

U3ABDa08 Practice Session: Opening One of a Suit and Responding

Contents

Welcome!.....	2
Advanced topics & background information	2
Lesson Summary	2
Some Terminology	2
Boards and Board Numbers	2
Hands and Hand Numbers	2
The Hands.....	3
Boards 1–16.....	3
Can I open a 4-card suit?	3
What's a biddable suit?	3
High Card Points or Points?.....	4
How should I bid a 4441 hand?	4
Why did North jump?.....	5
What about TAPS?.....	5
Should I jump to 4H or be cautious?	7
Why did South pass 2S?.....	8
Why jump to 3 (not 4) of partner's major with an Ace?.....	8
Why can't Declarer claim Shortage Points?	9
When is 3NT a better bid than 5D?	9
What is a singleton Honour worth, really?	10
I've got Clubs and Spades, which do I bid?	10
Boards 17–32.....	11
How much is my doubleton KJ worth?	12
Should I bid my second suit?	12
Synopsis	17
Hands 1-16	17
Hands 17-32	18

Welcome!

Here is a list of all the hands that you could play in today's Practice Session. It tells you useful stuff about them, like the cards in each hand, the High Card Points, the "correct" bidding and lead. Don't feel bad if you bid the hands a bit differently, or ended up in a different contract. This is only your third week of bidding, it will take you a while to get the hang of it, no doubt.

Bridge is a great game, but it can be overwhelming, so much to think about. Don't worry, it will get easier. We're here to help it all make sense; don't worry about making mistakes, we're always happy to explain or answer questions. Remember, you're playing with other people who are just starting out, too. Let's have fun together!

To help clarify some points in this week's lessons, we've added a Lesson Summary. It describes the same topics from a slightly different angle to the online materials handouts, with additional detail where it seems needed.

-Ed

Advanced topics & background information

Anything in green is background information or more advanced than you need right now. But if you're keen, it's worth knowing.

Lesson Summary

For a summary of this week's lesson, please refer to the U3ABDa08 Lesson Summary, on our website.

Some Terminology

Not just words!

Boards and Board Numbers

When you play Duplicate Bridge in real life (IRL!), you have to preserve the hands so they can be passed to the next table, so everybody can play them and your eventual score is based on how well everybody played them. To do this, after you play your hand you put it in its own labelled (North, East, etc) pocket in a container called a **Board** - presumably because they used to be made from boards? These days they're usually made from plastic.

Each board is serial numbered, starting with **Board Number 1**.

When you play online, all the tables can play the same board at the same time; computers are good at copying information! So you will all play Board 1 first, then Board 2, then Board 3...

Hands and Hand Numbers

We usually refer to the 13 cards in your hand as - well - **Your Hand**. We usually refer to the set of 52 cards in a Board as **A Hand**. Ugh.

Important bit: within this course and No Fear Bridge, each Hand of 52 cards is referred to by its **Hand Number**. These aren't serial numbers and don't refer to the order in which you play the hands, they're important labels so you can later refer to a Hand out of the context of playing it - for example, to load a hand into My Hands. Hand Numbers look like **123** or **H123** or **H123**, depending on how careful you're being; the last format is the definitive Hand Number: the prefix "H" says it's a Declarer hand; the prefix "D" says it's a Defence hand. H123 is not the same hand as #D123.

The Hands

Boards 1–16

North	East	South	West
1♥	Pass	2♥	Pass
4♥	Pass	Pass	Pass
		♠ 743	
		♥ AKQJT	
		♦ A	
		♣ A432	
♠ T95			♠ AKQ2
♥ 653			♥ 7
♦ KJ96			♦ T832
♣ Q97			♣ J865
		♠ J86	
		♥ 9842	
		♦ Q754	
		♣ KT	

Board: 1 Dealer: North H14

North has 18 HCP, an unbalanced hand, and a 5-card Heart suit, so they open 1H.

The 1H opening bid shows 12-19 HCP and 4 Hearts (but see the [discussion](#) below). Your hand may be balanced or unbalanced. (An unbalanced hand has a Void or a Singleton or two Doubletons. Do not open 1 NT with an unbalanced hand, it will play better in a suit!)

South has just 6 HCP but does have 4 of their partner's suit, Hearts. If you have 6-9 HCP and 4 of partner's major suit, you must raise it – so South bids 2H. This simple raise is not forcing. (South can add an extra point for their Doubleton Clubs if they're playing in Hearts.)

South's 2H response shows 6-9 HCP and 4 Hearts.

North knows from South's bid that they have at least 9 Hearts and 24 HCP. That's just a little short of the 25 points you need for game in a Major, but North can add 2 more points for their Singleton Diamond, making at least 26 points – so they bid game, 4H.

Can I open a 4-card suit?

Yes, but not if you have no biddable second suit, and less than 15 points, because you don't have a legal rebid if partner responds. If you can't rebid, you can't open 1 of a suit: Pass, or open 1NT if balanced – you usually are.

So to open one of a suit, you really need:

- 12+ HCP and a 5-card suit (you can rebid it) or...
- 15-19 HCP, a 4-card suit, and a balanced hand (you can rebid 1NT or 2NT or 3NT to show points) or...
- 12+ HCP, a 4-card suit and a second, biddable 4-card suit (you can rebid the second suit) or...
- A 4441 hand. Awkward! See the discussion for Board 3

Most of the time, if you have two 4-card suits, your hand is balanced and better opened as a balanced hand. For now, let's keep it simple and say opening one of a suit shows 12-19 HCP and at least 4 trumps; your rebid will clarify.

What's a biddable suit?

Complicated, but here goes. A biddable suit is at least 4 cards long. It does NOT need an Honour, but you'd prefer it did!

A biddable **second** suit must also be lower-ranked** than your first suit (e.g. open 1S, rebid 2D) – although with 4 Clubs and 4 Spades, open 1C and rebid 1S.

But if you have two 4-card suits, your hand is usually balanced: with 12-14 points, open 1NT; with more points, open one of your suit and rebid 1NT, 2NT or 3NT to show your points. The exception is a 4441 hand, which is hard to bid, but rare: see the discussion for Board 3.

**Because bidding a higher-ranked second suit is "above the barrier" (or a Reverse), showing a strong 16-19 point hand.

East South West North

1♠ Pass 4♠ Pass
Pass Pass

♠ AK84	♠ QJ953
♥ Q74	♥ 82
♦ A2	♦ 97
♣ T943	♣ AKQJ
♠ T762	
♥ A953	
♦ KT654	
♣	

Board: 2 Dealer: East H17

East has 13 HCP, an unbalanced hand, and a 5-card Spade suit – so they bid 1S.

The 1S opening bid shows 12-19 HCP and 4 Spades (but see the discussion for Board 1). The hand may be balanced or unbalanced.

West has 13 HCP and 4-card support for partner's Spades. They can add another point for their Doubleton Diamond, if playing in Spades.

West can see a total of 26 points and 8 Spades, so bids 4S; game is almost certain.

High Card Points or Points?

What's the difference between High Card Points and Points?

High Card Points indicate the Honours you hold. An Ace is worth 4, a King is worth 3, a Queen is worth 2 and a Jack is worth 1. A Ten is (maybe) worth ½. Add up your HCP to evaluate your hand in a NT contract.

In a suit contract, points are calculated by adding your HCP and your Shortage Points, **but only if you're playing in a suit contract and have at least 3 trumps (preferably 4) and you are going to be Dummy, not Declarer.** Shortage points are 3 for a Void, 2 for a Singleton, and 1 for a Doubleton. (Although experienced players might upgrade that to 5, 3 and 1.)

South West North East

1♦ Pass 1♥ Pass
1♠ Pass 3♠ Pass
Pass Pass

♠ J8	♠ KQT
♥ KJ83	♥ QT92
♦ QJ8	♦ T9
♣ J976	♣ KQT8
♠ A976	
♥ 4	
♦ A743	
♣ A432	

Board: 3 Dealer: South H24

South has 12 HCP and three 4-card suits. This is a special type of unbalanced hand called a **4441 hand**; it's a bit awkward to bid, there are extra rules to remember that will seem pretty arbitrary...

To open bidding with a 4441 hand, open one of the 4-card suits. Which one?

- If the Singleton is red (Diamonds or Hearts), open the suit below e.g. if you have a Singleton Heart, open 1D
- If the Singleton is black (Clubs or Spades), open the middle 4-card suit e.g. if you have a Singleton Club, open 1H

So South bids 1D. This opening bid shows 12-19 HCP and 4 Diamonds (but see the discussion for Board 1). Their rebid (second bid) will reveal more!

North has 7 HCP and 4-card support for partner's Diamonds. They could raise Diamonds, but they have 4 Hearts and 4 Spades; if partner has a fit with either of these suits, a major suit contract scores better than a minor suit contract.

So North bids the lower of their two major suits, Hearts. (Bidding the lower suit makes it easier for partner to rebid Spades if they can't support your Hearts.) This 1H change of suit response shows 4 Hearts and 6+ HCP. It is forcing.

South has to bid again. They can't raise partner's Hearts with just one (!) but they can bid their 4-card Spade suit very economically, at the 1 level. This 1S rebid shows 4 Spades and 12-19 HCP.

North has 4 Spades, so should raise partner's 1S bid. But how far? They have 7 HCP and 2 points for their Singleton Club. They also have a fit with partner's Diamonds, so decide to be optimistic and jump to 3S. This shows 4-card support and 10-12 points; hmm.

South can see 22-23 HCP + 2 points for their Heart Doubleton, game might be possible. But with such a weak Spade suit and so many low cards, they decide to pass 3S. Phew.

How should I bid a 4441 hand?

Many people won't open a 4441 hand with just 12 HCP. With 13+, open one of a suit (but see TAPS, below). But which one?

- With a red Singleton (Diamonds or Hearts), open the suit below. For example: with a Singleton Heart, open 1D
- With a black Singleton (Clubs or Spades), open the middle 4-card suit. For example: with a Singleton Club, open 1H

When partner responds, rebid as follows:

- If partner supports your suit, raise or pass as appropriate to your point count
- If partner bids one of your other 4-card suits, raise it
- If partner bids your Singleton, bid the next suit above it if you have 13-14 HCP, or NT if you have 15+

North has a 4441 hand, just like South, but they're responding, not opening; the 4441 rules don't apply to responding. If North were stronger, they could bid 1S rather than 1H on the first round, and bid Hearts on the second round.

If South didn't have a 4441 hand, but couldn't open 1NT, they would open their 4-card Spade suit first, and bid the 4-card Diamond suit on the second round. So this sequence of bids (1D..1S) suggest they are 4441, but they could also bid this way with 5 Diamonds and 4 Spades, so North doesn't know which type of hand South has got.

Why did North jump?

Good question! North's 3S jump raise asks partner to bid game if they have a decent (not minimum point) hand; a Game Invitation. I'd say this exaggerates their strength, as they have lots of small cards. They should have bid 2S (showing 4-card support and 6-9 points) – which South would then pass. How did you bid?

What about TAPS?

Some experts recommend a different rule for opening a 4441 hand, TAPS: with a black Singleton open 1H, with a red Singleton open 1C.

West	North	East	South
1♣	Pass	3♣	Pass
5♣	Pass	Pass	Pass
	♠ QT53		
	♥ AJ86		
	♦ JT97		
	♣ 5		
♠ AK		♠ J82	
♥ 32		♥ 975	
♦ AK43		♦ 85	
♣ QT943		♣ AKJ62	
	♠ 9764		
	♥ KQT4		
	♦ Q62		
	♣ 87		

Board: 4 Dealer: West H330

West has 16 HCP, unbalanced, and a 5-card Club suit.

Their 1C bid shows 4 Clubs and 12-19 HCP (but see the discussion for Board 1).

East has 9 HCP plus one point for the Doubleton Diamonds (playing in Clubs), making 10. With 4-card support for Clubs and 10 points, they're too strong for a simple raise (2C would show 6-9 points) so they jump raise to 3C.

The 3C response shows 10-12 points and 4 card support for Clubs.

West can now add two points for their Doubletons, as Clubs have been agreed as trumps, making 18. Adding the 10 points shown by East, they reach 28, which should be enough for game in a Minor. So they bid 5C.

North East South West

1♥ Pass 2♥ Pass
4♥ Pass Pass Pass

♠ A95
♥ AKJT2
♦ A76
♣ K3

♠ 432 ♠ QJT7
♥ 73 ♥ 94
♦ 532 ♦ KQJT8
♣ AT982 ♣ J4

♠ K86
♥ Q865
♦ 94
♣ Q765

East South West North

1♠ 2♦ 3♠ Pass
4♠ Pass Pass Pass

♠ 9
♥ T432
♦ T763
♣ J987

♠ KT83 ♠ AQJ765
♥ 765 ♥ AQ8
♦ 98 ♦ A2
♣ AQ54 ♣ 32

♠ 42
♥ KJ9
♦ KQJ54
♣ KT6

South West North East

1♥ 1♠ 3♥ Pass
4♥ Pass Pass Pass

♠ 875
♥ QT96
♦ KQ9
♣ A94

♠ AKJT2 ♠ 943
♥ 874 ♥
♦ 73 ♦ T8652
♣ KJ7 ♣ QT862

♠ Q6
♥ AKJ532
♦ AJ4
♣ 53

Board: 5 Dealer: North H346

North has 19 HCP, unbalanced, and a 5-card Heart suit.

Their 1H opening bid shows 4 Hearts and 12-19 HCP (but see the discussion for Board 1).

South has 7 HCP and 4-card support for partner's Hearts, and can add another point for their Doubleton. They bid 2H, a simple raise that shows 6-9 HCP and 4 Hearts.

North now knows they have more than enough Hearts (9+) to play in a Heart contract. They can add one point for their Doubleton Club, making at least 26 points – more than enough to bid 4H.

Board: 6 Dealer: East H347

East has 17 HCP and a 6-card Spade suit, so they open 1S.

The 1S opening bid shows 4 Spades and 12-19 HCP (but see the discussion for Board 1).

South overcalls with 2D. This 2-level shows at least 5 Diamonds and 10 HCP. **We haven't taught you about overcalls yet, so hopefully YOUR South didn't.**

West has 9 HCP and 4-card support for partner's Spades. They can add a point for their Doubleton Diamond, making 10 points – enough for a jump raise. They would have made the same bid without South's overcall; that might even prove helpful when they play the contract, showing where the points are!

West's 3S jump raise shows 10-12 points and 4 Spades.

East can now add 2 points for their Doubletons, playing in Spades, making a total point count of 29-31. That's more than enough for game, but not quite enough to consider a slam – so they bid 4S.

Board: 7 Dealer: South H376

South has 15 HCP and a good 6-card Heart suit, so they open 1H.

The 1H opening bid shows 4 Hearts and 12-19 HCP (but see the discussion for Board 1).

West overcalls with 1S. This one-level overcall shows at least 5 Spades and 8 HCP. **We haven't taught you about overcalls yet, so hopefully YOUR West didn't.**

North has 11 HCP and 4-card support for partner's Hearts, so jump raises to 3H. This shows 10-12 points and 4 Hearts.

South can now add 2 points for their Doubletons, playing in Hearts, making a total point count of 27-29. That's more than enough for game, but not enough to consider a slam – so they bid 4H.

West North East South

1♥ Pass 4♥ Pass
Pass Pass

♠ QT87
♥ 75
♦ QT5
♣ KQJ5

♠ A5
♥ AQJ62
♦ A63
♣ 963

♠ 2
♥ KT983
♦ K842
♣ A84

♠ KJ9643
♥ 4
♦ J97
♣ T72

North East South West

1♥ Pass 3♥ Pass
4♥ Pass Pass Pass

♠ J8
♥ AKQJT
♦ A985
♣ 98

♠ A93
♥ 73
♦ T742
♣ KJT5

♠ KQT72
♥ 82
♦ 3
♣ Q7632

♠ 654
♥ 9654
♦ KQJ6
♣ A4

East South West North

1♠ Pass 1NT Pass
2♠ Pass Pass Pass

♠ KQ
♥ AT63
♦ J5
♣ 98654

♠
♥ 9854
♦ QT64
♣ KQ732

♠ AT98652
♥ 7
♦ AK98
♣ J

♠ J743
♥ KQJ2
♦ 732
♣ AT

Board: 8 Dealer: West H389

West has 15 HCP and a good 5-card Heart suit, so opens 1H.

The 1H opening bid shows 4 Hearts and 12-19 HCP (but see the discussion for Board 1).

East has 10 HCP, 5-card support for Hearts, and can add 2 points for their Singleton Spade, making 12 points.

With 12 points, East knows that their partnership has at least 24 points, nearly enough for game in a Major. They could bid 3H, asking partner to bid 4H with 15+ points. But really, partner only needs 13 points - so East decides to take the small risk of bidding straight to game, 4H. Their 5-card Heart suit is - perhaps - justification enough!

Should I jump to 4H or be cautious?

If East wanted to be more cautious, they could respond 2D on the first round, showing 4 Diamonds, 10+ points, and forcing partner to bid again. Partner's second bid should clarify whether they are weak, intermediate, or strong. But most people would just bid 4H!

Board: 9 Dealer: North H390

North has 15 HCP and a good 5-card Heart suit, so opens 1H.

The 1H opening bid shows 4 Hearts and 12-19 HCP (but see the discussion for Board 1).

South has 10 HCP, a 4-card fit with partner's Hearts and a Doubleton (making 11 points), so bids 3H.

The 3H bid is a jump raise, showing 4-card support and 10-12 points. This bid is not forcing, but partner will usually respond by bidding game unless they are weak (less than 15 points) - or pessimistic.

North adds their points (15 + 2) to partner's 10-12, making 27-29; more than enough for game, but not enough for slam to be likely, so just bids 4H.

Board: 10 Dealer: East H1540

East has 12 HCP and a 7-card Spade suit, so they open 1S, intending to rebid 2S.

The 1S opening bid shows 4 Spades and 12-19 HCP (but see the discussion for Board 1).

West has 7 HCP and no Spades, so certainly can't support partner's suit. They're not strong enough to bid any of their suits at the 2 level (that shows 10+ HCP), so they respond 1NT. This bid is not forcing.

This 1NT response shows 6-9 points and denies 4-card support for Spades.

East can see that game is rather unlikely with just 18-21 HCP, despite their very shapely hand, so bids 2S. This shows 5 Spades and a minimal hand (12-14).

West isn't happy with the Spade bid, but there's nothing else they can do, and passes.

South West North East

1♠ Pass 2♠ Pass
Pass Pass

♠ K842

♥ A954

♦ 96

♣ T32

♠ J7

♥ QJ632

♦ AQ4

♣ J97

♠ T9

♥ K

♦ T8732

♣ A8654

♠ AQ653

♥ T87

♦ KJ5

♣ KQ

Board: 11 Dealer: South H2565

South has 15 HCP and a 5-card Spade suit, so they open 1S, intending to rebid 2S.

The 1S opening bid shows 4 Spades and 12-19 HCP (but see the discussion for Board 1).

North has 7 HCP, 4-card support for partner's Spades, and a Doubleton. With a total of 8 points, they're not strong enough to bid 2H (a 2-level change of suit shows 10+ points), so they respond 2S.

2S, a single raise of partner's suit, promises 6-9 and 4 trumps. This bid is not forcing.

North adds partner's 6-9 points to their 15 + 1 (for the Doubleton) and can see that game is unlikely, so they pass.

Why did South pass 2S?

With the same points but slightly better shape (say xx in Hearts and KQx in Clubs) and slightly better Spades (say AQT98 rather than AQ653), South might bid 3S rather than pass, asking partner to bid 4S with 8-9 points.

West North East South

1♠ Pass 3♠ Pass
Pass Pass

♠ 84

♥ AKJ2

♦ 73

♣ J8762

♠ KJT752

♥ Q6

♦ AJ4

♣ 53

♠ Q963

♥ 875

♦ KQ9

♣ A94

♠ A

♥ T943

♦ T8652

♣ KQT

Board: 12 Dealer: West H2708

West has 11 HCP, a 6-card Spade suit, and two Doubletons. While this is 1 HCP short of the 12-19 usually required to open, applying the Rule of 20, they're just strong enough to open 1S.

(The Rule of 20 says: add your HCP and to the number of cards in your two longest suit. If you've got 20 or more, you can open.)

East has 11 HCP and 4 Spades, so can support partner's suit – but at what level? They're too strong for a single raise (2S shows 6-9 points). 3S (a double raise) shows 10-12 HCP and an Ace, while 4S (a double raise) shows 10-12 points and no Ace. So East bids 3S to show they have an Ace (the Ace of Clubs). This bid isn't forcing, but partner will usually raise to 4S.

West is as weak as they can be for their 1S opening. They can add 2 points for their Doubletons now that Spades have been agreed as trumps, but can still only see a total of 23-25 points, so they pass.

Why jump to 3 (not 4) of partner's major with an Ace?

The jump to 3 rather than 4 shows partner you have a better hand, more suited to playing in a slam. We'll get to slams eventually!

North	East	South	West
1♠	Pass	2♠	Pass
3♠	Pass	4♠	Pass
Pass	Pass		

♠ AJT42
♥ A7
♦ K5
♣ A972

♠ 96
♥ T986
♦ 632
♣ KQJT

♠ K3
♥ KQJ2
♦ JT984
♣ 65

♠ Q875
♥ 543
♦ AQ7
♣ 843

Board: 13 Dealer: North Lead: ♥K H340

North has 16 HCP and a 5-card Spade suit, so they open 1S, intending to rebid 2S.

The 1S opening bid shows 4 Spades and 12-19 HCP (but see the discussion for Board 1).

South has 8 HCP, 4-card support for partner's Spades, and a balanced hand (so no Shortage Points). With 8 points, they could bid 1NT or 2S, but both bids show the same point range (6-9) and the 2S bid is better as it provides the additional, encouraging information that they have 4 Spades.

2S, a single raise of partner's suit, promises 6-9 and 4 trumps. This bid is not forcing.

North adds partner's 6-9 points to their 16 (Declarer can't add Shortage Points) and can see that game is possible but only if partner has the maximum 9 points, so they bid 3S, a Game Invitation.

South has 8 points, so should refuse the invitation and pass, but they decide to be optimistic and bid 4S. Did you? Did you make it?

Why can't Declarer claim Shortage Points?

Shortage Points reflect your ability to make extra tricks by ruffing. If you're Declarer, your trumps are used to draw trumps; you ruffing doesn't earn extra tricks. However, if you have more than 5 trumps in your hand, each extra trump earns you an extra Length Point.

East	South	West	North
1♦	Pass	1♥	Pass
1NT	Pass	3♦	Pass
5♦	Pass	Pass	Pass

♠ K532
♥ A862
♦ 3
♣ QJT6

♠ 8
♥ QJT9
♦ JT875
♣ A84

♠ A76
♥ 753
♦ AKQ94
♣ K7

♠ QJT94
♥ K4
♦ 62
♣ 9532

Board: 14 Dealer: East Lead: ♠Q H339

East has 16 HCP and a nice 5-card diamond suit, in a balanced hand – so they open one of their longest suit, intending to rebid 1NT, to show their 15-16 HCP.

West has 8 HCP so needs to bid. They have good 5-card support for partner's suit, so they could respond 2D (showing 4 trumps and 6-9 points) but you should only support a minor with your first bid if you don't have a better bid, and they do. You should always show a major in preference to raising a minor, and they have a 4-card Heart suit that they can bid at the one level, so they bid 1H.

West's 1H bid shows 6+ points and a 4-card suit. It does not deny support for partner's minor.

East doesn't have 4-card support for Hearts, so continues with their plan and rebids 1NT, showing 15-16 HCP and a balanced hand, and denying 4 Hearts.

West can count at least 23 HCP (15+8). Adding 2 Shortage Points for their singleton Spade if they play in Diamonds, they have 25-26 points, maybe enough to encourage partner by jumping to 3D.

East takes a bit of a gamble and bids 5D. Does it make? Just!

When is 3NT a better bid than 5D?

Most of the time! West's 3D bid is optimistic, misleading; you need around 27 points to make 5D but only 25 for 3NT! So if you didn't bid 5D, I'm with you.

With East's hand I would bid 3NT rather than 5D, even though this time, 5D is OK (makes 11) on a Spade lead but 3NT isn't (makes 8). After the inevitable Spade lead, the Defence make 4 Spades and 2 Hearts in 3NT, but 0 Spades and 2 Hearts in 5D. But most of the time, 3NT is a better bid!

♠ AQ87
 ♥ Q
 ♦ A93
 ♣ JT743

Bid the longer suit. If you have 4 of each, open 1C and bid Spades later if you can eg 1C 1D 1S); if not, partner should bid Spades if they have 4, and you want a 4:4 fit or better to play in a suit.

♠ KJ95
 ♥ 632
 ♦ A972
 ♣ T4

West now knows they have more than enough Hearts (9+) to play in a Heart contract and enough points (at least 25), so they're happy to bid 4H.

Boards 17–32

Note: Boards 21-32 do not include a bidding commentary.

North	East	South	West
1♥	Pass	2♦	Pass
2♥	Pass	4♥	Pass
Pass	Pass		
	♠ A5		
	♥ QT8653		
	♦ Q3		
	♣ A86		
♠ K832		♠ JT97	
♥ 742		♥ A	
♦ J94		♦ 8762	
♣ Q92		♣ KJT4	
	♠ Q64		
	♥ KJ9		
	♦ AKT5		
	♣ 753		

East	South	West	North
1♣	Pass	1♥	Pass
2♣	Pass	Pass	Pass
	♠ 92		
	♥ KJ98		
	♦ QT762		
	♣ J9		
♠ Q654		♠ KJ3	
♥ AT762		♥ 53	
♦ J85		♦ 93	
♣ 4		♣ AKQ752	
	♠ AT87		
	♥ Q4		
	♦ AK4		
	♣ T863		

Board: 17 Dealer: North Lead: ♠J H2707

North has 12 HCP and a 6-card major, so opens 1H. This shows 12-19 HCP and 4 Hearts. They intend to rebid Hearts.

South has 13 HCP so expects to bid to game, but can't support partner's major (yet) with just 3 Hearts. Better to bid their longest suit – Diamonds – and get partner to describe their hand further. Bidding a new suit at the 2 level shows 10 -15 HCP and 4 cards, and is forcing for one round.

North now knows they have a total of at least 21-27 HCP, so game is possible but by no means certain! They bid 2H, to show 5 Hearts and a minimal (12-15 point) hand.

South now knows that partner has at least 5 Hearts, so they have an 8-card fit. Even if partner has a 12 point hand, they have a total of 25 HCP, just enough to bid 4H.

Board: 18 Dealer: East Lead: ♦A H2792

East has 13 HCP and a nice 6-card Club suit, so they open 1C. This shows 12-19 HCP and 4 Clubs. They intend to rebid Clubs.

West has 7 HCP and a reasonable 5-card Heart suit, so bids 1H. This shows 6+ HCP and a 4-card Heart suit. It's a change of suit, so it's forcing for one round.

East can't support partner's Hearts, doesn't have another suit to bid, and can't rebid 1NT (as that would promise a balanced hand and 15-16 HCP), so rebids 2C. This bid shows 12-15 HCP and 5 Clubs, and denies 4 Hearts and denies 4 Spades.

West can see a maximum of 22 HCP, so knows there is no chance of game, so they pass rather than risk bidding on. Their singleton Club is a worry, but 2H or 2S might be an even worse contract.

South	West	North	East
1♥	Pass	1♠	Pass
4♠	Pass	Pass	Pass
	♠ KJ873		
	♥ Q52		
	♦ T43		
	♣ Q9		
♠ 4		♠ A52	
♥ 9763		♥ 84	
♦ K62		♦ Q987	
♣ A8765		♣ T432	
	♠ QT96		
	♥ AKJT		
	♦ AJ5		
	♣ KJ		

West	North	East	South
1♠	Pass	2♥	Pass
4♥	Pass	Pass	Pass
	♠ 9853		
	♥ 2		
	♦ 976		
	♣ KJ865		
♠ AKQT7		♠ J6	
♥ A953		♥ QJT86	
♦ 3		♦ AK842	
♣ Q73		♣ 2	
	♠ 42		
	♥ K74		
	♦ QJT5		
	♣ AT94		

Board: 19 Dealer: South Lead: ♦ 7 H2970

South has 19 HCP and two 4-card majors. With two 4-card majors you open 1H, to make it easy for partner to show a 4-card Spade suit at the 1-level. (With two 5-card majors, you bid Spades first, then Hearts.)

This bid shows 12-19 HCP and 4 Hearts.

North has 8 HCP but only 3 Hearts, so can't raise partner's suit. Their 1S bid shows 4 Spades and 6-15 HCP. This bid is forcing for one round. It doesn't deny support for Hearts.

South now knows they have at least 25 HCP and 8 Spades between them, so bids game (4S) with confidence.

How much is my doubleton KJ worth?

The doubleton KJ is difficult to value. You could value it as 5 points (3 HCP for the K, 1 HCP for the J and 1 SP for the doubleton), but most players would take at least one point off.

Board: 20 Dealer: West Lead: ♦ Q H3375

West has 15 HCP and a nice 5-card Spade suit, so opens 1S. This shows 4 Spades and 12-19 HCP. Note that, with a 4-card Heart suit and a longer Spade suit, you bid Spades first. (You bid Hearts first if you have 4 Hearts and 4 Spades.)

East has 11 HCP, and two 5-card suits, Hearts and Diamonds. They're strong enough to bid a new suit at the 2 level, but which one? They choose Hearts for two good reasons: it's a lot easier to make game in a Major, and if they get a chance, they can show their Diamond suit on the next round fairly economically. (To show controls and maybe progress to 3NT.)

So East bids 2H, showing a 5 Hearts and 10-15 points. This bid is forcing for one round. (Bidding 2H over 1S promises 5 Hearts because when partner opens 1S, they deny having 4 Hearts, unless they have a longer Spade suit – so you need 5 Hearts to bid 2H over 1S. Phew!)

West can rely on East having 5 Hearts and 10 HCP; adding their own 4 Hearts, 14 HCP and 2 Shortage Points for the singleton Diamond (in a Heart contract) they have enough for game, so bid 4H.

Should I bid my second suit?

If you don't find a fit with partner (say the bidding goes 1S-2H-2S-3D), by bidding two suits your partner has shown they probably have stops in those suits, which might be all you need to bid 2NT or 3NT. That's why it's sometimes better to bid a second suit rather than rebidding your first suit – it isn't always about finding a fit, sometimes it's about showing stops.

North East South West

1 ♥ Pass 3 ♥ Pass

4 ♥ Pass Pass Pass

♠ K3
 ♥ AKQ85
 ♦ 643
 ♣ QJ5

♠ J9 ♠ T86542
 ♥ 43 ♥ 62
 ♦ AKQ7 ♦ 852
 ♣ AT984 ♣ 76

♠ AQ7
 ♥ JT97
 ♦ JT9
 ♣ K32

Board: 21 Dealer: North Lead: ♥2 H1

No bidding commentary.

East South West North

1 ♥ Pass 2 ♥ Pass

4 ♥ Pass Pass Pass

♠ QJT432
 ♥ 6
 ♦ T2
 ♣ AK84

♠ K98 ♠ A5
 ♥ QT98 ♥ AKJ43
 ♦ 43 ♦ A965
 ♣ 7653 ♣ Q2

♠ 76
 ♥ 752
 ♦ KQJ87
 ♣ JT9

Board: 22 Dealer: East Lead: ♦K H5

No bidding commentary.

South West North East

1 ♥ Pass 3 ♥ Pass

4 ♥ Pass Pass Pass

♠ A652
 ♥ Q432
 ♦ A7
 ♣ 642

♠ T973 ♠ QJ4
 ♥ ♥ T986
 ♦ T9852 ♦ QJ6
 ♣ AKQ8 ♣ T95

♠ K8
 ♥ AKJ75
 ♦ K43
 ♣ J73

Board: 23 Dealer: South Lead: ♣A H6

No bidding commentary.

West	North	East	South
1 ♠	Pass	2 ♣	Pass
2 ♠	Pass	4 ♠	Pass
Pass	Pass		

Board: 24 Dealer: West Lead: ♦Q H7
No bidding commentary.

	♠ 5	
	♥ JT9432	
	♦ QJT5	
	♣ K5	
♠ AKT972		♠ QJ6
♥ A65		♥ K8
♦ 976		♦ K83
♣ 4		♣ A9862
	♠ 843	
	♥ Q7	
	♦ A42	
	♣ QJT73	

North	East	South	West
1 ♠	Pass	2 ♥	Pass
2 ♠	Pass	4 ♠	Pass
Pass	Pass		

Board: 25 Dealer: North Lead: ♦K H8
No bidding commentary.

	♠ AKJT2	
	♥ 4	
	♦ A964	
	♣ T94	
♠ 975		♠ 84
♥ KQJ		♥ T985
♦ T872		♦ KQJ5
♣ Q32		♣ KJ6
	♠ Q63	
	♥ A7632	
	♦ 3	
	♣ A875	

East	South	West	North
1 ♦	Pass	2 ♦	Pass
5 ♦	Pass	Pass	Pass

Board: 26 Dealer: East Lead: ♣K H9
No bidding commentary.

	♠ QJ97	
	♥ K8764	
	♦	
	♣ 8542	
♠ K65		♠ A42
♥ AJT		♥ Q
♦ T987		♦ KQJ6432
♣ T73		♣ A6
	♠ T83	
	♥ 9532	
	♦ A5	
	♣ KQJ9	

South	West	North	East	Board: 27	Dealer: South	Lead: ♦K	H10
1 ♥	Pass	3 ♥	Pass	No bidding commentary.			
4 ♥	Pass	Pass	Pass				

♠ J	
♥ 7652	
♦ A82	
♣ K9876	
♠ 9753	♠ T8642
♥ K84	♥ 3
♦ KQJ9	♦ T65
♣ J5	♣ AQT2
	♠ AKQ
	♥ AQJT9
	♦ 743
	♣ 43

West	North	East	South	Board: 28	Dealer: West	Lead: ♦K	H11
1 ♠	Pass	3 ♠	Pass	No bidding commentary.			
4 ♠	Pass	Pass	Pass				

♠ A4	
♥ T74	
♦ KQJT	
♣ 9753	
♠ QJT98	♠ 7653
♥ KQJ	♥ A93
♦ A63	♦ 874
♣ K6	♣ AQ4
	♠ K2
	♥ 8652
	♦ 952
	♣ JT82

North	East	South	West	Board: 29	Dealer: North	Lead: ♣K	H12
1 ♦	Pass	1 ♥	Pass	No bidding commentary.			
3 ♦	Pass	4 ♦	Pass				
5 ♦	Pass	Pass	Pass				

♠ A84	
♥ A	
♦ KQJT98	
♣ A87	
♠ K9532	♠ QT6
♥ QT65	♥ J982
♦	♦ 643
♣ J653	♣ KQ9
	♠ J7
	♥ K743
	♦ A752
	♣ T42

East	South	West	North
1 ♠	2 ♥	3 ♠	Pass
4 ♠	Pass	Pass	Pass

Board: 30 Dealer: East Lead: ♥A H16
No bidding commentary.

♠ 876	
♥ 95	
♦ QJ852	
♣ K87	
♠ Q432	♠ AKJT9
♥ Q3	♥ 764
♦ A4	♦ K93
♣ J9432	♣ A6
♠ 5	
♥ AKJT82	
♦ T76	
♣ QT5	

South	West	North	East
1 ♦	Pass	3 ♦	Pass
5 ♦	Pass	Pass	Pass

Board: 31 Dealer: South Lead: ♣Q H19
No bidding commentary.

♠ Q7	
♥ K7	
♦ JT72	
♣ K8763	
♠ A542	♠ KT98
♥ T86	♥ 5432
♦ K5	♦ 8
♣ QJT5	♣ A942
♠ J63	
♥ AQJ9	
♦ AQ9643	
♣	

West	North	East	South
1 ♠	2 ♣	Pass	3 ♣
3 ♦	Pass	4 ♦	Pass
5 ♦	Pass	Pass	Pass

Board: 32 Dealer: West Lead: ♥K H21
No bidding commentary.

♠ 973	
♥ KQJ	
♦ 3	
♣ AQT984	
♠ AKQT5	♠ 4
♥ A4	♥ 763
♦ KQJ76	♦ T98542
♣ 5	♣ J63
♠ J862	
♥ T9852	
♦ A	
♣ K72	

Synopsis

Hands 1-16

NOTE: Some of these hands do not support the **Plan the Play** feature of **My Hands** at this time, as indicated in the table below.

SYNOPSIS					
Opening one of a suit and responding					
Board	Dealer	Bidding Sequence	Hand #	Declarer or Defender?	Plan The Play?
1	N	1H, 2H, 4H	H14	Declarer	Y
2	E	1S, 4S	H17	Declarer	Y
3	S	1D, 1H, 1S, 3S	H24	Declarer	N
4	W	1C, 3C, 5C	H330	Declarer	Y
5	N	1H, 2H, 4H	H346	Declarer	N
6	E	1S, 2D, 3S, 4S	H347	Declarer	Y
7	S	1H, 1S, 3H, 4H	H376	Declarer	N
8	W	1H, 4H	H389	Declarer	N
9	N	1H, 3H, 4H	H390	Declarer	Y
10	E	1S, 1NT, 2S	H1540	Declarer	Y
11	S	1S, 2S	H2565	Declarer	Y
12	W	1S, 3S	H2708	Declarer	Y
13	N	1S, 2S, 3S, 4S	H340	Declarer	Y
14	E	1D, 1H, 1NT, 3D, 5D	H339	Declarer	Y
15	S	1C, 1S, 2S, 3S, 4S	H597	Declarer	Y
16	W	1H, 2H, 4H	H2698	Declarer	Y

Hands 17-32

NOTE: These hands all support the **Plan the Play** feature of **My Hands**, as indicated in the table below.

SYNOPSIS					
Opening one of a suit and responding					
Board	Dealer	Bidding Sequence	Hand #	Declarer or Defender?	Plan The Play?
17	N	1H, 2D, 2H, 4H	H2707	Declarer	Y
18	E	1C, 1H, 2C	H2792	Declarer	Y
19	S	1H, 1S, 4S	H2970	Declarer	Y
20	W	1S, 2H, 4H	H3375	Declarer	Y
21	N	1H, 3H, 4H	H1	Declarer	Y
22	E	1H, 2H, 4H	H5	Declarer	Y
23	S	1H, 3H, 4H	H6	Declarer	Y
24	W	1S, 2C, 2S, 4S	H7	Declarer	Y
25	N	1S, 2H, 2S, 4S	H8	Declarer	Y
26	E	1D, 2D, 5D	H9	Declarer	Y
27	S	1H, 3H, 4H	H10	Declarer	Y
28	W	1S, 3S, 4S	H11	Declarer	Y
29	N	1D, 1H, 3D, 4D, 5D	H12	Declarer	Y
30	E	1S, 2H, 3S, 4S	H16	Declarer	Y
31	S	1D, 3D, 5D	H19	Declarer	Y
32	W	1S, 2C, 3C, 3D, 4D, 5D	H21	Declarer	Y