AKx	♠ Kx ♥ AQJx ♦ xxx ♣ AKxx	♠ KQx ♥ KJx ♦ Axxxx ♣ Qx	♠ Kx ♥ AJxx ♦ KQxx ♣ QJx	♠ Axxx ♥ KQJx ♦ Ax ♣ KQx	♠ Kxx ♥ Ax ♦ Axxxx ♣ KJx

/  
 -----

# REBIDS WITH BALANCED HANDS

A balanced hand will not have a void or a singleton or more than one doubleton.

Balanced hands are often played in contracts where there are no trumps.

## Open 1NT 12-14

♠ Ax ♥ KJx ♦ QJxx ♣ Kxxx	If partner responds,  2♣ Stayman (forcing) 2♦ (forcing) 2♥ (forcing) 2NT (invitational)	Rebid 2♦ to tell partner that you do not have a four card major). Rebid 2♥ to complete the transfer. Rebid 2♠ to complete the transfer Rebid 3NT ( <i>Partner is showing 11/12 HCPs. and you have 14.</i> )
-----------------------------------	--	--

## With 15-16 HCPs

<b>Open 1♥</b> ♠ Axx ♥ KJxx ♦ KQx ♣ Kxx	Partner responds  1♠ (6-16) 1NT (6-9) 2♣ (10+) 2♦ (10+) 2♥ (6-9)	<b>Rebid</b>  1NT Pass (Only a 1 in 4 chance that they have 9 HCPs.) 2NT (Forcing because partner has shown 10+) 2NT (Forcing) Pass (One two, that'll do) or (1 up - shut up)
---	--	---

## With 17-18 HCPs

<b>Open 1♥</b> ♠ AQ ♥ KJxxx ♦ KQx ♣ Kxx	Partner responds  1♠ (6-16) 1NT (6-9) 2♣ (10+) 2♦ (10+) 2♥ (6-9)	<b>Rebid</b>  2NT 2NT 3NT or a forcing 2NT. (This leaves room to find a 5/3 heart fit.) 3NT or a forcing 2NT. (This leaves room to find a 5/3 heart fit.) 3♥
---	--	--

## With 19 HCPs (With 20-22 HCPs you would open 2NT)

<b>Open 1♥</b> ♠ AQJ ♥ KJxx ♦ KQx ♣ Kxx	Partner responds  1♠ (6-16) 1NT (6-9) 2♣ (10+) 2♦ (10+) 2♥ (6-9)	<b>Rebid</b>  3NT 3NT 3NT 3NT 4♥ You must be in game. 19 + 6 = 25
---	--	---

After opening 1♣ what is your rebid over 1♠?

1	2	3
♠ AKx ♥ QJx ♦ Kx ♣ Kxxxx	♠ Axx ♥ QJx ♦ Qxx ♣ AKxx	♠ Kx ♥ KQJ ♦ Axx ♣ Qxxxx

After opening 1♥ what is your rebid over 1♠?

4	5	6*
♠ xx ♥ AKQJ ♦ Axxx ♣ Kxx	♠ Jx ♥ AQxxx ♦ AQJ ♣ QJx	♠ Kxxx ♥ KQxx ♦ Axx ♣ AJ

*\* If you find an eight card major suit trump fit show your support immediately*

# REBIDS WITH TWO SUITED HANDS

Although you only need four cards in a suit for the suit to be biddable, a hand with TWO four card suits is still considered to be balanced, not two suited. e.g. 4-2-3-4

With 12-14, you would of course open 1NT.

With 15+ HCPs, rebids on this type of 4-4-3-2 hand, should be in NTs to show a **balanced hand**.

A two suited hand is therefore **at least five** of one suit and **at least four** of another.

Because the remaining four cards will either produce two doubletons, or a singleton, or a void, the hand cannot be a balanced hand! When you can establish this in your mind, you will realise that to rebid a second suit, (rather than NTs,) your second suit guarantees five cards in your first suit. Always open length, not strength.

### Balanced hands

♠ AK4  
♥ QJ98  
♦ 94  
♣ KQ62

Open 1♥

intending to rebid 1NT

♠ K2  
♥ A76  
♦ KJ843  
♣ KQ5

Open 1♦

intending to rebid 1NT

Compare the rebids on balanced hands and the rebids on two suited hands

### Two Suited Hands

♠ Q5  
♥ AJ  
♦ AQJ84  
♣ QJ63

Open 1♦

intending to rebid 2♣

♠ K9873  
♥ QJ85  
♦ A  
♣ KJ7

Open 1♠

intending to rebid 2♥

♠ -  
♥ KQJ72  
♦ A9754  
♣ Q106

Open 1♥

intending to rebid 2♦

With two suited hands the simple principle is to bid your longest suit first.

If you have two five card suits bid the higher ranking suit first.

The reason for playing in a trump suit rather than NTs is because you hope to make extra tricks by **ruffing**. e.g. In the last hand shown above, if you were playing

in 4♥, and the defenders led the ♠A, you would be able to ruff the ♠A with your ♥2.

During the auction you are searching for what is called a **trump fit**. This means that you and your partner have eight or more cards in that suit, (particularly one of the major suits).

♠ AKQ  
♥ QJxxx  
♦ -  
♣ Jxxxx

Bid length not strength

Open the bidding with 1♥

With this hand your bidding must show your length in hearts and clubs.

Your ♠AKQ will make tricks whichever suit are trumps. You should try to play this hand in hearts or clubs, so that all those lovely little trumps can ruff the opponent's diamond winners.

### Don't get too obsessed by HCPs

North

♠ AQxxxx  
♥ KQxxx  
♦ xx  
♣ -

With this hand your bids must show length in hearts **and** spades. Open the bidding with 1♠

South

♠ Kxx  
♥ Jx  
♦ Qxxx  
♣ xxxx

You have only 11 pts. and partner has 6, but you would be unlucky not to make ten tricks in a spade contract.

These shapely hands have excellent playing strength if a fit can be found.

# MORE ON REBIDS WITH TWO SUITED HANDS

Although any four card suit is a biddable suit, a hand which has **two** four card suits is still defined as **balanced**, providing that there is no void or singleton and not two doubletons.

Therefore any re-bid of a *second* suit, says that

- a.) the hand is **not** balanced, and
- b.) the first bid suit is longer than the second suit.

The most common two suited hand will have five of one suit and four of another.

♠ KJxxx  
♥ AQxx  
♦ xx  
♣ KJ

Open 1♠  
Rebid 2♥

♠ Jx  
♥ Axxxx  
♦ Kx  
♣ KQxx

Open 1♥  
Rebid 2♣

♠ KJxxxx  
♥ AQxx  
♦ x  
♣ KJ

Open 1♠  
Rebid 2♥

♠ Jxxxx  
♥ AKQx  
♦ Qxx  
♣ A

Open 1♠  
Rebid 2♥

♠ Ax  
♥ AJxxx  
♦ KQJx  
♣ xx

Open 1♥  
Rebid 2♦

On each of these examples the second suit of four cards is **lower ranking** than the five card suit. Partner can give you **suit preference** at the 2 level.

**Suit Preference** - When you return your partner to their suit, you do so at the level that you can afford.

♠ A  
♥ Kxxxx  
♦ QJxxx  
♣ Kx

Open 1♥  
Rebid 2♦

With two touching **five** card suits, bid the **higher** ranking suit first.

♠ A  
♥ Jx  
♦ KQJxx  
♣ Kxxxx

Open 1♦  
Rebid 2♣

If you can, rebid your 2nd suit twice to show 5/5 or 6/5.

♠ Kx  
♥ Axxxx  
♦ x  
♣ KQxxx

Open 1♥

With non-touching **five** card suits, we recommend that you bid the major suit 1st.

If partner bids 1♠ or 1NT, **Rebid 2♣**  
If partner bids 2♦, **Rebid 2♥**  
(You are not strong enough to bid 3♣)

**With a normal opening hand (12-16) you sometimes cannot show your second suit.**

If your second suit is **higher ranking** than your first suit and your partner's responding bid is **above** your second suit, you must simply rebid your first suit.

♠ J  
♥ AQxx  
♦ Kxxxx  
♣ Kxx

Your partner either does not have four cards in your second suit **or** they are strong enough to bid it after your re-bid of your five card suit.

**Open 1♦**  
If partner responds 1♠ or 1NT,  
**Rebid 2♦**

Your second suit is higher ranking than your 1st first suit. Partner has bypassed hearts. If partner was weak, with four hearts s/he would have bid hearts 1st.

(If **you** bid hearts you would be showing 17+ HCPs.)

# RESPONDING TO SUIT BIDS

Opening bid  
shows 12-19

Responding **With 6 -9**

1♣	1♦ / 1♥ / 1♠ / 1NT or 2♣
1♦	1♥ / 1♠ / 1NT or 2♦
1♥	1♠ / 1NT or 2♥
1♠	1NT or 2♠

## Restrictions

**With only 6-9 points you should not respond with a new suit at the 2 level.**

Any bid will promise at least four cards in the suit. With weak hands you would bid a four card major suit, even if you held a six card minor suit which you can't bid at the two level.

**Game is only a remote possibility**

***If you can bid a four card suit at the 1 level DO SO! (NOT 1NT)***

12-19

Responding **With 10-12**

1♣	1♦ / 1♥ / 1♠ / 2NT* or 3♣
1♦	1♥ / 1♠ / 2♣ / 2NT* or 3♦
1♥	1♠ / 2♣ / 2♦ / 2NT* or 3♥
1♠	2♣ / 2♦ / 2♥** / 2NT*** or 3♠

## Meaning

With 10-12 pts. game is possible, but there is no need to get excited. Simply bid your longest suit at the cheapest level, or support your partner's opening major suit at the 3 level.

\*2NT has no merit. Bid naturally.

\*\*The 2♥ bid would guarantee five hearts.

\*\*\*2NT would show 3-4-3-3 shape precisely.

**Game is quite possible**

12-19

Responding **With 13-16**

1♣	1♦ / 1♥ / 1♠ or 3NT
1♦	1♥ / 1♠ / 2♣ or 3NT
1♥	1♠ / 2♣ / 2♦ 3NT or 4♥
1♠	2♣ / 2♦ / 2♥** / 3NT or 4♠

## Meaning

With 13-16 pts. game is a certainty, but there is still no need to get excited. Simply bid your longest suit at the cheapest level, or bid game in your partner's major suit, or with a balanced hand, and no four card major, 3NT.

\*\* The 2♥ bid would promise five hearts.

You may miss 'Slams' if you just leap to game.

**Game is almost certain**

12-19

Responding **With 17+**

1♣	2♦ / 2♥ / 2♠ or 4NT***
1♦	2♥ / 2♠ / 3♣ or 4NT***
1♥	2♠ / 3♣ / 3♦ or 4NT***
1♠	3♣ / 3♦ / 3♥ or 4NT***

## Meaning

If your first bid of a new suit, jumps over a whole level of bidding, it is called a 'Jump Shift'.

It shows 17+ points and six or more of the suit. ***It occurs once a year if you are lucky!***

It is *forcing* to a game contract and shows an interest in bidding on to a *slam*.

\*\*\* 4NT '**Blackwood**' (Later!)

**Slam is quite probable**

When your opponents have opened the bidding you, or your partner, can still bid. Obviously your bid must be higher than the opening bid. You would make such a bid if you have a good suit of at least five cards and *around* 9+ points. This bid is called a **simple overcall** and the bidding is now in a **competitive auction!**

**Opening hands and overcalling hands are two different animals and should not be confused!**

Although your hand may not be good enough to open the bidding, it may be suitable to overcall. Similarly your hand may be good enough to open the bidding but may not be suitable to overcall.

**An overcall is made for one or more of the following reasons :**

1. To begin a sequence which will get your side to the optimum contract.
2. To push the opponents one or more levels higher than they would wish to go.
3. To prepare the way for a possible **sacrifice**. (a scoring tactic)
4. To indicate a good lead for partner, if the opponents win the auction.
5. To obstruct the opponents.

**A simple overcall in a suit, will show;**

- i) at least a **GOOD** five card suit, and usually a shortage in the enemy suit)
- ii) at the one level, 8 ish pts. but may be as many as 15, (**wide ranging**)
- iii) at the two level, 10 ish pts. but may be as many as 15, (**wide ranging**)

**NOTE With 16+ pts. it is usual to double. (The red bidding card with a white cross.) More later.**

An overcall bid of 1NT shows 16-18 HCPs. (not 12-14) **AND** a good stop (preferably two) in the enemy suit.

**What action do you take with these hands if your RHO opens the bidding with 1♥**

		No five card suit		No five card suit	
♠ AQJ74 ♥ 96 ♦ Q53 ♣ 984	♠ KQ963 ♥ K9 ♦ J532 ♣ AJ	♠ J83 ♥ A7 ♦ KQ952 ♣ J108	♠ A83 ♥ AQ8 ♦ QJ95 ♣ K94	♠ 9 ♥ AK83 ♦ KJ95 ♣ Q942	
HCPs = 10	HCPs = 14	HCPs = 11	HCPs = 16	HCPs = 13	
<b>Overcall 1♠</b>	<b>Overcall 1♠</b>	<b>Overcall 2♦</b>	<b>Overcall 1NT</b>	<b>PASS</b>	

**Jump Overcalls**

A Jump Overcall is, as the name suggests, an overcall one level higher than necessary.

e.g. N E  
 1♣ 2♠ Keep these overcalls to show a very strong hand with 17+ pts. and a solid 6 card suit.  
 e.g. ♠ AKQ752 ♥ KJ4 ♦ A6 ♣ 42

**Pre-emptive overcalls**

Like pre-emptive opening bids you can overcall, 2 levels higher to show a weakish hand with 7+ in your suit.

e.g. N E  
 1♣ 3♠ would show something like this - ♠ KQ107652 ♥ K3 ♦ 964 ♣ 4



# THE 'TAKEOUT' DOUBLE

After counting your points, and realising that you can open the bidding with **1 of a suit** or 1NT, it is very annoying to hear the player on your right open the bidding !

What is worse you do not have a five card suit (to overcall )

or a balanced 16 HCPs with a stop in the enemy suit. (to bid 1NT) What can you do?

Well you may have to pass, but if you are short in the enemy suit you can **double!**

*In bridge diagrams double is represented by an 'X' In the bidding box, it is the red card with a white cross!*



N	E	S	W	This direct 1st round 'X' of an opponent's suit bid is <b>NOT</b> for penalties. When used early in an auction, it is a <b>'Takeout Double'</b> , showing a <i>shortage</i> in the opponent's suit, 12+ HCPs. <b>It asks partner to bid their best suit.</b>
1D	X			

**East's hand** ♠ AK74 ♥ KJ65 ♦ 4 ♣ QJ104

After north has opened 1♦, east has the perfect hand to make a 'Takeout Double'.

*1.) Shortage in opener's suit. 2.) Opening points. 3.) Support for other three suits.*

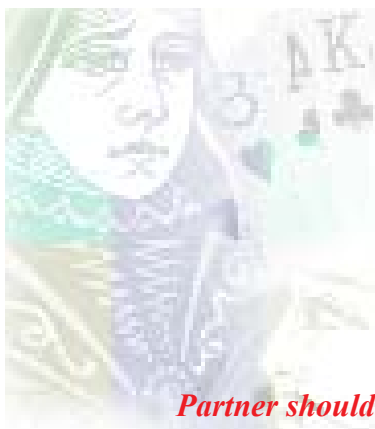
After a 1♦ opening bid by RHO, make a **'Takeout Double'** on each these hands.

♠ AK74 ♥ QJ6 ♦ 54 ♣ QJ108	♠ AQ74 ♥ QJ6 ♦ J ♣ KJ1083	♠ AK92 ♥ QJ63 ♦ J73 ♣ AK	♠ Q74 ♥ QJ86 ♦ 106 ♣ AK108	♠ AK743 ♥ QJ96 ♦ 5 ♣ Q102
DOUBLE	DOUBLE	DOUBLE	DOUBLE	DOUBLE

Too strong for any other action & no stop in diamonds

*Would you Overcall, Double, bid 1NT or Pass on the following hands?*

♠ AK754 ♥ QJ6 ♦ 54 ♣ Q74	♠ AQ74 ♥ AJ6 ♦ KJ10 ♣ Q98	♠ KQ85 ♥ Q863 ♦ K7 ♣ QJ8	♠ Q74 ♥ KJ93 ♦ 983 ♣ AK8	♠ AK743 ♥ KJ964 ♦ - ♣ A102
1♠	1NT	DOUBLE	PASS	DOUBLE



## The very important exception!

N	E
1NT	X

A double of 1NT is always a **Penalty Double**. It shows a balanced 15-18 HCP's.

(Assuming the 1NT is 12-14)

The penalty double simply means that you are fairly sure that opener is not going to make his contract and you are doubling the expected penalties.

**Partner should only take out the double (by bidding) if they have FEWER than 6 HCPs**

# RESPONSES TO A TAKEOUT DOUBLE

## Responding to partner's Takeout Double

Early in the auction, if your partner doubles an opponent's suit bid, you must bid *(even when you have no HCPs)*

- UNLESS
1. your right hand opponent, enters the bidding, and you are weak, or
  2. you have a long, strong holding in the opponent's suit and want to convert partner's 'Takeout' double into a penalty double - by passing. *(You would need at least 10 HCPs as well!)*

Respond in your longest suit at the level that shows your point-count:

		N	E	S	W
0-9 ish.	Bid your longest suit at the lowest level possible	e.g. 1♥	x	P	1♠, 2♣ or 2♦
10+ ish	Bid one level higher than necessary suit <i>to show strength</i>	e.g. 1♥	x	P	2♠, 3♣ or 3♦
8/9.	Bid 1NT if you have good stops in the opponent's suit and a balanced hand.				
11-12 pts.	Jump to 2NT if you have stops in the opponent's suit, but no four card major.				
13+ pts.	Jump to game in your your major suit or bid 3NT with a good stop in the opponent's suit.				

*(ish - is an approximation that requires judgement. Based on shape, and where your values are.)*

With the following hands what is west's response to east's takeout double.

The bidding has been -

	N	E	S	W	
	<b>1♣</b>	<b>X</b>	<b>P</b>	<b>?</b>	
<b>West</b>					
♠ A9 ♥ 9876 ♦ K752 ♣ 642	<b>Bid 1♥.</b>				With two suits of equal length, bid the major.
♠ A9 ♥ QJ876 ♦ K75 ♣ 642	<b>Bid 2♥.</b>				The jump bid tells partner that you have fair values (10+). If partner has extra strength, this may encourage him to bid game.
♠ 982 ♥ 976 ♦ 752 ♣ K642	<b>Bid 1♦.</b>				You have a club stop, but your hand is too weak to bid 1NT. 2♣ would be silly! Your only alternative is to bid a 3 card suit. Do not excite partner, bid your 3 card minor!
♠ KQJ964 ♥ 9 ♦ A1052 ♣ 64	<b>Bid 4♠.</b>				With your long, strong spade suit and a singleton, this hand is worth much more than its 10 HCPs.
♠ J9 ♥ 987 ♦ KJ1075 ♣ AQ2	<b>Bid 2NT</b>				You have the strength to invite game, but 5♦ will be a difficult contract to make. With your balanced pattern and good club stoppers, suggest a notrump game instead. If partner has more than a bare minimum, they will raise to 3NT.
♠ A9 ♥ 76 ♦ KJ2 ♣ QJ10942	<b>Pass !</b>				This is one of the rare hands where it's right to pass and defend 1♣ doubled. Your pass "converts" partner's takeout double to a penalty double.

UGH!

# PART SCORE, GAME ZONE OR SLAM?

## Bidding Chart

						Tricks needed	Points needed between both hands (approx.)	
Bonus depends on vulnerability	Bonus 1000 or 1500 pts.	<b>7♣</b>	<b>7♦</b>	<b>7♥</b>	<b>7♠</b>	<b>7NT</b>	13	<b>36 +</b> With 4 aces
	<b><i>Slam zone</i></b> Bonus 500 or 750 pts.	<b>6♣</b>	<b>6♦</b>	<b>6♥</b>	<b>6♠</b>	<b>6NT</b>	12	<b>33 +</b> With 3+ aces
	<b><i>Game zone</i></b> Bonus 300 or 500 pts.	<b>5♣</b>	<b>5♦</b>	<b>5♥</b>	<b>5♠</b>	<b>5NT</b>	11	<b>28 +</b>
				<b>4♥</b>	<b>4♠</b>	<b>4NT</b>	10	<b>25 +</b> With eight trumps
Part score	Bonus 50 pts.	<b>4♣</b>	<b>4♦</b>			<b>3NT</b>	9	<b>25 +</b>
		<b>3♣</b>	<b>3♦</b>	<b>3♥</b>	<b>3♠</b>			
	1 level bids begin here	<b>2♣</b>	<b>2♦</b>	<b>2♥</b>	<b>2♠</b>	<b>2NT</b>	8	<b>23+</b>
		<b>1♣</b>	<b>1♦</b>	<b>1♥</b>	<b>1♠</b>	<b>1NT</b>	7	<b>20 +</b>

When you enter the bidding it is assumed that you can make the first six tricks.

The seventh trick begins the scoring indicated here.

Remember that the *suits* are ranked alphabetically.

Clubs is the lowest ranked suit, and spades the highest.

No trumps is the highest denomination.

So each level of bidding has this hierachy.



- 1NT
- 1♠
- 1♥
- 1♦
- 1♣

A bidding sequence can be 1♣ - 1♥ - 1NT

because each bid is higher than the last but 1♥ - 1♦ is wrong.

(Comparing it to a money auction it would be like someone bidding £20 when the previous bid was £30!)

If 1♥ has been bid a player would need to bid **2♦**

## 6 IMPORTANT THINGS TO REMEMBER

Here are six of the most common bidding mistakes made by beginners. I have tried to explain why they are unsound but even if you don't understand the reasons PLEASE avoid these errors. I don't care if you come back to me saying I bid 2♣ on a hand like hand 2. and made 3NT. You will lose the next 9 times!

### As OPENER :

#### 1. Don't open a five card minor when your hand is balanced with 12-14 points.

♠ K65      If you open 1♣ on this hand, what do you rebid?  
♥ Q6  
♦ A87  
♣ QJ732

Don't open 1♣.  
The hand is a balanced 12-14,  
open 1NT and be done with it!

### As RESPONDER :

#### 2. Don't deny a suit that you can bid at the 1 level.

♠ 8652      If partner has opened 1♦  
♥ Q6      your correct bid with this hand is 1♠. -  
♦ A87      NOT 1NT  
♣ J732

With only 12-16 pts., opener  
will not rebid higher than 2 of  
his opening suit and IF he has 5  
diamonds and 4 SPADES.  
You miss playing in 2♠.

Opener held -  
♠ AK109  
♥ 7  
♦ 32  
♣ KQ964  
and would rebid  
2♣, KNOWING  
that you do not  
have four spades!

#### 3. Don't respond in a new suit at the 2 level without 10ish HCPs

♠ 86      If partner has opened 1♦  
♥ Q6      your correct bid with this hand is 1NT. -  
♦ 987      NOT 2♣  
♣ KJ7632

Partner will think you have at  
least 10 HCPs and bids 3NT on  
his 15 pts. With only 2 small  
clubs, he cannot get to your hand  
and loses badly.

#### 4. Don't show support in a minor suit if you have a major

♠ 86      If partner has opened 1♣  
♥ Q652      your correct bid with this hand is 1♥. -  
♦ K8      NOT 2♣ or 3♣  
♣ KJ963

Bridge players will only play in  
5 of a minor as a last resort.  
Your bidding is all about trying  
to find an eight card MAJOR suit  
fit or investigating a NT contract!

#### 5. Don't jump in a new suit just because you have game values.

♠ AQ862      If partner has opened 1♦  
♥ 652      your correct bid with this hand is 1♠. -  
♦ K8      NOT 3♠  
♣ KJ9

Opener's rebid defines the hand.  
With no spade fit you have taken  
up so much bidding space, how  
can partner give you an accurate  
picture of his hand?

#### 6. Be content with 1 major suit fit

♠ AQ862      If partner has opened 1♥  
♥ J652      your correct bid with this hand is 4♥. -  
♦ K8      NOT 1♠  
♣ KJ9

Be content with ONE major suit fit.

When you KNOW where you're  
going, GO! Don't reveal anything  
more about your hand!

**OPENING BALANCED HANDS**

- 1 What are the possible shapes of a BALANCED hand?
- 2 What is the point range to open a WEAK NOTRUMP?
- 3 What is the point range required to open 2NT?
- 4 With 16 HCPs and 4/4 in hearts and clubs which suit should you open?
- 5 With 16 HCPs and 4/4 in the majors which suit should you open?
- 6 With 16 HCPs and 4/4 in the majors. What is your rebid if partner responds 2♣?
- 7 Would this bid be FORCING to game?
- 8 Why is an opening bid of 1NT (or 2NT) called a limit bid?

**RESPONSES to 1NT**

- 9 You open 1NT. Partner responds 2♦. What has partner got?
- 10 You open 1NT. Partner responds 2♥. What is your rebid?
- 11 You open 1NT. Partner responds 3NT. How many points have they?
- 12 How many HCPs are required between the two hands to bid & make game?

**Showing a MAJOR SUIT FIT**

- 13 What is meant by 'a major suit fit'?
- 14 Partner opens 1♠. What do you respond with 4 spades and 5-9 HCPs?
- 15 Partner opens 1♠. What do you respond with 4 spades and 10-12 HCPs?
- 16 Partner opens 1♠. What do you respond with 4 spades and 13+ HCPs?

**Rebids on TWO SUITED HANDS**

- 17 You open 1♥ with 13 pts. 5 hearts and 4 clubs. Partner responds 1♠. What is your rebid?
- 18 You open 1♥ with 13 pts. 5 hearts and 4 clubs. Partner responds 2♦. What is your rebid?
- 19 You open 1♣ with 13 pts. What is your barrier?
- 20 What do you rebid with 13 pts. 5 hearts and 5 clubs? Partner has responded 1NT.
- 21 After opening 1♠ you rebid 3♦ over partner's 1NT. How many points have you?
- 22 Which of these sequences is forcing? 1♦ - 1♥, 1♦ - 3♦, 1♦ - 1NT

**OVERCALLS**

- 23 What do you promise, if you overcall 1♦ with 1♠?
- 24 What do you promise, if you overcall 1♠ with 2♥?
- 25 What do you promise, if you overcall 1♦ with 1NT?
- 26 What do you promise, if you overcall 1NT with 2♦?
- 27 What do you promise, if you double 1♠?
- 28 What do you promise, if you double 1NT?
- 29 RHO opens 1♠. How do you make a jump overcall in diamonds?
- 30 What does a jump overcall promise?

*Page 20 End of term Quiz*

- 1 4/3/3/3 or 4/4/3/2 or 5/3/3/2
- 2 12-14
- 3 20-22
- 4 hearts
- 5 hearts
- 6 2NT
- 7 Yes
- 8 It describes the hand in one bid. *(No further initiative should be taken).*
- 
- 9 Playing transfers 2♥. *(2♦ shows five+ hearts)*
- 10 Playing transfers 2♠. *(2♥ shows five+ spades)*
- 11 13+
- 12 25
- 
- 13 8 cards between the two hands *(4/4 best. 5/3 OK)*
- 14 2♠
- 15 3♠ *(With 12 pts and a bit of shape, many players will bid 4♠.)*
- 16 4♠
- 
- 17 2♣
- 18 2X
- 19 2♣
- 20 2♣
- 21 17+
- 22 1♦ - 1♥
- 
- 23 5+ spades & 8-15 pts.
- 24 5+ hearts & 10+ pts.
- 25 16-18 and a good stop in diamonds
- 26 5+ diamonds and 10 ish pts.
- 27 Normally, opening pts. shortage in spades and support in other suits. *(For takeout)*
- 28 16-18 pts. a PENALTY double. *(Partner should ONLY take it out with 0-6 pts.)*
- 29 3♦
- 30 Very good 6 card suit and 16+ pts.

Anything over 20 correct is good  
If you scored less than 10, I will take early retirement.

There are three zones in scoring. For each, you will score an appropriate bonus.  
 As you have seen the more HCPs your side has the more tricks you will make.  
 If you have 25 HCPs between your two hands you should try for a **game** score bonus.  
 With at least 33 points you might even think about a **slam** bonus.

<p><b>Part Scores</b>            are contracts worth less than 100.            e.g. a contract of 2♠ will add up to only 60 (2 x 30).</p> <p>Making 2♠ entitles you to a <b>part score</b> of 50.            If you make 10 tricks, you score 120 but because you did not <b>bid to a game contract</b>, your bonus remains 50.</p>	<p><b>Part Score Bonus</b></p> <p>50</p>	<p><b>Total Score</b>            2♠ bid and made = <b>110</b></p> <p>2♠ bid and made with 2 overtricks = <b>170</b>            (4 x 30 + 50)</p>
<p><b>Game Zone</b>            If you can bid up to a contract worth 100 or more, the bonus will be much bigger if you make your contract.e.g.</p> <p>If you bid and make a contract of 4♠, the contract is worth 4 x 30 (120) and because this is more than 100 you get a large game bonus of 300 or 500 depending on vulnerability.</p>	<p><b>Game Score Bonus</b>            300 or 500</p> <p>depending on vulnerability</p>	<p>4♠ bid and made <b>non-vulnerable</b> = <b>+420.</b>            (4 x 30 + 300)</p> <p>4♠ bid and made <b>vulnerable</b> = <b>+620.</b>            (4 x 30 + 500)</p>
<p><b>Slam Zone</b>            Although they are quite rare, even bigger bonuses are awarded for <b>bid and made</b>, <b>small slams</b> and <b>grand slams</b>, which require twelve and thirteen tricks respectively.</p> <p>The bonus for a slam is in addition to the game bonus.            e.g. 6♠ NV will score 6 x 30 (180) + 300 + 500 = 980</p>	<p><b>Slam Bonus</b></p> <p>500/750 for a <b>small slam</b></p> <p>1000/1500 for a <b>grand slam</b></p>	<p>6♠ bid and made, vulnerable = <b>+1430</b>            (6 x 30 + 500 + 750)</p>

## Penalties

Players should also be aware of the large **penalties** that are possible if they fail to make their contract.  
 If you fail to make your contract by 1 trick, you will lose 50 non-vulnerable or 100 if vulnerable.  
 Each subsequent undertrick will cost you the same.  
 If you are doubled, the penalties rise sharply. We will not worry too much about that just now.

The game and scoring are complicated by the concept of **vulnerability**, which, unlike rubber bridge, is simply determined by the deal.  
 On duplicate bridge wallets and boards, this is shown by colour.  
 (green = non-vulnerable. red = vulnerable.)

Bridge scoring is now all calculated by computers and your result will be given as a percentage.

Getting above 40% would be excellent as a beginner. Getting above 50% in an NEBA Bridge club would put you into the top flight (but that is at least five years from now!)

Playing at home, we suggest that you use '**Chicago**' scoring which we covered in Unit 1 page 19.

# BIDDING SEQUENCES - Interpret the Code 1.

<b>1NT</b>	<b>2NT*</b>
<p><b>p</b></p> <p style="color: #c00000; font-size: small;"><i>Try making up each pairs of hands from the sequences shown. Use the notes where necessary and then see if the contracts will make.</i></p> <p><b>* a limit bid</b></p>	

1NT = Opener has 12 -14 pts.  
 2NT = Responder has 11/12 pts. No 4 or 5 card major  
 P = Opener has only 12 pts

<b>1S</b>	<b>3S*</b>
<p><b>p</b></p>	

1S = Opener has 4+ spades and 12 -19 pts  
 3S = Responder has 4+ spades and 10/11 pts  
 P = Opener has a minimum opening hand (12pts)

<b>1D</b>	<b>1H</b>
<b>2H</b>	<b>4H</b>

1D = Opener has 4+ diamonds (12-19pts)  
 1H = Responder has 4 hearts and 6+ pts  
 2H = Opener has 5 diamonds and 4 hearts (12-16)  
 4H = Responder has 4+ hearts and 12+ pts

<b>1H</b>	<b>1S</b>
<b>2C</b>	<b>4H</b>

1H = Opener has 4+ hearts and 12 -19 pts  
 1S = Responder has 4+ spades, and 6+ pts  
 2C = Opener has 5 hearts & 4 clubs (12-16 pts)  
 4H = Responder has 3 hearts and 12+pts

<b>1H</b>	<b>1S</b>
<b>2C</b>	<b>3NT</b>

1H = Opener has 4+ hearts and 12 -19 pts  
 1S = Responder has 4+ spades, and 6+ pts  
 2C = Opener has 5 hearts & 4 clubs. 12-16 pts.  
 (Opener is not balanced)  
 3NT = Responder has less than 3 hearts,  
 good stops in diamonds (the unbid suit) and 13+pts

<b>1D</b>	<b>1S</b>
<b>1NT</b>	<b>3NT</b>

1D = Opener has 4+ diamonds and 12 -19 pts  
 1S = Responder has 4+ spades and 6+ pts  
 1NT = Opener now has 15/16 pts and is balanced.  
 (Opener cannot have 4 clubs, cannot have 4 hearts  
 and cannot have 4 spades).  
 3NT = Responder has 10+ pts. so can bid game.



## BIDDING SEQUENCES - Interpret the Code 2.

1NT	2C
2D	2NT
3NT	<i>Try making up each pairs of hands from the sequences shown. Use the notes where necessary and then see if the contracts will make.</i>

1NT = Opener has 12 -14 pts.  
 2C = 'Stayman' Responder has 11+ pts and a 4 card major

2D = Opener has no 4 card major  
 2NT = Responder has 11/12 pts.

3NT = Opener has 14 pts

1NT	2H
2S	3H
4H	

1NT = Opener has 12 -14 pts.  
 2H = 'Transfer bid' Responder has 5 spades

2S = Opener obeys  
 3H = Responder has 5 spades & 4 hearts. 13+ pts

4H = Opener has 4 hearts.

1H	1S
2C	2H

1H = Opener has 4+ hearts. 12-19 pts.  
 1S = Responder has 4 spades and 6+ pts

2C = Opener has 5 hearts and 4 clubs. 12-16 pts.  
 2H = Responder prefers hearts but only 6-9 pts

1H	1S
1NT	3NT

1H = Opener has 4+ hearts and 12 -19 pts  
 1S = Responder has 4+ spades, and 6+ pts

1NT = Opener is balanced with exactly 15/16 pts)  
 3NT = Responder has 10+pts with no interest in a heart or spade game

1NT	2C
2H	3NT
4S	

1NT = Opener has 12 -14 pts.  
 2C = 'Stayman' Responder has 11+ pts and a 4 card major

2H = Opener has 4 hearts  
 3NT = Responder has 13 pts.

4S = Opener has 4 hearts AND 4 spades.  
 Responder MUST have 4 spades

1NT	2D
2H	2NT
P	

1NT = Opener has 12 -14 pts.  
 2D = 'Transfer bid' Responder has 5 hearts

2H = Opener obeys  
 2NT = Responder has 10 - 12 pts.

PASS = Opener has only 2 hearts and only 12 pts.

# LESS COMMON OPENING BIDS

Finally here is a quick preview of other Acol bids to be covered in more depth in Unit 3

## 2♣

### *The strongest bid in Acol*

♠ AK2  
♥ AKQ9  
♦ KQ8  
♣ K64

23 pts

The 2♣ opening bid shows either 23+ HCPs  
OR  
a hand that can make game without help from partner.

♠ KQJ2  
♥ AKQ983  
♦ KQ8  
♣ –

20 pts. but you can make 4♥

In 2023 it is usual for players to use 2D/H/S opening bids as weak. By agreement, the shows a 6 card suit with 6-10 HCPs

## 2♥

### *Weak Twos*

♠ 94  
♥ AQJ983  
♦ J85  
♣ 73

Traditionally, 2D/H/S opening bids showed a strong suit with at least two defensive tricks.

## 2♥

### *Strong Twos*

♠ KQJ  
♥ AQJ1083  
♦ A85  
♣ 6

## 2NT

♠ KQJ2  
♥ AKJ9  
♦ KQ8  
♣ Q83

The 2NT opening bid shows either 20-22 HCPs  
Balanced OR semi balanced

♠ KQ  
♥ AKJ9  
♦ K8  
♣ KQ832

## 3♥

### *Pre-emptive bids*

♠ 2  
♥ KJ98732  
♦ 8  
♣ Q832

The 3D/H/S opening bid shows 6-9 HCPs  
and a

SEVEN card suit

♠ 72  
♥ AQJ9832  
♦ Q8  
♣ 83