

Opening Bids Quiz & Answers

What's your opening bid in 1 st or 2 nd seat?				
Hand 1	Hand 2	Hand 3	Hand 4	Hand 5
♠AQ85 ♥J64 ♦1073 ♣A96	♠AQ853 ♥98 ♦KQ64 ♣75	♠Q87 ♥KJ86 ♦Q75 ♣KJ6	♠6 ♥1087 ♦K952 ♣AKQ63	♠874 ♥AK63 ♦A95 ♣1087
Hand 6	Hand 7	Hand 8	Hand 9	Hand 10
♠Q8 ♥KQ7 ♦A109864 ♣104	♠A6 ♥Q9865 ♦K4 ♣Q872	♠A75 ♥K1083 ♦A96 ♣Q82	♠K95 ♥4 ♦AKQ10 ♣J8632	♠6 ♥A ♦KJ1083 ♣AK9532
Hand 11	Hand 12	Hand 13	Hand 14	Hand 15
♠AK865 ♥AQ10875 ♦8 ♣9	♠AQ84 ♥KQ873 ♦86 ♣102	♠AQJ84 ♥KQ8 ♦AJ6 ♣102	♠84 ♥QJ1087 ♦AKJ ♣KQ	♠KJ1087 ♥KQ3 ♦AJ8 ♣Q2
What's your opening bid in 3 rd seat?				
Hand 16	Hand 17	Hand 18	Hand 19	Hand 20
♠KJ7 ♥Q64 ♦KJ82 ♣QJ9	♠A63 ♥96 ♦J1064 ♣AQ105	♠A87 ♥KJ105 ♦Q96 ♣J64	♠K108 ♥AKJ9 ♦785 ♣932	♠AQ ♥J9853 ♦Q8 ♣Q762

What's your opening bid in 4 th seat?				
Hand 21	Hand 22	Hand 23	Hand 24	Hand 25
♠86 ♥KQ72 ♦QJ63 ♣A98	♠72 ♥AQJ1074 ♦KQ ♣Q108	♠J1097 ♥Q86 ♦A9 ♣KJ85	♠AQJ874 ♥J72 ♦98 ♣KQ	♠AQJ874 ♥A72 ♦9 ♣KQ7

Answers & Comments

There are various factors that impact the decision to open these 25 hands before the Mentor/Mentee Tier1 game on March 25. Here are the answers and a summary of our discussion.

There are **guidelines** for deciding whether to open with a 1-bid. These include position at the table, and several important Rules.

- First, **most** hands with 12 high-card points (HCP) should be opened and most hands with 11 HCP should not. Note the “most;” there are exceptions.
- **Second, the Rule of 20 and the updated Rule of 20+2 are good guidelines for deciding whether to open in 1st or 2nd seat.** They say to open if (i) the sum of your HCP and the number of cards in your two longest suits is at least 20 (See <https://www.larryco.com/bridge-articles/rule-of-20>.) and (ii) the sum of your HCP, the number of cards in your two longest suits, and your quick tricks is at least 22 (20+ two quick tricks.) (See https://www.jerryhelms.com/Ask_Jerry_Articles/Bulletin-2014_04Apr.pdf.)
- In the 3rd seat and favorable vulnerability, it's tactical to open light, especially when holding one or both majors, particularly spades.
- In the 4th seat, with less than full opening values, apply the Rule of 15. Add HCP to the number of cards in spades, if 15 or more open (these are known as Pearson points.).

- It's standard to open two of a major in the 4th seat when holding a six-card suit and 12-14 HCP since we don't preempt in the 4th seat.

We'll see how those guidelines work on some of the example hands.

Hand 1. *Pass* - A flat hand with only 11 HCP (does not meet the Rule of 22).

Hand 2. *Open 1♠* - Only 11 HCP but meets the Rule of 20 and two quick tricks and has a convenient rebid of 2D.

Hand 3. *Pass* - 12 HCP but fails both the Rule and the Suggestion. The points are lousy: no Aces, no tens, lots of quacks.

Hand 4. 12 HCP and meets the Rule of 22. Open. *But open what?* If you open 1♣ and partner responds 1♠ you'll be faced with two unpalatable choices: rebid 1NT with a singleton or rebid your 5 card suit. You're not strong enough to open 1♣ and reverse into 2♦. This 5-card suit might be good enough to rebid and a good lead-directing suit. Another possibility is to open 1♦ and rebid 2♣ over partner's 1♠. If partner responds 1♥, you could rebid 2♥ because you will likely make ruffing tricks if you play in hearts.

Hand 5. *Open 1♣* - Only 11 HCP and fails the Rule and the Suggestion. But the points are so good that many players would open. If you open, then open 1♣. See <https://www.larryco.com/bridge-articles/1-of-a-minor-opening> for opening in a minor suit.

Hand 6. *Open 1♦* - Only 11 HCP but meets the Rule and the Suggestion and has a good rebid.

Hand 7. *Pass* - Only 11 HCP, meets the Rule, fails the Suggestion and has a sensible rebid. However, do you want your partner to lead hearts? The heart suit is weak. It's a close decision. Either opening or passing could be right. I prefer Passing.

Hand 8. *Open 1♣* - 13 HCP, meets the Rule and the Suggestion. Open 1C.

Hand 9. *Open 1♦* —If you open 1♣, you'll have an awkward rebid if your

partner responds 1♥. Open 1♦ and plan to rebid 2♣.

Hand 10. *Open 1♣* - This hand has enough playing strength to reverse (17+ points and a longer first suit) It's forcing for one round.

Hand 11. *Open 1H* - This hand has enough playing strength to reverse.

Hand 12. *Open 1♥* - Only 11 HCP but meets the Rule and the Suggestion. If partner responds 1NT forcing, you can rebid 2♣. If partner responds 1NT semi-forcing, you can pass.

Hand 13. *Open 1♠* - 17 HCP and a good suit that might produce extra tricks. HCP are all working to support each other. The hand is too good to open 1NT. Open 1♠ and plan to jump to 2NT.

Hand 14. *Open 1NT* - If you open 1♥ and partner bids 1♠, what will you bid?

Hand 15. *Open 1NT* - If you open 1♠ and opponents compete, will you be able to show your strength?

Hand 16. *Open 1♦* - A poor 13 HCP; in the third seat, open 1♦ and feel good about it. You can pass any response partner makes, forcing the opponents to use their defensive bidding structure. In any seat but 3rd, I'd open but feel queasy.

Hand 17. *Open 1♣* - A marginal opening. Passing is okay. The 1♣ bid suggests a lead in case LHO becomes declarer.

Hand 18. *Pass*. You could open 1♥ to suggest a lead, but then partner may compete too high in hearts. Also, you can help partner if he leads a different suit.

Hand 19. *Open 1♥* - You strongly want a heart lead and can't help partner if he leads a minor.

Hand 20. *Pass* - Don't suggest a poor lead to partner.

Hand 21. Close choice between Pass and 1D. In any other seat, a clear 1D opener. In 4th seat you might worry that opponents have the spade suit and will be able to compete and make a part score in spades. A common

guideline is to pass in 4th seat if the total of your HCP plus the number of spades is less than 15. See <https://www.advinbridge.com/this-week-in-bridge/508>.

Hand 22. *Open 1♥ or maybe 2♥.* There are no preemptive bids in 4th seat because if you are weak and want to keep the opponents from finding a good contract, you can pass. A fourth seat opening of 2♦, 2♥, or 2♠ shows “a 6-card suit, minimum opening bid values, and little to no game interest. That means about 10-13 HCP (occasionally a bad 14 HCP) and not a lot of distribution.” See <https://www.advinbridge.com/this-week-in-bridge/508>.

Hand 23. *Open 1♣* - Since we have good spades we hope we can make a part score. If partner responds in a major we can pass and if partner responds 1D we can bid 1N.

Hand 24. *Open 2♠*

Hand 25. *Open 1♠* - Too strong for 2♠S. Plan to rebid 3♠.