

TIP OF THE WEEK: WHAT DID MY PARTNER JUST TELL ME?

Beginners and Advanced Learners

1. 1H - 2D 2S - 3S → Responder promises 4-card support in Opener's 2nd Suit	2. 1NT - 4NT	3. 1C - 1S 1NT - 2NT
4. 1D. - 1H 4H	5. 1D - 1S 2S - 3NT	6. (2S) 2NT
6. (2S) 2NT	8. 1S - 2C 3S	9. 1C (1D) X
10. 1D - 1S 2C - 2H		

Intermediate Learners

1. 1S - 2D 2NT - 3NT 4NT
2. 1S (P) 2NT (5H) X
3. 1D (1S) X (P) 2D (P) 3H
4. 1H (4S) 5S
5. 1C - 1H 3D
6. P (P) 1H (2D) 3H
7. (P) 2S (3H) X
8. (1H) P (2H) 2NT
9. 1S (P) 2S (3H) 3S
10. (P) 1C (P) 1H (1S) 3C (3S) 3NT (4S) 4NT

Answers for Beginners and Advanced Learners

1. 1H - 2D 2S - 3S ?	This bid guarantees 4-card support in Opener's second suit.
2. 1NT - 4NT?	If you hold 17 HCP, bid Slam. Otherwise, use judgement with 16 HCP.
3. 1C - 1S 1NT - 2NT ?	Invitation to 3NT. Holding 14 points, bid Game, partner.
4. 1D - 1H 4H ?	Opener holds 19 - 20 points
5. 1D - 1S 2S - 3NT?	3NT rebid shows a 4-card spade suit with 13-15 HCP. If Opener raised With 4 spades, they can rebid 4S.
6. (2S) 2NT?	Overcaller promised a balanced 15 - 17/18 HCP hand with at least one spade stopper.
7. (1D) X (P) 2D?	Cuebidding the opponent's suit promises 10+ HCP and most often shows 4/4 in the majors.
8. 1S - 2C 3S ?	Opener's jump to 3S shows a powerful suit and usually one loser opposite a spade void in Responder's hand .
9. 1C (1D) X ?	The double promises 4-4 in the majors.
10. 1D - 1S 2C - 2H ?	2H is an artificial (Fourth Suit Forcing) bid. It doesn't necessarily promise a heart suit. Responder has enough points for game, but Isn't sure where to play.

Answers for Intermediate Learners

1. 1S - 2D
2NT - 3NT
4NT?

The 4NT third round bid is Quantitative and lets partner know that Opener has a large, balanced hand (18 - 19). (Source: Robert Todd)

2. 1S (P) 2NT (5H)
P ?

Opener is making a **Forcing Pass**. He's asking Responder to make the decision for the partnership.

3. 1D (1S) X (P)
2D (P) **3H** ?

Jumps by a Negative Doubler are non-forcing but highly Invitational. Responder's 3H bid shows less than 10 HCP and 6+ hearts.
(Source: [Cuebids in a Nutshell](#))

4. 1H (4S) **5S ?** Responder is convinced there is at least a small slam in hearts and perhaps a Grand Slam. The 5 spade cuebid guarantees first-round control of spades and great heart support (-- AQ8742. K3. AKQ73).
(Source: Cuebids in a Nutshell)
5. 1C - 1H
3D? Responder's 1H response promises 6+points. Opener's bid of 3 diamonds is a Splinter bid showing enough points to make a game opposite what partner has shown. It promises 4 -card support and a singleton/void in the bid suit.
6. P (P) 1H (2D)
3H? Responder's 3H bid promises a Limit Raise and 4 trumps.
(Source: Mike Lawrence)
7. (P) 2S (3H) **X** Penalty
8. (1H) P (2H) **2NT?** A natural 2NT bid is not logical. Overcaller's making an Unusual 2NT bid.
9. 1S (P) 2S (3H)
3S? Opener's 3S bid is Competitive, not Invitational. Opener can make a Game Try by doubling on his second bid. This is called a Maximal Double. The opponent's suit must be below our suit.
(Source: R. Todd)
10. (P) 1C
(P) 1H (1S) 3C
(3S) 3NT (4S) **4NT?** Responder's rebid of 3NT says he has spades stopped and he believes Opener's club tricks will help make game. The 4NT third round bid can't be asking partner for aces. Opener is telling his partner, this is the best place to play after opponents rebid 4S.

A3 K974 Q975 T83
T5 A2 T5 AKQJ642

2C Tip by Robert Todd

Partner opens 2 Clubs. He has ...

- a balanced hand with 22+ HCP.
- a single-suited unbalanced hands with 20+ HCP (9 tricks).

2C Tip by Marty Bergen

Opening an unbalanced hand with 2C can be challenging. High Card Points are not the key.

- With a long major suit, have an excellent hand with 4+ quick tricks.
- Holding a terrific hand with a long minor can be difficult. Opening 2C and then showing your minor at the 3-level uses up a lot of bidding space. You might want to consider opening the hand at the 1-level

2C Tip by Hartford Bridge Club

AKJT9543	vs	AKT954
AK		AK
4		J52
A2		A3

Both of the hands have 19 HCP. Hand 1, probably can make at least 10 tricks, even if partner is broke. Open this hand 2C and rebid 2S. Hand 2, can probably only make 8 tricks, therefore, it's better to open this hand 1S and then make a strong rebid.

Mike Lawrence's Bidding Tips

- Determine your first and second bid before opening.
- Never bid 1 club or 1 diamond without at least three of them.
- Open **1S** with AQ873 K53 AK. 876. If you open 1NT with a weak five-card major, all suits should be stopped.

Barbara Seagram's Tips

- You open 1H and partner responds 1S. In order to now bid 1NT, you are promising to have at least 2 spades. Holding, Q A8754 T632 AKJ, rebid **2D**.
- When your only long suit is the opponent's suit and you are the Responder to a Takeout Double, you must respond.
- After a game, pick the 3 worst scores you received. Then, take time with your partner to find out why you did so poorly.

A few tips by Eddie Kantar

- With a 4-4-4-1 pattern, it is normal to pass if the opponent opens in one of your four-card suits and then doubles later if they find a fit in your singleton.
- Most 3-level preemptive bids show 7-card suits. If you have 7-4 distribution, with a long major, think about opening at the 4-level. The fourth card in the four card suit is usually worth an extra trick.
- If you're going to be ruffing declarer's tricks, try to ruff out his winners, not his losers.