

STAMFORD BRIDGE CLUB

Wednesday 8th October 2014

RESPONDING TO ONE LEVEL OPENING BIDS

Purpose

- **To ensure effective and accurate bidding**
- **To clarify some issues**
- **To answer any questions arising**

- **BRIDGE IS A PARTNERSHIP GAME**
- **BIDDING IS A LANGUAGE** – Accurate bidding enables partner to assess the joint hands; Saying the wrong thing can cause confusion – and miss the best contract
- **There are some simple rules**
- **Follow these for a brighter future**

UNLIMITED BIDS AND LIMIT BIDS

**LIMIT BIDS ARE VERY STRICTLY DEFINED
AND ALLOW LITTLE LEEWAY**

**UNLIMITED BIDS ARE MUCH MORE FLEXIBLE
(You can go slowly if strong – no need to rush).**

LIMIT BIDS

A Limit Bid is one which immediately places the hand in a well-defined range of strength, thus often enabling opener to evaluate the potential of the combined hands. Limit Bids fall into 2 categories:

- Raises of Partner's Suit
- Responses in No Trumps

Raises of Partner's Suit

The system may be set out in tabular form:

5-9 points (or =) Single Raise, e.g. 1♥ - 2♥

(NB may be made with 3 card support if no better option)

10-12 points Double Raise, e.g. 1♥ - 3♥

Always promises 4-card support

12-15 points Raise to Game, e.g. 1♥ - 4♥

Always promises 4-card support

(Though direct raise to 4 of a major usually shows a specific type of hand)

Deal: 1/2
North/None

High Card Points

9
18 11
2

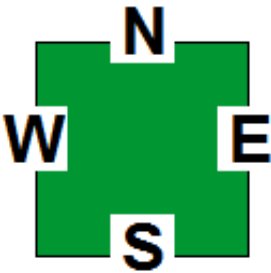
♠ A Q
♥ K 6 3
♦ A J 8 7 2
♣ A T 5

Makeable status
2/2

Makeable contracts

	N	S	E	W
C	4	4	7	8
D	3	3	10	10
H	5	5	7	8
S	7	7	6	6
NT	3	3	9	10

♠ K J 8 2
♥ J 8 7
♦ 4 3
♣ K J 8 4



♠ T 7
♥ A 5 2
♦ K Q 9 6 5
♣ Q 9 2

♠ 9 6 5 4 3
♥ Q T 9 4
♦ T
♣ 7 6 3

Responses in No trumps

These responses are again **limit** bids:

6-9 points Respond 1NT

- sometimes the only option

10-12 points Respond 2NT

13-15 points Respond 3NT

- These responses promise a balanced hand, and also **deny** the ability to make a higher priority response, e.g. a raise of an opening major suit bid, or the ability to respond at the 1-level in a new suit. **There will always be a good alternative available.**

1 ♠

1NT

1 ♥

1NT

1 ♦

1NT

UNLIMITED BIDS

Responding in a New Suit

A response in a new suit (even at the 1-level) is **forcing**, and partner will bid again.

The minimum strength is about 6 points (occasionally 5) and there is **no upper limit**. A response at the 2-level shows 10+ points – with fewer, prefer 1 No Trump even if unbalanced (the 'dustbin' bid).

Since partner may well have opened the bidding whilst holding another (as yet unmentioned) suit, it is vital to **respond in a new suit if possible**, to explore for a potential fit.

Deal: 2/2
East/NS

High Card Points

6
12 15
7

♠ A 9 6
♥ QJ
♦ KQ9 7 5 3
♣ 7 6

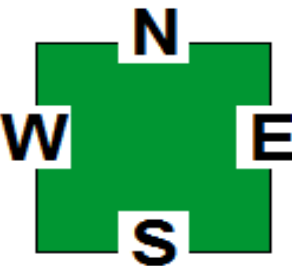
Makeable status

2/2

Makeable contracts

	N	S	E	W
C	7	7	6	6
D	3	3	9	9
H	4	4	9	9
S	3	3	10	10
NT	4	4	7	7

♠ 5 4 3
♥ 9 6 2
♦ A J 8
♣ J 9 4 3



♠ KQT8 7
♥ AK8 7
♦ 6 2
♣ K8

♠ J 2
♥ T5 4 3
♦ T4
♣ AQT5 2

- - - - -

- With two 4-card suits, respond in the most economical, i.e. the one that may be shown at the lowest level. i.e. bid 'up the line'.
- With two 5-card suits, if you are intending to bid twice, respond in the higher-ranking suit, then bid the lower.
- With two suits where one is longer, usually respond in the longer. The **exception**: if you are only worth one bid (less than 10 or 11 points) **prefer to respond at the 1-level in a major rather than at the 2-level in a longer minor suit.**

So remember the **priorities**:

- Raise partner's major suit opening bid (limit raises) showing the value of your hand
- Introduce a new suit at the 1-level rather than bid No Trumps or raise a minor suit immediately
- When you are only worth one bid, prefer to bid a major at the 1-level to a minor at the 2-level
- Raise partner's minor suit if unable to bid a new suit at the 1-level
- A response in No Trumps **denies** the ability to make one of the above preferred responses
- A response of 1 No Trump is often the only remaining choice if you cannot respond as above

Responding to partner's opening bid of 1 of a suit - Summary

Often you will have a choice of responses after partner has opened the bidding. These guidelines will help you choose which response to make.

With 6-9 points and partner has opened 1 of a minor suit:

1. Bid a new suit at the 1-level (4 card suits 'up the line')
 2. Raise partner's minor to the 2-level with 4-card support
 3. Respond 1 no trump only if you cannot bid a new suit
at the 1-level or raise partner
-

With 6-9 points and partner has opened 1 of a major suit:

1. Raise partner's suit to the 2-level. This usually shows 4 trumps, but may be 3 trumps plus a singleton or void.
2. Bid 1 spade over 1 heart, showing at least 4 spades. Prefer to respond 1 spade over 1 heart rather than raise with only three-card support for hearts.
3. Respond 1 no trump. This is preferable to responding in a new suit at the 2-level with fewer than 10 points even if the hand is not balanced.

If you hold 10-12 points:

1. With 4-card support, raise opener's major suit opening to the 3-level, e.g. 1♠ – 3♠
2. Respond in a new suit, especially in a major. Later on you may bid 2NT or show secondary support for partner's suit.
3. Respond 2NT. No void or singleton, no long suit. Also, no 4-card support for partner's major.
4. Raise opener's minor suit to the 3-level, e.g. 1♣ - 3♣. Prefer to bid a new suit (or 2NT when balanced) if possible.

If you hold 13-15 points (opening strength):

1. Raise opener's major suit straight to the 4-level (game), e.g. 1♥ - 4♥. This promises 4-card support.
2. Bid a new suit, intending to go on to game after partner has described his hand further.
3. Respond 3NT with a dead balanced hand: no void, no singleton, no long suit.
4. Raise 1 of a minor to the 4-level. Only if there is absolutely no other way to bid your hand, as this will take the bidding past the alternative contract of 3NT.

TO FOLLOW
GAME FORCING RESPONSES
SLAM ENQUIRY RESPONSES

Deal: 1/8 North/None

High Card Points

12
8 7
13

♠ A T 8 2
♥ 5 3 2
♦ A 6 4 3
♣ 7 3

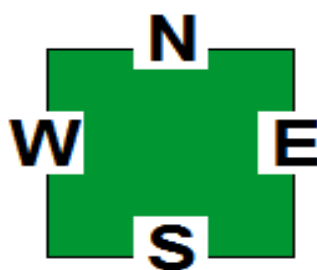
Makeable status

8/8

Makeable contracts

	N	S	E	W
C	9	9	4	3
D	5	5	8	8
H	11	11	2	2
S	7	7	6	6
NT	10	10	3	2

♠ K Q
♥ K T 9 7 6 4
♦ K 5
♣ J 6 4



♠ J 7 5
♥ 8
♦ Q J T 9 2
♣ K T 8 2

♠ 9 6 4 3
♥ A Q J
♦ 8 7
♣ A Q 9 5

Deal: 2/8
East/NS

High Card Points

9
14 7
10

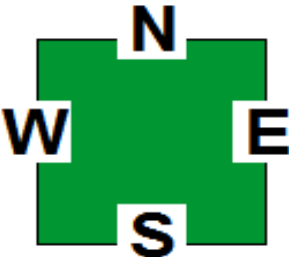
♠ A K 5 4
♥ Q J T 3 2
♦ K T
♣ J 2

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	5	5	8	8
D	6	6	7	7
H	5	5	8	8
S	6	6	7	7
NT	5	5	7	7

♠ J T 9 2
♥ A 8 6
♦ A 6 2
♣ 9 8 7



♠ Q 7
♥ 9 4
♦ 9 8 7 5
♣ K Q T 6 3

♠ 8 6 3
♥ K 7 5
♦ Q J 4 3
♣ A 5 4

Deal: 3/8
South/EW

High Card Points

12
11 6
11

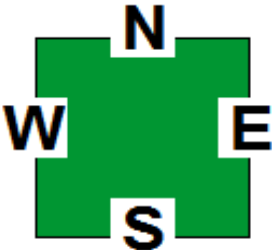
♠ Q 9 4 3
♥ A K 7
♦ 5 3
♣ Q 8 6 5

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	5	5	7	7
D	8	8	4	4
H	10	10	2	2
S	7	7	6	6
NT	7	7	6	6

♠ 6 5
♥ 5 4 3
♦ A K T 6 2
♣ A J 3



♠ J T 7
♥ 2
♦ Q 9 8 4
♣ K T 9 4 2

♠ A K 8 2
♥ Q J T 9 8 6
♦ J 7
♣ 7

Deal: 4/8
West/All

High Card Points

8
7 18
7

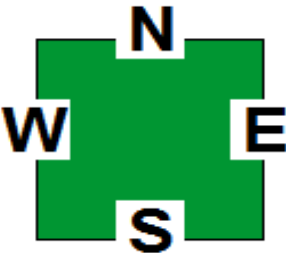
♠ J T 7
♥ 9 5 4
♦ K 6
♣ QJ T 9 6

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	3	3	10	10
D	6	6	7	7
H	3	3	9	9
S	5	5	8	7
NT	3	3	10	9

♠ Q 9 3
♥ QJ 6
♦ QJ T 8 5
♣ 8 2



♠ A 4
♥ AK 3 2
♦ A 9 4 3
♣ K 7 5

♠ K 8 6 5 2
♥ T 8 7
♦ 7 2
♣ A 4 3

**Deal: 5/8
North/NS**

High Card Points

14
5 10
11

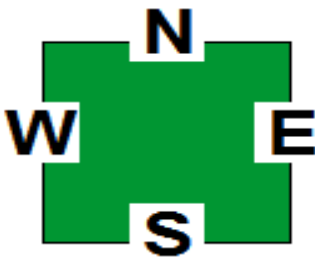
♠ A 9 8 5 4
♥ 9 6 3 2
♦ J 7 6 2
♣ J 7 6 2

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	4	4	8	8
D	10	11	2	2
H	4	4	9	9
S	11	11	1	1
NT	8	8	2	2

♠ A T 9 8 6 3
♥ K
♦ Q J 7
♣ A 9 8



♠ Q 7 4
♥ Q J T 2
♦ 5 4
♣ K Q T 3

♠ K J 5 2
♥ 7 6 3
♦ A K T 8
♣ 5 4

Deal: 6/8
East/EW

High Card Points

8
7 18
7

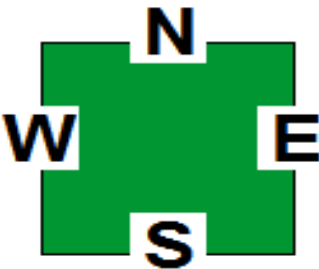
♠ 8
♥ K Q 8 7 6
♦ Q 8 5 4
♣ 8 5 3

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	5	5	7	7
D	3	3	10	10
H	2	2	11	11
S	6	6	7	7
NT	2	2	8	8

♠ J 6 5 4
♥ A 4 2
♦ T 6 3
♣ K 7 4



♠ A K 3 2
♥ J T 9 5
♦ K J 9
♣ A Q

♠ Q T 9 7
♥ 3
♦ A 7 2
♣ J T 9 6 2

Deal: 7/8
South/All

High Card Points

16
9 9
6

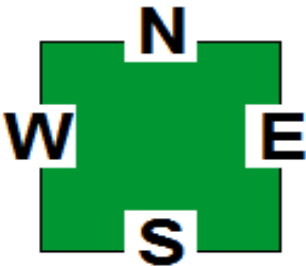
♠ A T 8
♥ J 8 6 4
♦ A T 8 2
♣ 6 4

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	10	10	3	3
D	7	7	6	6
H	8	8	5	5
S	6	7	6	6
NT	8	7	5	5

♠ J 7
♥ A Q T 5
♦ K Q 4 3
♣ A T 9



♠ Q 9 6 5 3
♥ K 3 2
♦ J 7 6
♣ Q J

♠ K 4 2
♥ 9 7
♦ 9 5
♣ K 8 7 5 3 2

Deal: 8/8
West/None

High Card Points

8
11 16
5

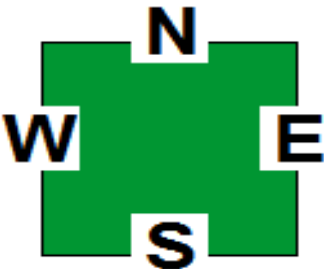
♠ A K
♥ A 6 2
♦ 9 6 4 3
♣ 7 6 5 4

Makeable status
8/8

Makeable contracts

	N	S	E	W
C	3	3	10	10
D	4	4	9	9
H	4	4	9	9
S	3	3	10	10
NT	3	3	10	10

♠ T 6 4
♥ T 9 3
♦ K Q J 7
♣ Q 3 2



♠ Q J 5 3
♥ K Q 4
♦ A 5 2
♣ A T 8

♠ 9 8 7 2
♥ J 8 7 5
♦ T 8
♣ K J 9