

Lesson 8

One-level suit openings and limit raises

Book Pages 30-33

Objectives for Lesson 8

- Review homework
- Recap *unbalanced hand responses* to 1NT
- *Opening one of a suit*
- *Opening unbalanced hands with the Rule of Twenty*
- Values needed when *responding* to an *opening* - as few as 6 as many as 16+
- *Responder* when holding sound *opening bid* values must drive to *game*
- Having a *fit* for partner's major *suit opening bid*
- Show *support* for partner's *major* by *raising* to the appropriate *level*

Homework – *Responses to a 1NT opening bid*

Bidding quiz

Section 2.4 page 26 – the summary sheet

Any questions?

Recap – *Responses to a 1NT opening bid*

Pass

Balanced less than 11 HCP

Weakness Takeout - 2♦ 2♥ 2♠

Unbalanced less than 11 HCP

*Opener **must** pass*

2NT

Balanced 11-12 HCP

"Do you have 14 HCP?"

*Opener **must** pass with 12-13 HCP, else 3NT*

3NT

Balanced 13+ HCP, game, 9 tricks

*Opener **must** pass*

Three-level major

Strong 5-card major suit

"Do you have 3-card support?"

A forcing bid - opener cannot pass

Four-level major

Strong 6-card major suit

Playing in game, 10 tricks

*Opener **must** pass*

Three-level minor

Strong 5+ card minor suit

Very distributional hand

Possible interest in slam

"What do you think partner?"

Opener chooses: 3NT or raising to game or slam

Open One of a Suit

♠ A 10 9

♥ J 9 8 7 3

♦ A K J 6

♣ 5

13 HCP unbalanced 5-4-3-1

A single 5-card suit: hearts

Open 1♥

♠ A 6

♥ K J 9 7 4 3

♦ Q 8 7

♣ A 9

14 HCP unbalanced 6-3-2-2

A single 6-card suit: hearts

Open 1♥

Open One of a Suit

♠ A K 6

♥ Q 10 8 4

♦ K J 6

♣ A J 5

18 HCP balanced 4-3-3-3

Too strong for 1NT (12-14)

A single 4-card suit: hearts

Open 1♥

♠ A J 9 6 3

♥ A K 8 7 3

♦ 10 9

♣ 5

12 HCP unbalanced 5-5-2-1

5-card suits: spades & hearts

Open 1♠ – highest ranked suit

You may get to rebid spades later

Open One of a Suit

♠ A 5

♥ Q 10 8 4

♦ A 6 2

♣ A K 8 3

17 HCP balanced 4-4-3-2

Too strong for 1NT (12-14)

4-card suits: hearts & clubs

Open 1♥ – highest ranked suit

♠ A 9

♥ J 10 8

♦ A Q 6 2

♣ K J 9 5

15 HCP balanced 4-4-3-2

Too strong for 1NT (12-14)

4-card suits: diamonds & clubs

Open 1♦ – highest ranked suit

Open One of a Suit

Open your longest suit

If you have a *balanced hand** with 12-14 HCP open 1NT

But, with any other *hand* with 12-19 HCP:

- *Open by bidding your longest suit at the one-level:* 1♣, 1♦, 1♥ or 1♠
- *With two long suits of equal length, open the higher ranking suit*

This means a *major* suit will always get a mention first

If you have two *5-card suits* you will be able to *rebid* the second *suit*

Open One of a Suit

One Exception to *opening* your longest *suit*

♠ A J 9 6

16 HCP balanced 4-4-3-2

♥ A Q 7 5

Too strong for 1NT (12-14)

Two 4-card suits: hearts & spades, an exception...

♦ K 5 4

- Open 1♥ - the lower of 4 hearts and 4 spades

♣ Q 8

- Your 1♥ bid leaves room for partner with a 4-card holding to respond 1♠, so a spade fit won't be missed even if partner only has 6 HCPs

Open One of a Suit

One Exception to *opening* your longest *suit*

With 4 hearts and 4 spades and a *hand* too strong to *open* 1NT, *open* 1♥

- You yourself will only get a chance to *bid* one of them

You will normally *rebid* no trumps to show the *balanced* nature of your *hand*

- By *opening* 1♥:

You leave room for your partner to *respond* 1♠ with a *4-card holding*

So any *8-card* spade *fit* won't be missed

Practice Hands...

Open One of a Suit – Taking account of *shape*

Hand A	Hand B	Hand C
 <u>A K 9 6 4 2</u>	 <u>A K 9 6</u>	 <u>A 8 5 4 3</u>
 <u>A K 8 7 3</u>	 <u>A K 8</u>	 10 5
 6	 9 6 2	 <u>A K 7 6 4</u>
 5	 10 7 5	 5
14 HCP unbalanced 6-5-1-1	14 HCP balanced 4-3-3-3	11 HCP unbalanced 5-5-2-1

Which is the strongest *hand*?

- *Hand A* is stronger than *hand B*, due to the long *suits*
- *Hand C* has 11 HCP but is shapely and should be opened... *Rule of Twenty*

Open One of a Suit – Taking account of *shape*

Hand A	Hand B	Hand C
 <u>A K 9 6 4 2</u>	 <u>A K 9 6</u>	 <u>A 8 5 4 3</u>
 <u>A K 8 7 3</u>	 <u>A K 8</u>	 10 5
 6	 9 6 2	 <u>A K 7 6 4</u>
 5	 10 7 5	 5
14 HCP unbalanced 6-5-1-1	14 HCP balanced 4-3-3-3	11 HCP unbalanced 5-5-2-1

Use the *Rule of Twenty*^{*} to decide whether to *open unbalanced hands*:

- Add together the number of *cards* in your two longest suits
- Add this total to your *high card points*
- If the total is 20^{*} or more, you can make an *opening bid*

Open One of a Suit – Taking account of *shape*

The Rule of Twenty

<i>Hand</i>	<i>Points in suit</i>	<i>Cards in suit</i>
♠ <u>7 6 5 4 3 2</u>	0	6
♥ K 9	3	-
♦ — —	0	-
♣ <u>A K 9 7 6</u>	7	5
<i>Unbalanced 6-5-2-0</i>	= 10	= 11

$$10 \text{ HCP} + 11 = 21$$

Open bidding with 1♠

Open One of a Suit – Taking account of *shape*

The Rule of Twenty

<i>Hand</i>	<i>Points in suit</i>	<i>Cards in suit</i>
 <u>7 6 5 4 2</u>	0	5
 K 9	3	-
 7 6	0	-
 <u>A K 9 5</u>	7	4
<i>Unbalanced 5-4-2-2</i>	= 10	= 9

$$10 \text{ HCP} + 9 = 19$$

Pass

Open One of a Suit – Taking account of *shape*

The *Rule of Twenty*

<i>Hand</i>		
♠ 6 5 4	<i>Do not use Rule of Twenty for balanced hands</i>	
♥ A J 6		
♦ A Q 9 8		
♣ 5 4 3		
<i>Balanced 4-3-3-3</i>		

Open One of a Suit – Predict a *rebid*

♠ K 7 6 4 3 2

♥ K J

♦ A J 9 7

♣ 4

12 HCP unbalanced 6-4-2-1

Two biddable suits:

- Opening bid 1♠ (6-cards)
- Second bid 2♦ (4-cards)

♠ K 7 6 4

♥ K J

♦ A K 9 7 6 5

♣ 4

14 HCP unbalanced 6-4-2-1

Two biddable suits:

- Opening bid 1♦ (6-cards)
- Second bid 1♠ (4-cards)

♠ A Q J

♥ K J 2

♦ 7 6 5 4 3 2

♣ 4

11 HCP unbalanced 6-3-3-1

Only one biddable suit:

- Opening bid 1♦ (6-cards)
- Second bid 2♦ (6-cards)

Open One of a Suit – Predict a *rebid*

♠ K 7 6 4 3

♥ K J

♦ A K 9 7 6

♣ 4

14 HCP unbalanced 5-5-2-1

♠ K 7 6 4 3 2

♥ K

♦ A K 9 7 6 4

♣ — —

13 HCP unbalanced 6-6-1-0

Two biddable suits:

- Opening bid 1♠ (5-cards)
- Second bid 2♦ (5-cards)

Two biddable suits:

- Opening bid 1♠ (6-cards)
- Second bid 2♦ (6-cards)

Open One of a Suit – Predict a rebid

Before making an *opening bid*, look ahead & predict your second *bid*

In priority order:

- *Rebid* your second longest *suit* (4+ cards)
- *Rebid* the lower of two *suits* of the same length
- *Rebid* a 6-card suit

Open One of a Suit – Raising partner's suit

♠ Q 10 9 4

♥ A Q 8

♦ K Q 9 7

♣ 5 3

If partner *opened* 1♠ then:

13 *HCP* – total of 13 + (12-19) = 25-32 *HCP*

Balanced 4-4-3-2

4-card spade support, i.e. 8-card major fit

Respond by jump raising to 4♠

Open One of a Suit – Raising partner's suit

Partner's opening 1-level bid (1♣ 1♦ 1♥ or 1♠) promises 4 cards and at most 19 HCP

- If you have 5 *HCP*, your combined total is not enough for *game* – you need 25 *HCP*

You may have a combined total between 17 and 24

So as *responder* it's best to pass

- If partner *opens a major suit*, and you have four cards in that *suit*:

Then you have the magic *8-card fit*

Once you've found an *8-card major fit*, do not look for any other *fit*!

The question now is: how high to *bid*?

With 6 *HCP* then *game* is a possibility

Open One of a Suit – Raising partner's suit

Formal rules for *raising* partner's suit...

HCP Raise

0-5 Pass Not enough points for *game*

6-9 2-level *Showing support* for partner's suit – 8-card major fit

10-12 3-level *Showing support* for partner's suit – 8-card major fit

13+ 4-level *Game!* – needing 10 *tricks* – 8-card major fit

Raises of minor suit opening bids are the same

You may still choose to hunt for a *major fit* first or end in *no trumps*

Open One of a Suit – Taking account of *shape* as responder

Which of the following *hands* looks more powerful after partner opens 1♥?

Hand A

♠ J 9 5
♥ A 10 7 3
♦ 9 7 6
♣ K 5 3

8 HCP balanced 4-3-3-3

8-card heart fit

Raise to 2♥

Hand B

♠ Q 9 6 5 4
♥ A 10 7 3
♦ 6
♣ K 7 5

9 HCP unbalanced 5-4-3-1

Once 8-card fit is found, you can add shortage points:

- A singleton is worth same as a King = 3 points
- A void is roughly worth same as an Ace = 5 points

9 HCP + 3 shortage points = 12, so jump raise to 3♥

Open One of a Suit – Limit bids

♠ Q 8 6 3
♥ 8
♦ A J 10 9 2
♣ 6 3 2

After partners 1♠ opening, your 2♠ response showed 6-9, but:

- You have a 4-card spade support
- An unbalanced hand 5-4-3-2
- A singleton heart & can ruff partner's heart losers
- Tricks in diamonds

When opener rebids 3♠ ("are you top of range") don't pass, rebid 4♠

♠ 9 8 6 3
♥ Q 8 7
♦ Q 5 2
♣ K 7 6

As before, after partners 1♠ opening, your 2♠ response showed 6-9, but

- You only have 7 HCP
- You have four poor spades
- A flat distribution (4-3-3-3)

When opener rebids 3♠ ("are you top of range") just pass

Open One of a Suit – Limit bids

Raising your partner's suit, say from 1♠ to 2♠ or 1♠ to 3♠

You are making a *limit bid* - a very narrow point count range

<i>Raise</i>	<i>Limit bid Range</i>	<i>Opener's rebid</i>	<i>Responder's rebid</i>
2♠	6-9	3♠ "top of range?"	• 6-7 <i>HCP</i> normally pass • 8-9 <i>HCP</i> raise to 4♠ <i>game!</i>
3♠	10-12		
4♠	13		

Practice Hands...

Practice *Hands*...

- Create a pair of North/South *hands* to match the given *auction*
- Randomly deal the remaining cards across the other two *hands*
- Call instructor over when ready

Do the *hands* match the *auction*?

Can the *contract make*, or should it?

Change the *cards* so the *contract makes*

- Put the *hands* into the correct positions in a *duplicate board*
- Put a score sheet (*traveler*) in the *board*
- Pass the *board* to the next *table*
- Play the *boards*, one after another, adding your *contract*, *opening lead* *tricks made* and score to the *traveler*
- When you get your original *board* back, compare the results with your original *auction*

Open One of a Suit – Summary

- Open 1NT all* 12-14 HCP balanced hands

- Strength needed to open one of a suit

Unbalanced 12-19 HCP

Balanced 15-19 HCP

*Opening unbalanced with Rule of Twenty**

HCP plus cards in two longest suits

- Which suit to open:

Open longest suit at the one-level

With two long suits of equal length, open the higher ranking suit

- But with 4 hearts & 4 spade open 1♥

- Respond with a fit for partner's suit:

Support opener's major / minor fit with 4+ cards

0-5 pass

6-9 raise to two-level

10-12 raise to three-level

13+ raise to four-level

With a minor fit, possibly hunt for a major fit or end up in no trumps

Next time & Homework

Next time

- Other *responses* to one of a *suit openings*
Where we haven't immediately found a *fit*

Homework

- Section 3.9 page 45 – *Supporting partner's suit*
Answers on page 46