

What are we doing tonight?



$$M(H^*) = \pi \left(\frac{1}{137}\right)^8 \sqrt{\frac{hc}{G}}$$
$$3987^{12} + 4365^{12} = 4472^{12}$$
$$\Omega(t.) > 1$$



Limit bids are.....

... a bid in which the opener/responder puts a tight upper limit on his or her point count.

The following bids are almost always **limit** bids:

- ◆ *Bidding the same suit twice*
(by either partner- single raise or jump - doesn't matter)
- ◆ *Any NT bid*

As opposed to bidding a New Suit which is often "unlimited"
- to be taken as a positive encouraging sign, forcing even!

General principles behind limit bids.

- Usually made by 3rd bid, or so.

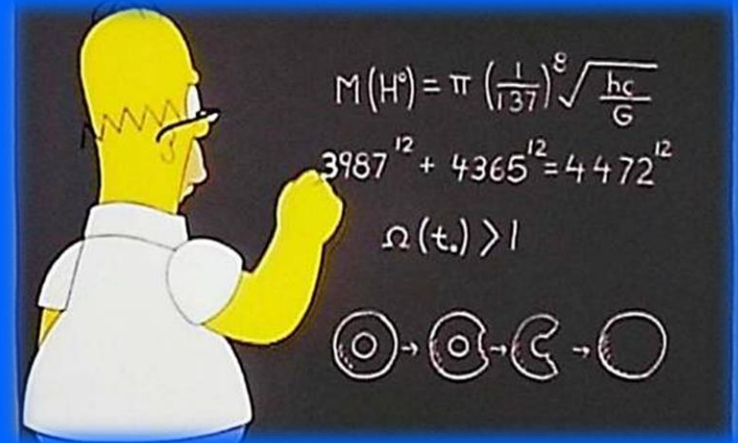
- Once you make a limit bid you are expected to sit back and not bid any more.

- Once a partner makes a limit bid the other partner takes control and decides where they are going to play the contract - adding up the points and choosing the correct level.





Limit Bids



- Trust your partner
(as always!)
- Do your maths
 - * do you get to 25?
- Get in the Zone
 - * part score, game or slam?



Look at these bidding sequences.

Remember - we're looking for limit bids - repeat of a suit or NT

1H - 1S
2H - AZB

1NT - AZB

1H - 1S
1NT - AZB

1H - 1S
2NT - AZB

1H - 1S
3NT - AZB

1D - 1H
2H - AZB

1H - 1S
3H - AZB

1H - 1S
2D - Shows 15 pts max

1H - 1S
3D - Shows 16 pts



You, after you
make a **limit bid**.

*You are not expected to
bid again.*



OK, partner. I'm
taking the helm
now.

*Your partner will
decide what contract
to play in. Trust them!*



Ay-Ay
Captain.

Oh, rats. Well,
that's OK. We'll
shop at Prime
Mark



.... Rats!
Pound land here
we come.

Ay Ay
Captain



Ay Ay
Captain

Wow, I've got a
credit too, no
limit on mine!
Harrods we're
on our way.

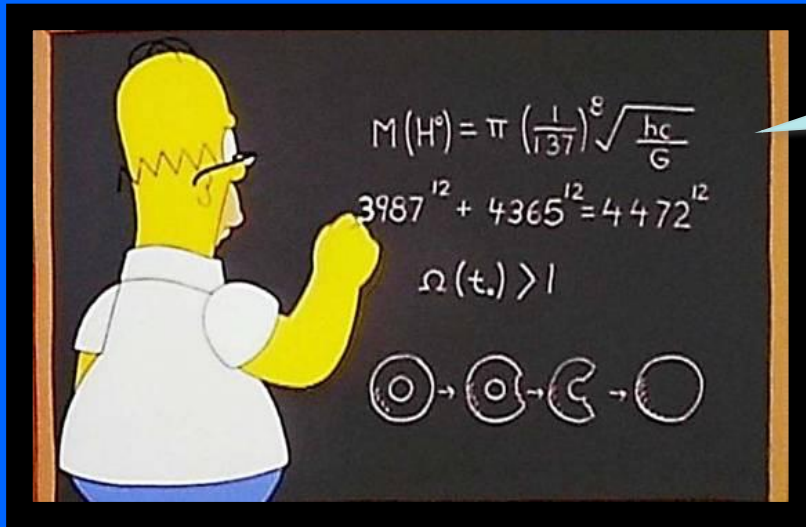
Trust me partner.
I can
count.



Once a limit bid has been made the other partner takes charge. Trust your partner to take charge.

E.G. - "one up, shut up"

1H - 1NT



13 + 6/9 = 19-22

That would be the Part score zone....so bid accordingly.



1H - 1NT

2H pass (1 up shut up)



I made a limit bid. My partner is in charge now. I'm going to shut up!

The only time I can bid again is if he invites me to!

Limiting your
hand with
support for
partner.

Your partner
opens 1 H.

Limit your hand:

Bid **2H** showing 6/9
points and 4 heart
support.



Then sit back, knowing
and trusting partner to
take control of where you
end up! You've done your
bit.

♠ A J 6
♥ J 9 6 3
♦ Q 5 3
♣ J 6 5 9 pts

A **3H** bid would be asking if
you are at the 6 end, or the
9 end. (you've been invited
to speak again!!!)

6 hcp = a pass
9 hcp = **4H**

Your partner
opens 1 H.

♠ 9 7 6 3
♥ A 6 4 2
♦ A Q 5
♣ 8 3

10 pts

Limit your hand:

Bid **3H** showing 10/12
points and 4 heart
support.

Then sit back, knowing
and trusting partner to
take control of where you
end up! You've done your
bit.



3H is limit bid
and not forcing.
Your captain may
well pass.

Your partner
opens 1 H.

♠ A 7 6 3

♥ A 6 4 2

♦ A Q 5

♣ 9 8

14 pts

You are strong. Don't sit back
yet!

Bid 1S (forcing for one round).
Remember suit changes are not
limiting and hence encouraging.
Your partner won't pass. Then go
back to the hearts, the limit bid of
4H.

NOW having told your partner that
you have 13 points, then sit back,
knowing and trusting partner to take
control of where you end up! You've
done your bit.

There could be a slam!



Your partner
opens 1 H.

You are weak in points
but have a super fit
and great distribution.
Length is worth it's
weight in gold!

♠ 2
♥ J 9 8 7 6 5
♦ K 5 3
♣ K Q 9

Take charge and
become the captain!
Jump to 4H.

9 pts

No slam...but a super hand!



Using NT to limit
your hand without
support for partner's
bid.

The Infamous 2NT reply to partner's opening bid.

Your partner opens a heart.

You have a balanced hand.

You don't have 4 spades.

You have 10-12 points.

What do you bid?

Your partner
opens 1 H.

1NT - limiting your
hand to 6-9 points
not necessarily
balanced!

♠ A J 6

♥ 9 6

♦ Q 5 3 2

♣ Q 5 3 2

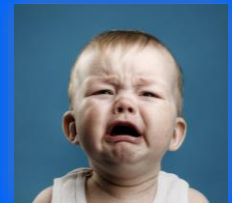
9 pts

The "dustbin" bid

Partner takes control - adds
the HCP in their hand to 6,
decides the zone, and bids
accordingly.

Your partner
opens 1 H.

2NT - limiting your
hand to 10-12 points
and balanced.



♠ 10 6 2

♥ 6 2

♦ A K 5 3

♣ K Q 9 8

12 pts

1H - 2C

? - you will limit it next time round

Start exploring by going up the
ladder - start with clubs. You
promise 10 pts - 0-3 spades
and four clubs.

Your partner
opens 1 H.

3NT - limiting your
hand to 13/14 pts
and balanced.

Your Hand

♠ A 7 6

♥ A 6

♦ K 10 5 4

♣ K 6 5 3

Partner takes charge, does the
math - $14 + \text{min } 12 = 26$
Gets in the Zone = Game
And passes.


14 pts

Asking your partner to choose is forcing them to bid. Don't confuse it with support.



Dlr: N

Vul: N

 9

 K Q 5 4 3

 A 6 2

 K Q 5 4

14 PTS


Asking you to choose:
(and giving a point count)

- Do the maths
- Get in the zone
- Bid accordingly

1H - 1S

2C - Pass

 J 5 4 3

 2


 J 10 6 5 4

 A J 3

7 PTS

Dlr: N

Vul: N

 9

 K Q 5 4 3

 A 6 2

 K Q 5 4

14 PTS

Preference bid:

- Do the maths
- Get in the zone
- Bid accordingly

*5/2 fit is better than A 4/3 fit.
Put partner back in first suit.*

1H - 1S
2C - 2H

 J 5 4 3

 J 2

 J 10 6 5

 A J 3

7 PTS

South Deals

N-S Vul

13 HCP

♠ 4 2
 ♥ J 7
 ♦ A J 9 5 3 2
 ♣ A Q J

Lead
8S

♠ K Q 9 8
 ♥ A 10 8
 ♦ 10 8 7 6
 ♣ 8 4

♠ J 10 7 3
 ♥ K 9 5
 ♦ Q
 ♣ 10 9 5 3 2

12 HCP

♠ A 6 5
 ♥ Q 6 4 3 2
 ♦ K 4
 ♣ K 7 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1H
	2D (f)		2H
	? 3C		3NT



Let's Play

6 Most Common Shapes

1 st	-	4432	(22% of all hands)	6/10
2 nd	-	5332	(16% of all hands)	7/10
3 rd	-	5431	(13% of all hands)	9/10
4 th	-	5422	(11% of all hands)	8/10
5 th	-	4333	(11% of all hands)	4/10
6 th	-	6322	(6% of all hands)	8/10
7 th	-	4441	(3% of all hands)	?/10

When to avoid NT

- where you have no stoppers in a suit
 - with singletons or voids
- * a VERY flat hand (4333 distribution) is sometimes NOT very good for playing in NT