

5 CARD MAJOR/BETTER MINOR BRIDGE - LESSON 1



The rules of Bridge will assist you to evaluate the strengths and weaknesses of your hand (and your partner's and opponent's hands). The system we are learning is called the 5 Card Major/Better Minor system

HAND EVALUATION – HIGH CARD POINTS

Look at the top cards in each suit so that you can describe the quality of your hand to your partner.

HCP = high card points

Ace = 4 HCP King = 3 HCP Queen = 2 HCP Jack = 1 HCP



Your Hand

Comment: This is how bridge hands are written. The hand below is the same hand as the one above.

♠ A K 9 8 7
♥ A K 10 8 6
♦ 4 2

♣ 4
Your Hand

♠ A K 9 8 7

♥ A K 10 8 6

♦ 4 2

♣ 4

Points in Each Suit

= 7 HCP (4 + 3 HCP) in ♠

= 7 HCP (4 + 3 HCP) in ♥

0 HCP in ♦

0 HCP in ♣: There is a Total of 14 HCP in this hand



♠ A K 9 8 7

♥ A K 10 8 6

♦ 4 2

♣ 5

14 HCP + 2 distributional points for the 2 x5-card major suits. This hand has 16 Total Points (TP)



5 CARD MAJOR/BETTER MINOR BRIDGE - LESSON 2

Opening Bids at the Level of 1

Ranking of Suits - the ranking of bids from

highest to lowest

NT No-Trumps

♠ Spades

♥ Hearts

♦ Diamonds

♣ Clubs

These are listed in descending order: No-Trumps (NT) is the highest bid winning over suit bids: Spades is the highest ranking suit followed by hearts then by diamonds and the lowest ranking suit is clubs

Comment: The importance of this ranking is to do with winning the bidding for a contract. You can win the contract at any level by bidding a higher-ranking suit

♦ OPENER'S FIRST BID

The first person to make a bid (other than pass) is called the opener. You should have at least 13 TP (12 HCP + at least 1 distributional point) to open the bidding.

Start with your longest suit – “Length before Strength”.

When you open with a bid at the level of 1 you are saying that you expect to win at least 7 tricks out of the 13 tricks available in the game. This bid also nominates the suit you bid as the trump suit.

The rules differ according to whether you open a **major** or **minor** suit.

THE MAJOR SUITS ARE SPADES ♠ AND HEARTS ♥

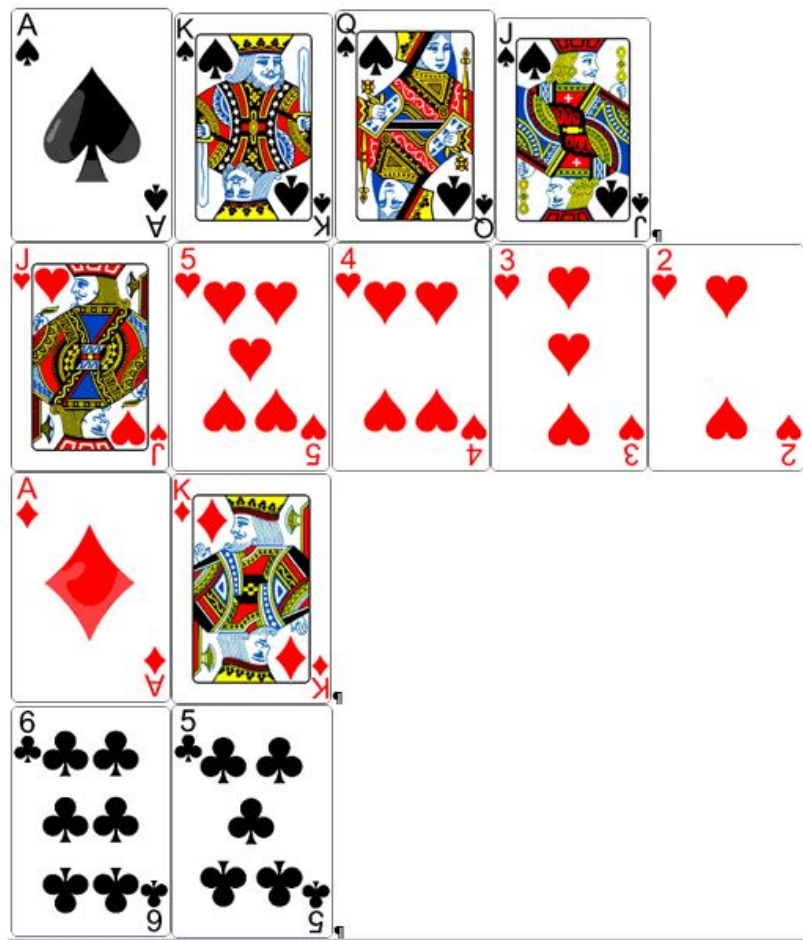
1 ♠ or 1 ♥, opening bids (13-21 TP)

Promises a 5-card suit

Open longest suit

With two 5-card suits, open the higher ranked suit

Hand 1.



Your Hand

♠ A K Q J
♥ J 5 4 3 2
♦ A K
♣ 6 5

Your Bid

The correct opening bid here is 1♥ Even though the spade suit is stronger, the heart suit is longer and should be bid first.

MINOR SUITS - DIAMONDS ♦ AND CLUBS ♣

1♣ or 1♦ opening bids

13-21 TP

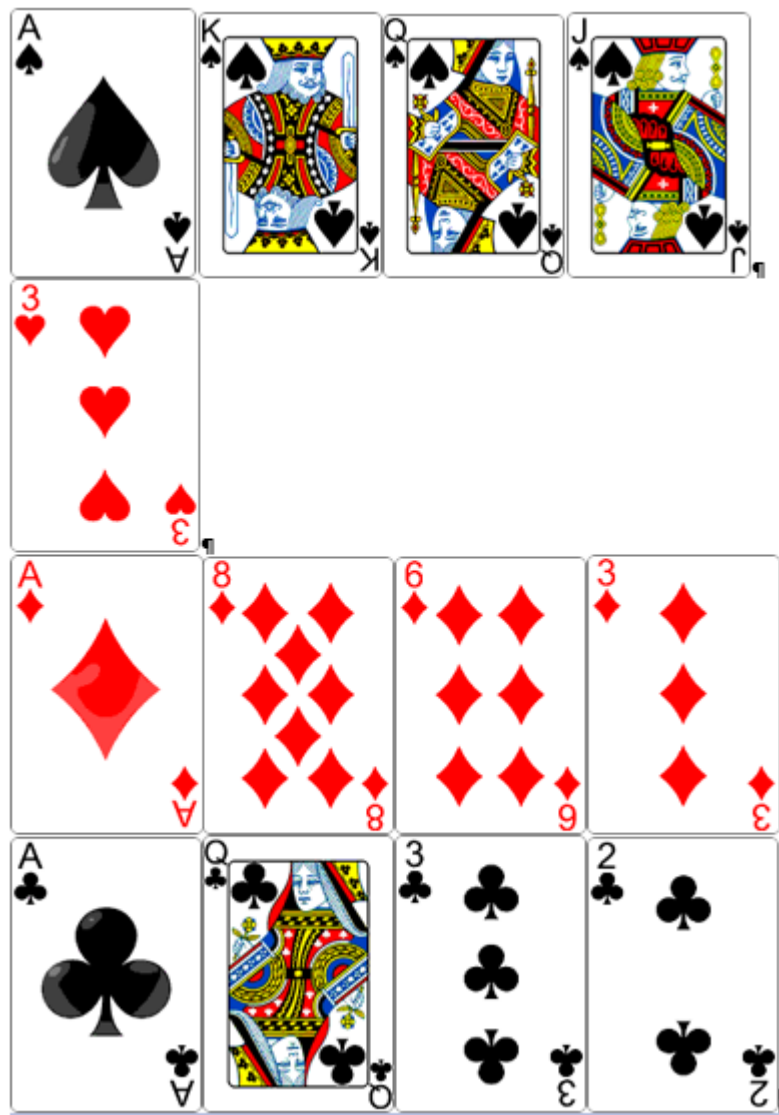
Your better minor suit

Promises at least a 3- card suit

Open longest suit, regardless of quality

With two 4-card suits, open the lower ranked suit

Hand 2.



Your Hand

♠ A K Q J

♥ 3

♦ A 8 6 3

♣ A Q 3 2

Your Bid

The correct opening bid here is 1♣. With two 4-card minors open the lower. You can bid your spade suit later, if possible.

5 CARD MAJOR/BETTER MINOR BRIDGE LESSON 3

BIDDING GAME -WHAT IS IT?

"Game" has a special meaning when you play bridge. We now know that the opener needs 11 TP (or 12-14 HCP if bid is 1NT) to start the bidding. Opener's partner is called the **responder**. Responder needs only 6 HCP to make a minimum bid but, if they have enough points, in their combined hands they should bid to "Game."

"Game" is:

When to bid "Game."

You need at least 26 points between you and your partner to bid "Game."

If responder has 13 points or more, then it is right to bid game. This is because:

13 (opener) + 13 (responder) = 26 TP

3NT or 4♠ or 4♥ or 5♦ or 5♣

Scores the partnership a big points bonus

Bidding 3NT requires winning 9 tricks

Bidding 4♠, 4♥ requires winning 10 tricks

Bidding 5♦, 5♣ requires winning 11 tricks

♥ WHICH "GAME" TO BID?

1. "Game" in opener's Major suit (26 TP's and a Fit in trumps between you and your partner)

If you have 4 cards in your partner's suit, you have at least 8 trumps between you. Partner has promised at least 4 with the opening bid. Having 8 trumps is called a **FIT**. If you have a fit in a major, that will be the best place to play your game.

2. "Game" in Notrumps (25 HCP's between you and your partner)

if you don't have 4-card support for your partner's major suit, you should usually bid 3NT.

3. "Game" in opener's Minor suit (27 TP's between you and your partner)

Avoid game in a minor suit if possible, because you will probably score more points in 3NT. and you only have to make 9 tricks instead of 11.

5 CARD MAJOR/BETTER MINOR BRIDGE - LESSON 4

RESPONDING TO YOUR PARTNERS

"OPENING" BID ("RESPONDERS BID ")


In a bridge game it isn't always possible to support your partners opening bid. Sometimes you have to explore for a better fit. (A fit means that you have 8 trumps between you).

If you bid in a new suit this is forcing on your partner to keep bidding going (a "forcing" bid) for one round. You promise you have at least 4 cards in the suit bid.

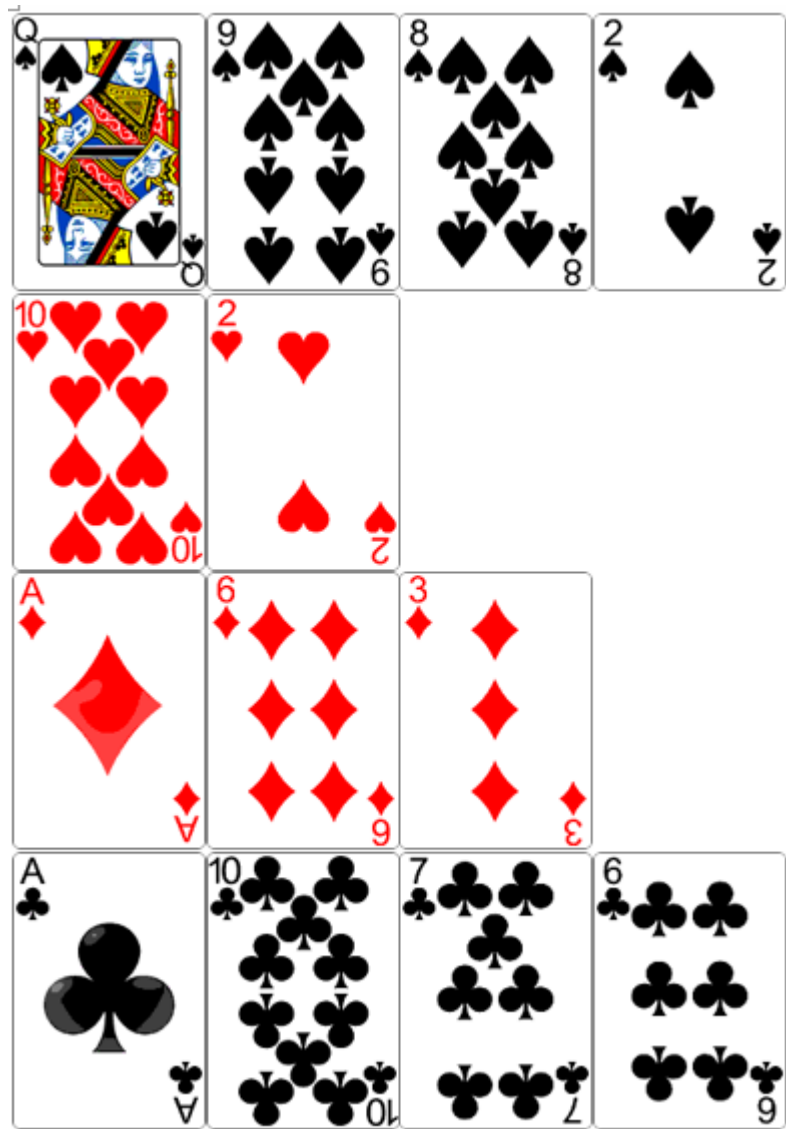
If you bid a new suit at the 1-level -this shows your partner you have at least 6 HCP.

Keep the bidding as low as you can to leave more room to explore for a fit.

- Bid (show) a suit at the 1-level if possible
- Bid 1NT to show you have 6-9 HCP
- If you bid at the 2-level, you need at least 10 HCP

Partner opens 1  and you have the hands below what do you bid:

Hand 1.



Your Hand

♠ Q 9 8 2

♥ 10 2

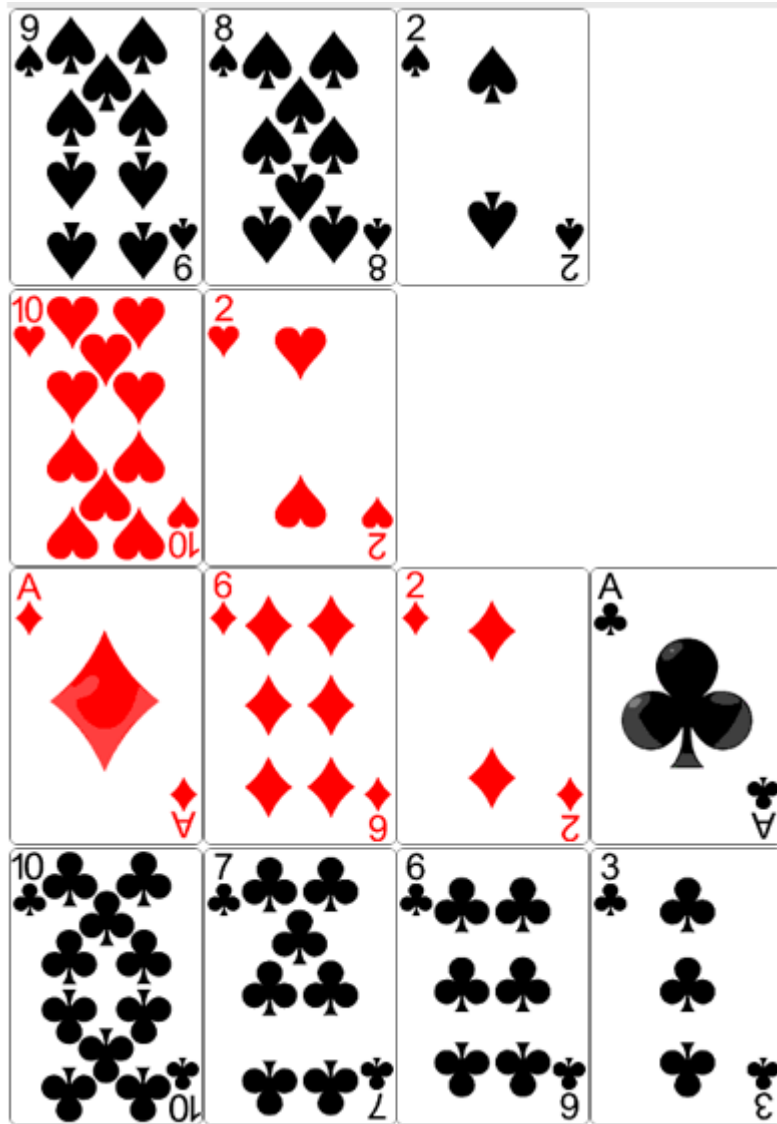
♦ A 6 3

♣ A 10 7 6

Your Bid

Bid 1 ♠ . Keep the bidding as low as possible when changing suit

Hand 2.



Your Hand

♠ 9 8 2

♥ 10 2

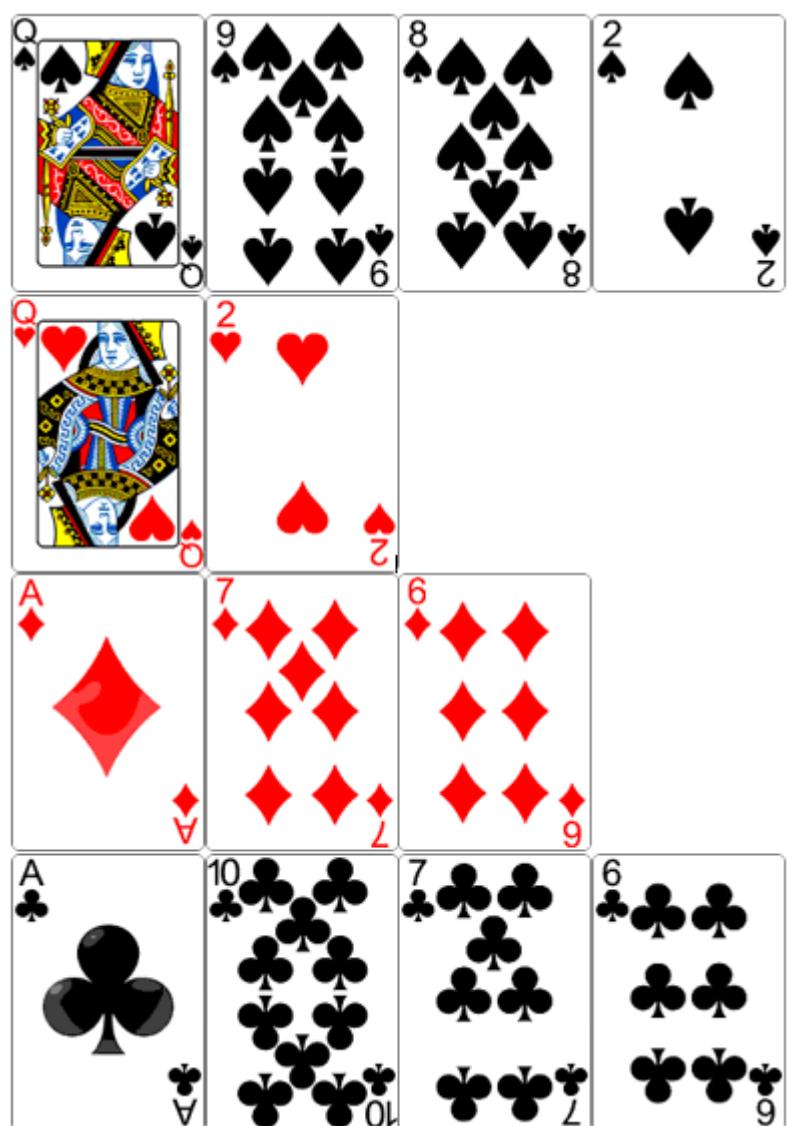
♦ A 6 2

♣ A 10 7 6 3

Your Bid

1NT is the best bid, as you don't have a very strong hand

Hand 3.



Your Hand

♠ Q 9 8 2

♥ Q 2

♦ A 7 6

♣ A 10 7 6

Your Bid

Now you can bid 2♣, as you have enough HCP to bid at the 2- level

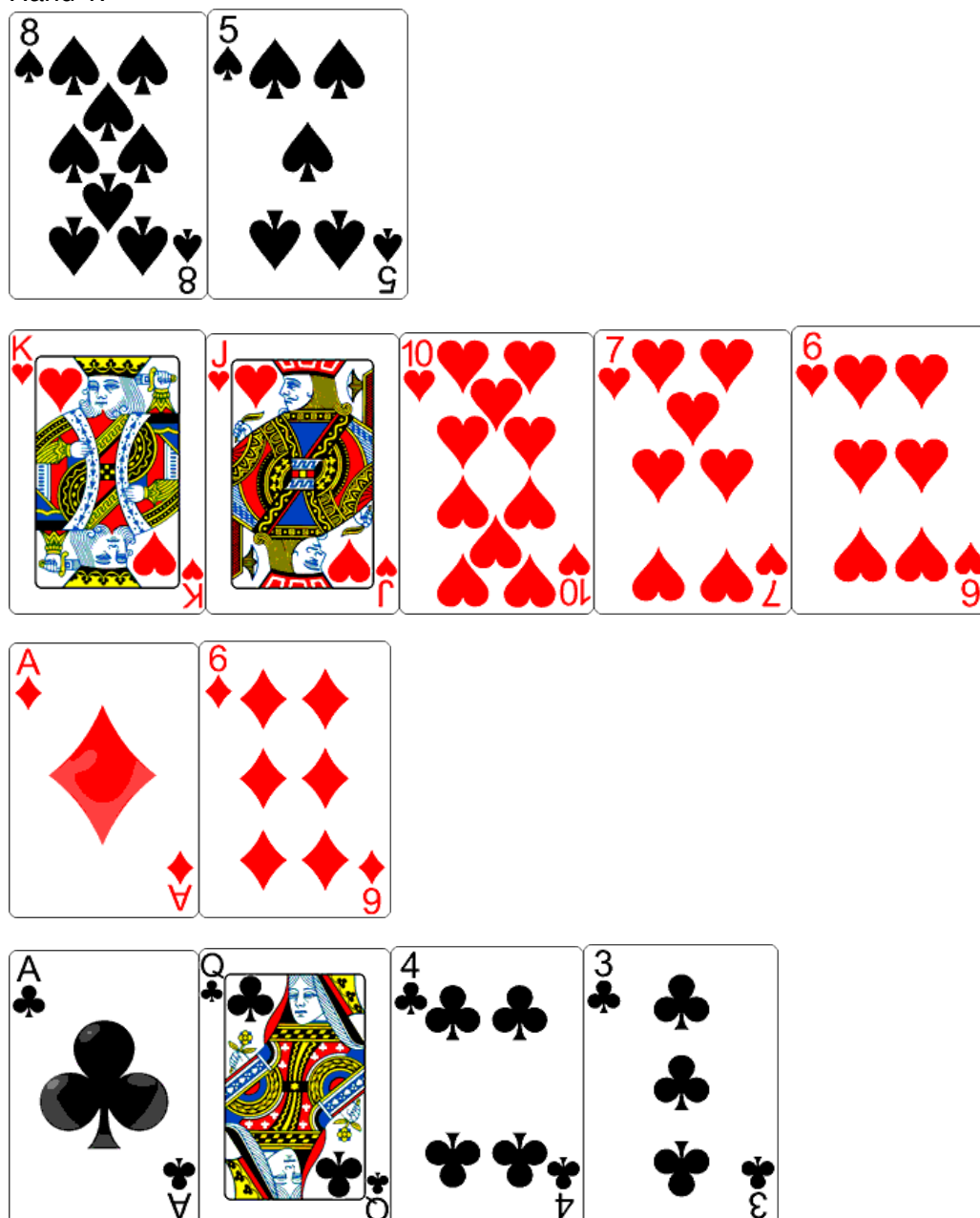
5 CARD MAJOR - LESSON 5

"OPENER'S" REBIDS

If the responder has bid a different suit this is a "forcing bid", so the opener must keep the auction going by bidding again. As the opening bidder ("opener") you have several choices:

- Support responder's suit if you can
- It's better to show a second suit of your own rather than rebidding your first suit
- Rebid your first suit
- Bid notrumps (in a later lesson)

Hand 1.



You (North)

♠ 8 5

♥ K J 10 7 6

♦ A 6

♣ A Q 4 3

Bidding

North	East	South	West
1 ♥	P	1 ♠	P
2 ♣	P	P	P

Comment: Open 1 ♥ and bid 2 ♣ after partner's 1 ♠ response

Hand 2.



You (North)

♠ K 8 7 2

♥ K J 10 7 6

♦ A 8

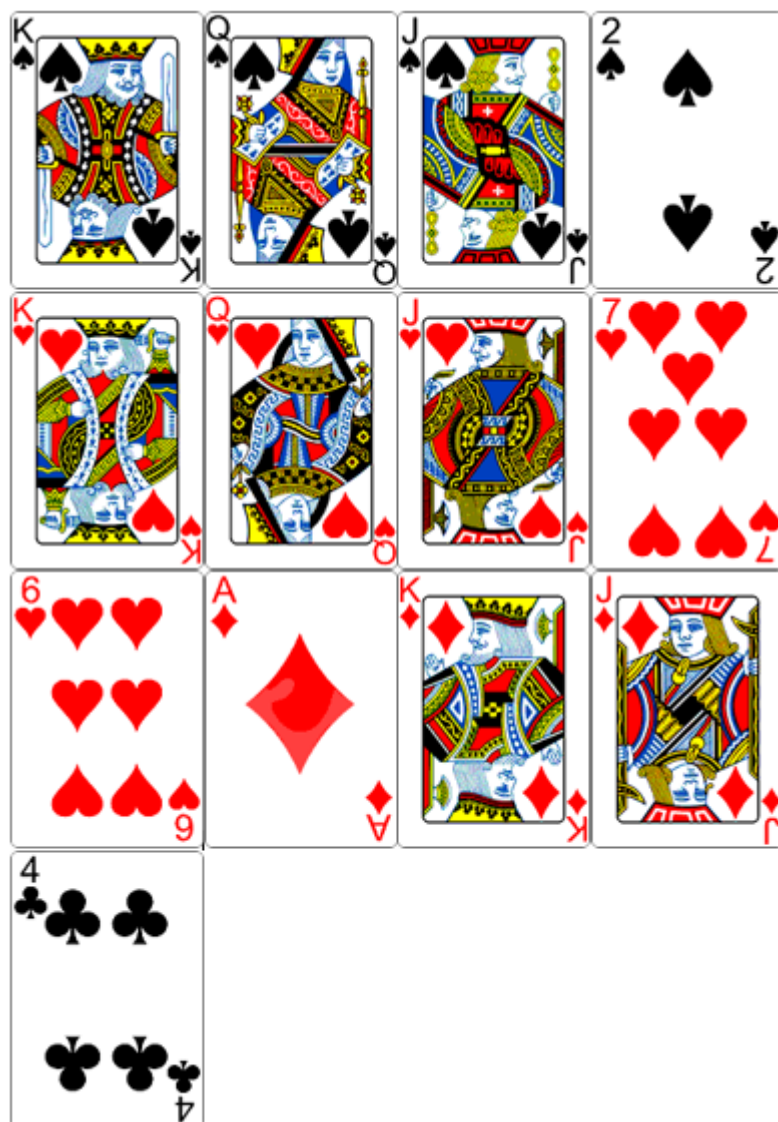
♣ J 3

Bidding

North	East	South	West
1 ♥	P	1 ♠	P
2 ♠	P	P	P

Comment: Open 1 ♥ and bid 2 ♠ because you have a fit

Hand 3.



You (North)

♠ K Q J 2

♥ K Q J 7 6

♦ A K J

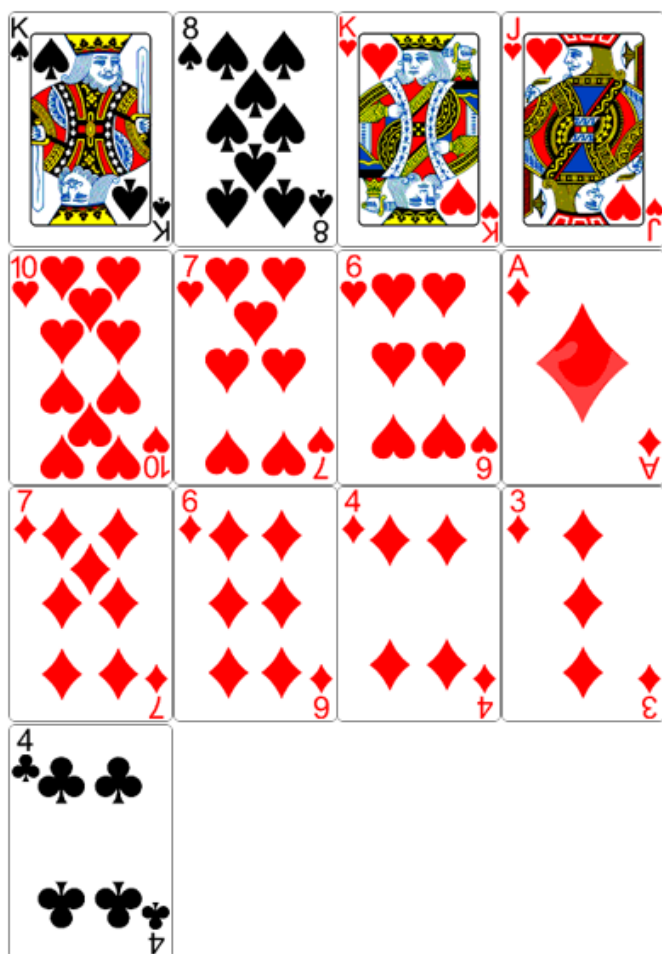
♣ 4

Bidding

North	East	South	West
1 ♥	P	1 ♠	P
4 ♠	P	P	P

Comment: Open 1 ♥ and bid 4 ♠ This time you have a fit and enough HCP for game
(6+20 TP = 26)

Hand 4.



You (North)

♠ K 8

♥ K J 10 7 6

♦ A 7 6 4 3

♣ 4

Bidding

North	East	South	West
1 ♥	P	1 ♠	P
2 ♦	P	P	P

Comment: Open 1 ♥ and bid 2 ♦ after partner's 1 ♠ response

Hand 5.



You (North)

♠ K J 4 3

♥ K J 10 7 6

♦ A 6

♣ A J

Bidding

North	East	South	West
1 ♥	P	1 ♠	P
3 ♠	P	P	P

Comment: Open 1 ♥ and bid 3 ♠ after partner's 1 ♠ response. You have nearly enough for game

5-CARD MAJOR LESSON 6

RESPONDER'S LIMIT BIDS WITH 3+ CARD SUIT SUPPORT

Limit bids are useful bids as they can show the strength and the shape of the hand.

A new suit bid is **not** a limit bid. Limit bids are:

- Notrump bids
- Same suit bids – bidding a suit that has already been bid by either player

Remember that if you have 3-card support for the opener's major suit, you should raise that suit immediately.

Opener

Responder

1 ♥ / ♠

2 ♥ / ♠

= 6-9 TP & 3 trumps (in
openers bid suit)

3 ♥ / ♠

= 10-12 TP & 3 trumps (in
openers bid suit)

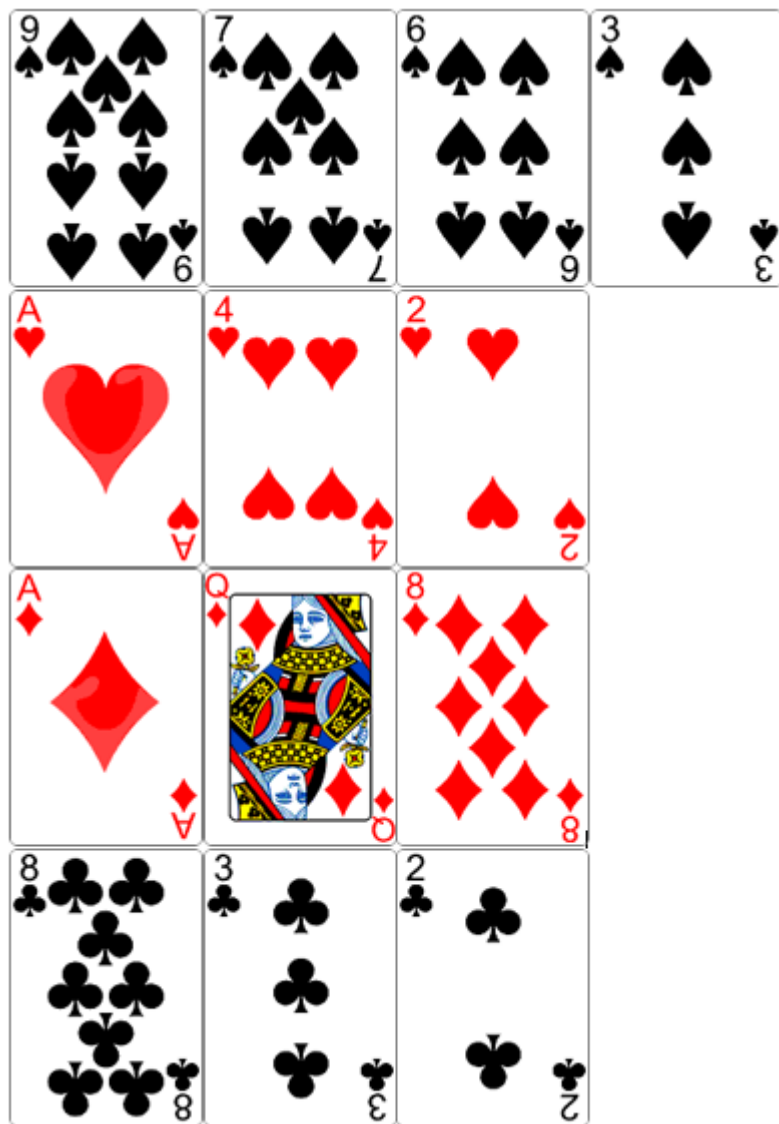
Bidding game directly is a pre-emptive bid designed to shut out the opponents. It promises 6-9 HCP with either 4 trumps & a void, or 5 trumps & a singleton.

If you have more than 13 HCP, you must change suit first and then bid game.

Exercises

Partner opens 1 . What is your bid?

Hand 1.




Your Hand

 9 7 6 3

 A 4 2

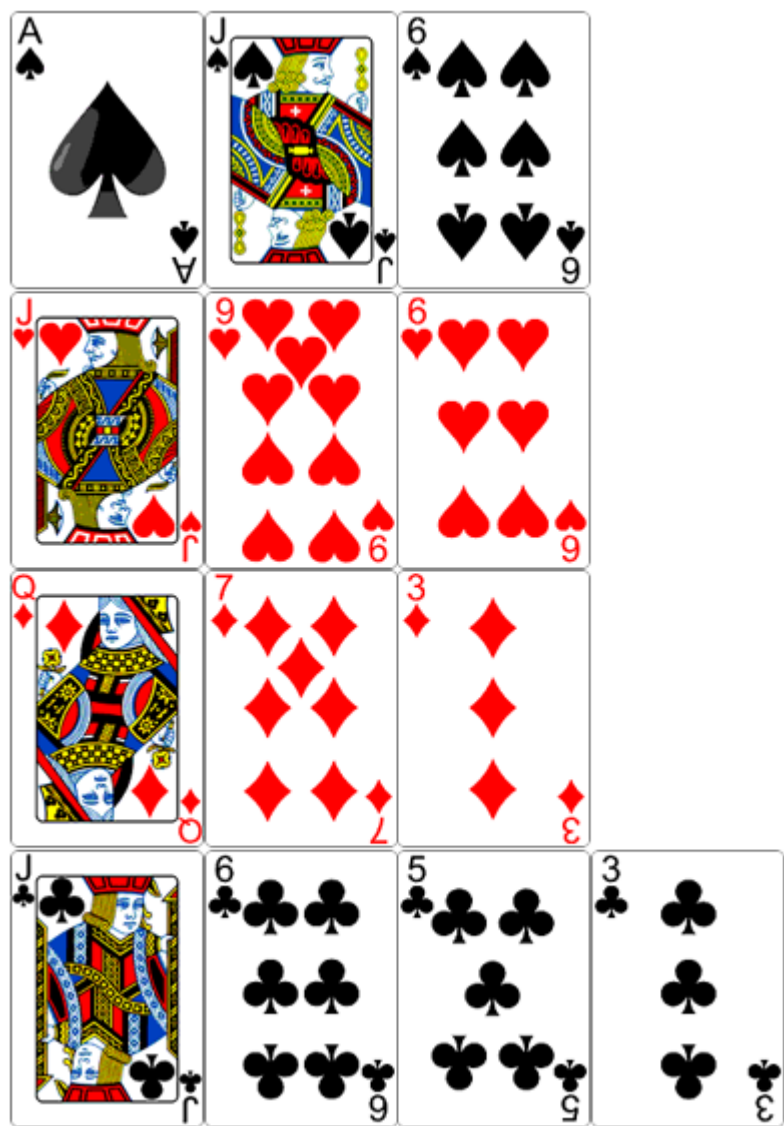
 A Q 8

 8 3 2

Your Bid

3 ♥ Show your support and 10-12 HCP.

Hand 2.



Your Hand

♠ A J 6

♥ J 9 6

♦ Q 7 3

♣ J 6 5 3

Your Bid

2 ♥ Shows support again and 6-9 HCP.

Hand 3.



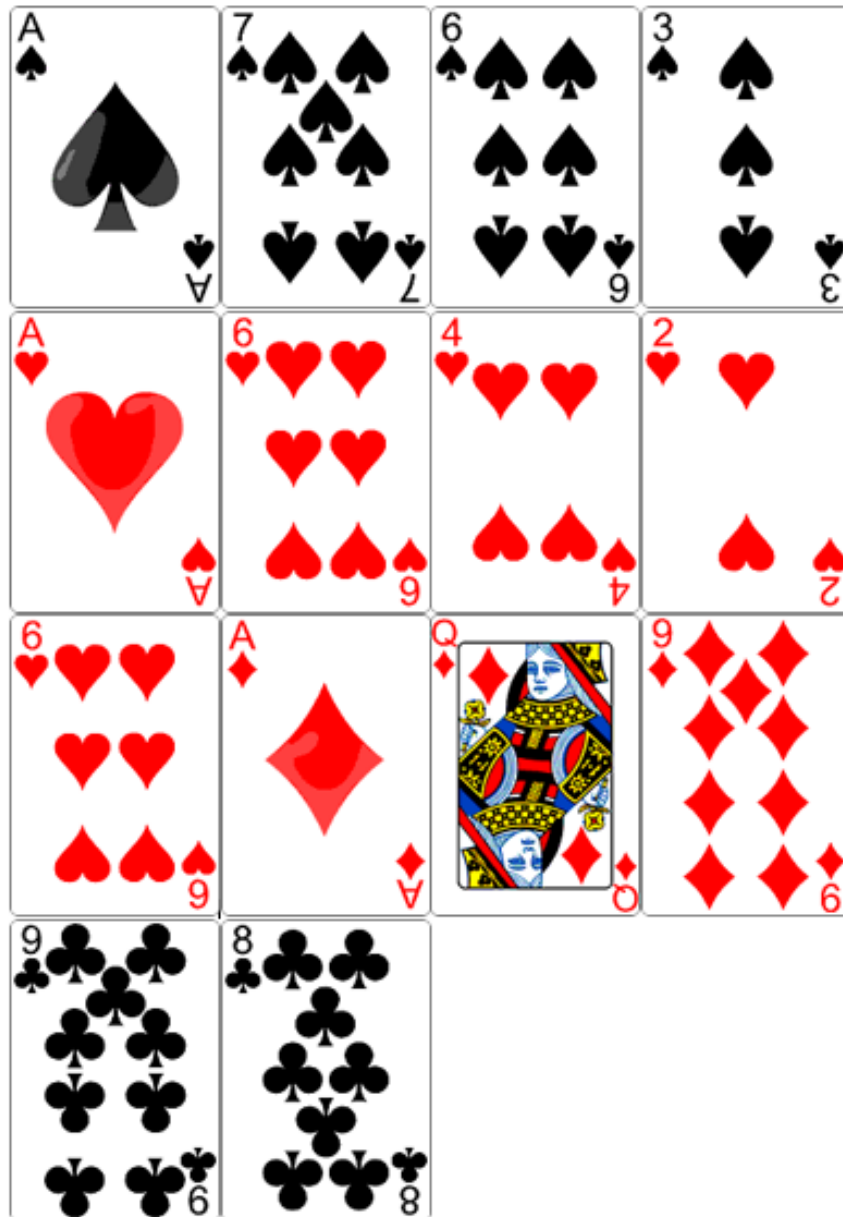
Your Hand

♠ 2
♥ J 9 8 7 6 5
♦ K 5 3
♣ K Q 9

Your Bid

4 ♥ This promises a weak hand and a shortage.

Hand 4.



Your Hand

♠ A 7 6 3

♥ A 6 4 2

♦ A Q 9

♣ 9 8

Your Bid

Bid 1 ♠ first and then 4 ♥. You can't bid 4 ♥ immediately, as that would show a weak hand.

5-CARD MAJOR LESSON 8




OVERCALLS

So far we have only learnt how to open the bidding and how to respond to partner's opening bid. It's much more fun, though, if everyone is bidding. If you bid after your opponents have opened the bidding, you are an *overcaller*.

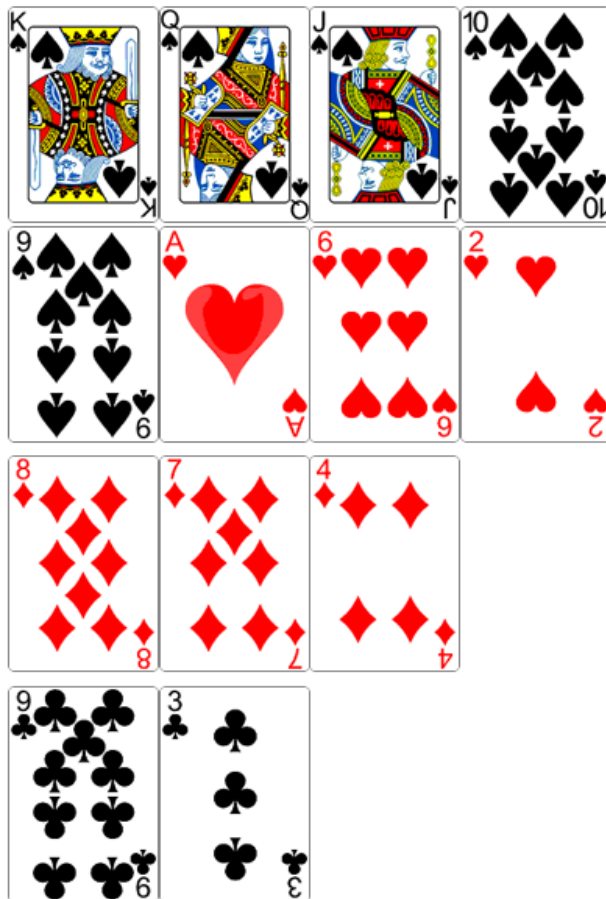
The rules are now different. Instead of trying to get to game, you are attempting to:

- Steal the contract
- Obstruct the opponents
- Suggest a lead to partner

If you have a good 5-card suit you can simply bid that suit even with less than 12 TP. All you promise is a good suit, so partner shouldn't expect a lot of points. A good rule of thumb for a good suit is that you should have 2 honours.

Your right-hand opponent bids 1 . What is your bid?

Hand 1.



Your Hand

♠ K Q J 10 9

♥ A 6 2

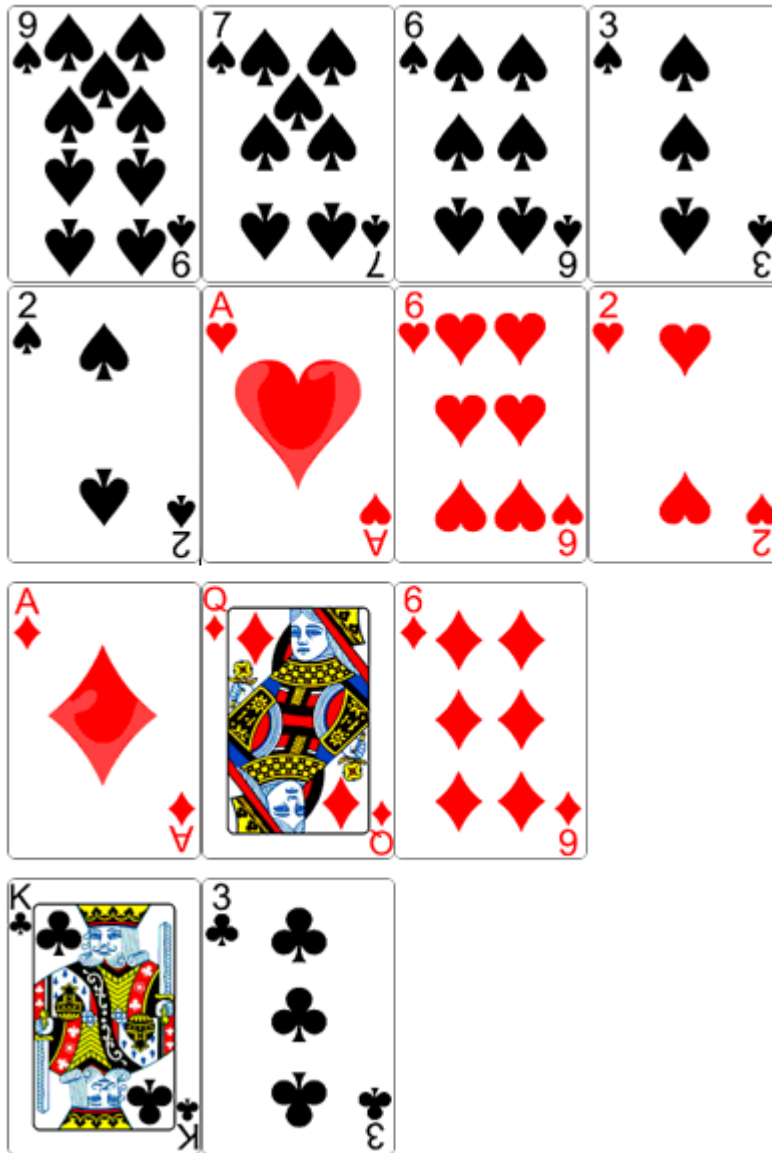
♦ 8 7 4

♣ 9 3

Your Bid

1 ♠ . You have a good suit and points aren't important when you are overcalling.

Hand 2.



Your Hand

♠ 9 7 6 3 2

♥ A 6 2

♦ A Q 6

♣ K 3

Your Bid

Pass. You have lots of points, but a bad suit. Don't overcall 1 ♠. That would promise a good suit.

5-CARD MAJOR LESSON 9

RESPONDING TO PARTNERS OVERCALL

Responding To Overcalls

It is important to bid if you possibly can so as to make life difficult for your opponents.

The principle is the same for the overcaller's partner as it is for the overcaller.

It is the trump suit that matters.

A big difference is that your partner has shown a 5-card suit so you need only 3 trumps as support.

Partner overcalls 1  after 1 . Your bid?

Hand 1.

Your Hand

 9 7

 9 6 2

 A Q J 5 3


 K 3 2

Your Bid


Pass. Your partner is promising a good spade suit, so there is no need to do anything. You don't have a fit.

Hand 2.

Your Hand


 9 7 3

 9 6 2

 Q J 5 3

 K 3 2

Your Bid

Bid 2 . You have a fit. Push the bidding up a level. Your opponents have to bid at the 3-level now!

5-CARD MAJOR LESSON 10

OPENING 1NT

This is a very special opening bid for 2 reasons:

1. Your hand is limited to a maximum of 17 instead of 21.
2. Your hand must be balanced.

A balanced hand contains

No 5-card major

Not more than one doubleton

No singleton or void

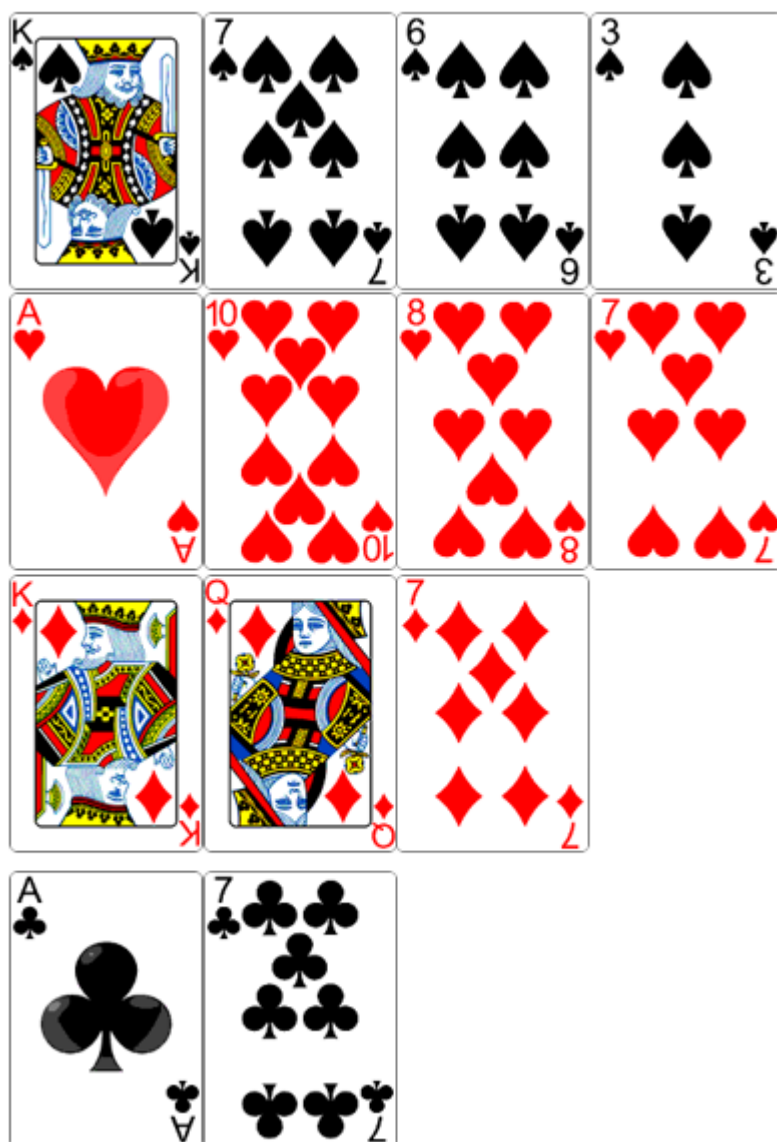
A balanced hand may contain a 5-card minor but, if it does, it will have no other 4-card suit. Since the opening bid of 1NT is so specific, both in point count and shape, the opener rarely bids again. The responder is expected to take charge and choose the best contract.



Open 1NT and put your hands
in your pockets!
You usually won't have to
bid again.

What would you open with these hands?

Hand 1.



Your Hand

♠ K 7 6 3

♥ A 10 8 7

♦ K Q 7

♣ A 7

Your Bid

Open 1NT

Hand 2.



Your Hand

♠ K 7 6 3

♥ Q J 8 7

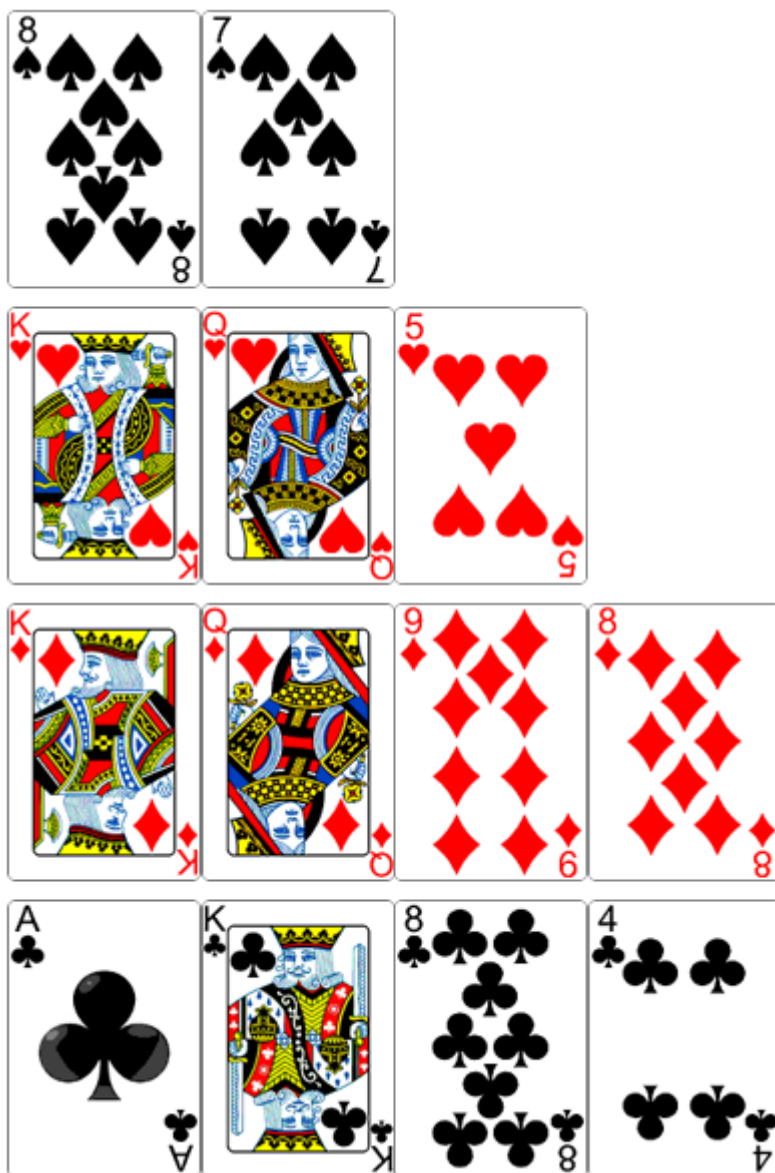
♦ K 8 7

♣ A 7

Your Bid

Pass - you are too weak

Hand 3.



Your Hand

♠ 8 7

♥ K Q 5

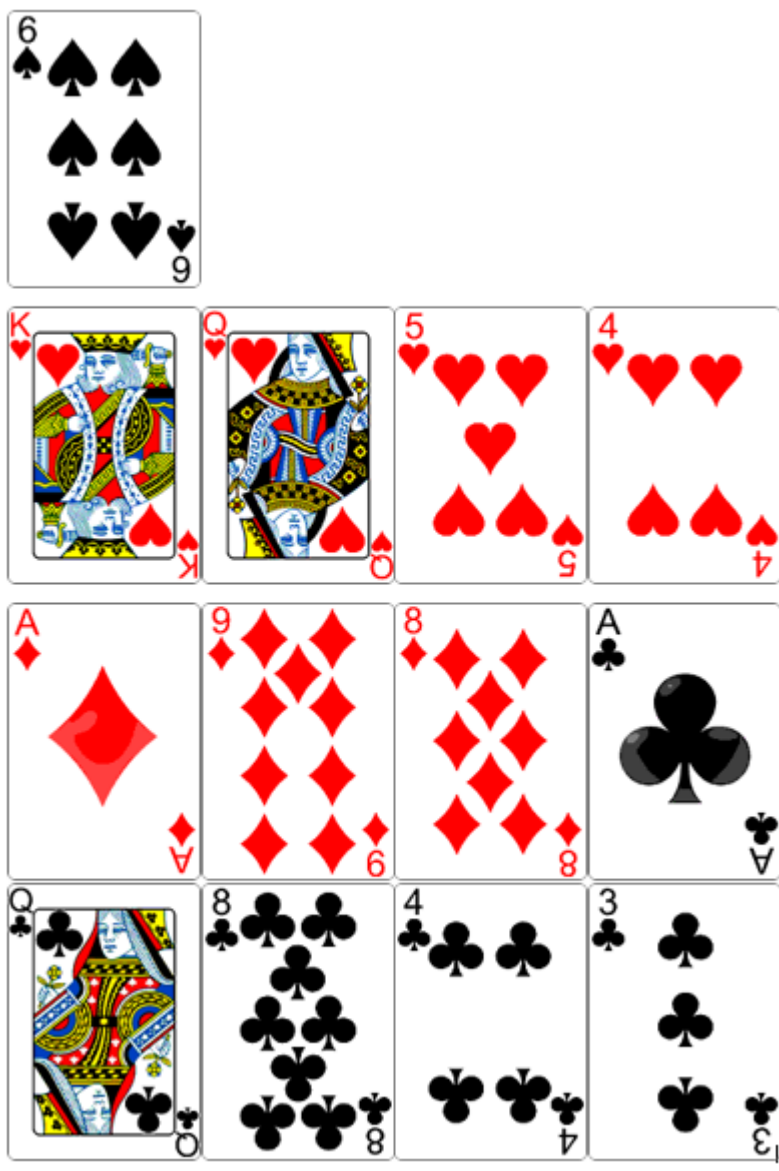
♦ K Q 9 8

♣ A K 8 4

Your Bid

Open 1NT

Hand 4.



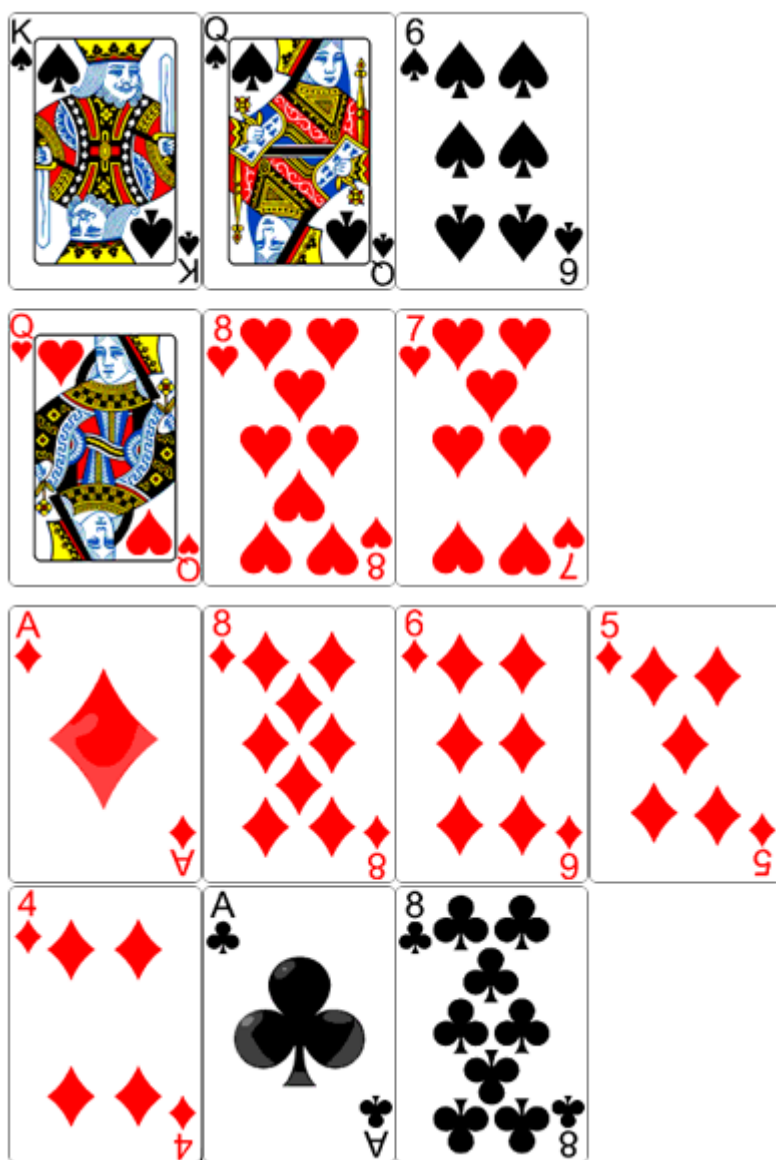
Your Hand

♠ 6
♥ K Q 5 4
♦ A 9 8
♣ A Q 8 4 3

Your Bid

Don't open 1NT with this hand because you have a singleton. Open 1 ♣

Hand 5.



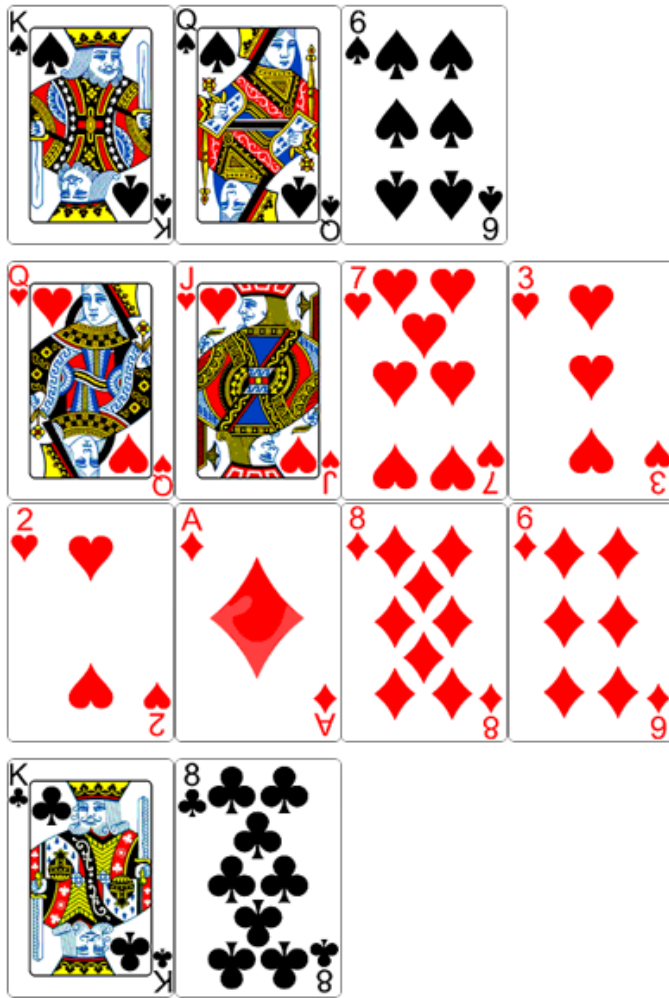
Your Hand

♠ K Q 6
♥ Q 8 7
♦ A 8 6 5 4
♣ A 8

Your Bid

Open 1NT

Hand 6.



Your Hand

♠ K Q 6
♥ Q J 7 3 2
♦ A 8 6
♣ K 8

Your Bid

Don't open 1NT with this hand as you have a 5 card Major. Open 1 ♥

5-CARD MAJOR LESSON 11

RESPONDING TO 1NT WITH BALANCED HANDS

Balanced Hands

Less than game -- Pass

Possibly game -- 2NT

Enough for game-- 3NT

Practise Hands

Hand 1.



Your Hand

♠ 9 8 6
♥ 10 8 7
♦ A Q 7 3 2
♣ A 7

Your Bid

3NT You have 10 HCP and enough points together for game in NoTrumps

Hand 2.



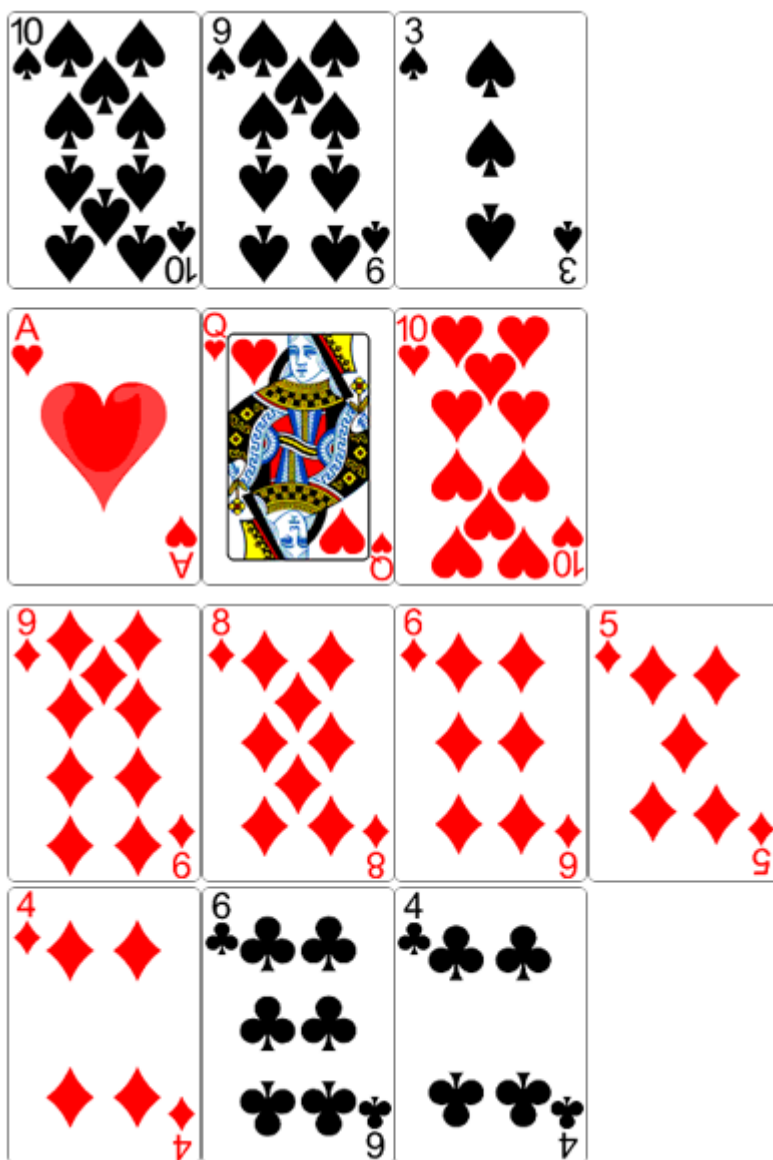
Your Hand

♠ 8 7
♥ Q 6 5
♦ Q 9 8 3
♣ A 9 8 4

Your Bid

With 8 HCP and a balanced hand bid 2NT, partner will raise to 3NT if they have the higher range of a 1NT opening

Hand 3.



Your Hand

♠ 10 9 3
♥ A Q 10
♦ 9 8 6 5 4
♣ 6 4

Your Bid

Pass - you don't have enough points or a strong enough hand to bid

5-CARD MAJOR LESSON 12

RESPONDING TO 1NT WITH AN UNBALANCED HAND

Bid at the 2-level with not enough for game.

Jump to the 3-level with a 5-card major.

This is forcing to game. Partner chooses the better game – either 3NT or 4♥ / 4♠

Bid 4♥ / 4♠ with a 6-card major and enough for game.

Responding to 1NT with unbalanced hands

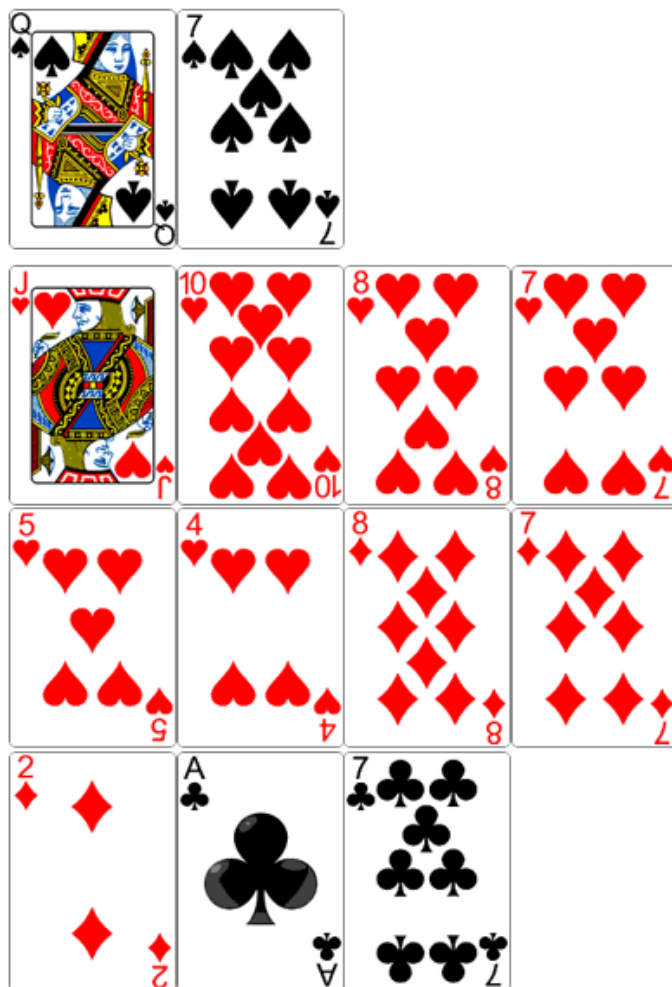
Less than game --- bid 2 of longest suit

Game & 5-card major --- jump to 3♥ or 3♠

Game & 6-card major --- bid 4♥ or 4♠

Partner opens bidding 1NT what do you bid?

Hand 1.



Your Hand

♠ Q 7

♥ J 10 8 7 5 4

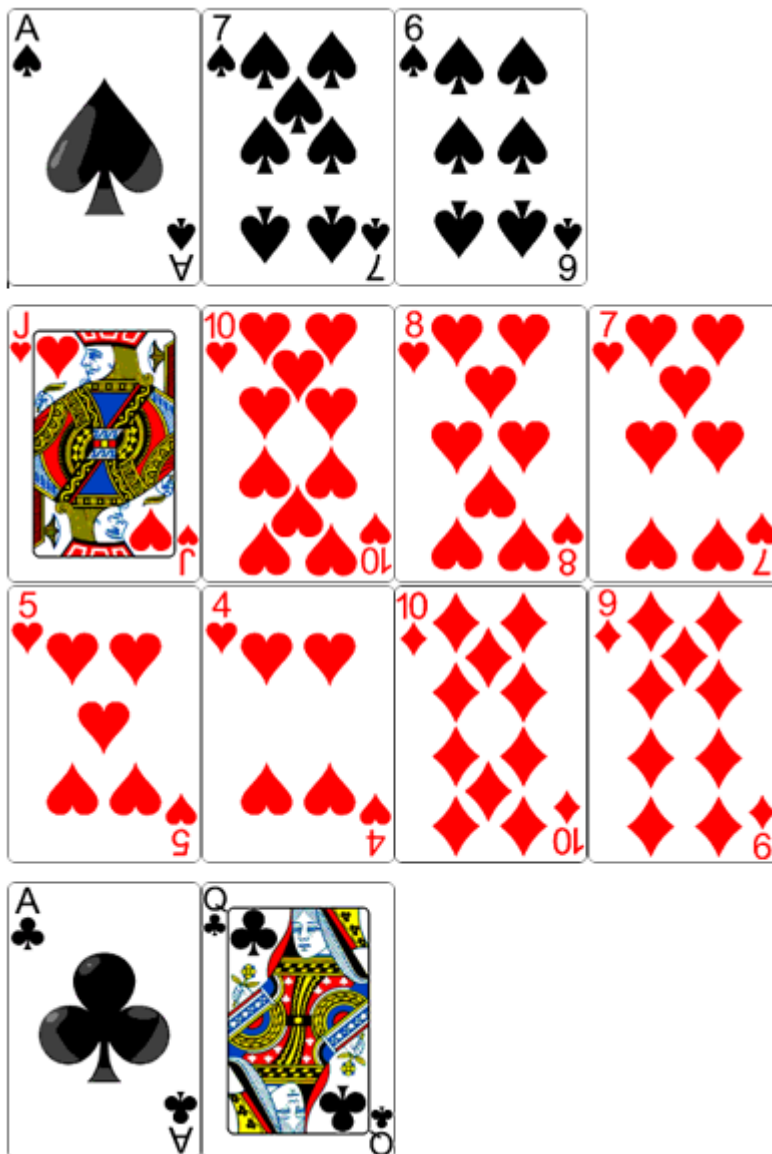
♦ 8 7 2

♣ A 7

Your Bid

2♥ Remember that the choice of the best contract lies with the responder. Bidding a suit at the 2-level after partner opens 1NT, is called a “weakness takeout”. The opener must pass any bid at the 2 level.

Hand 2.



Your Hand

♠ A 7 6

♥ J 10 8 7 5 4

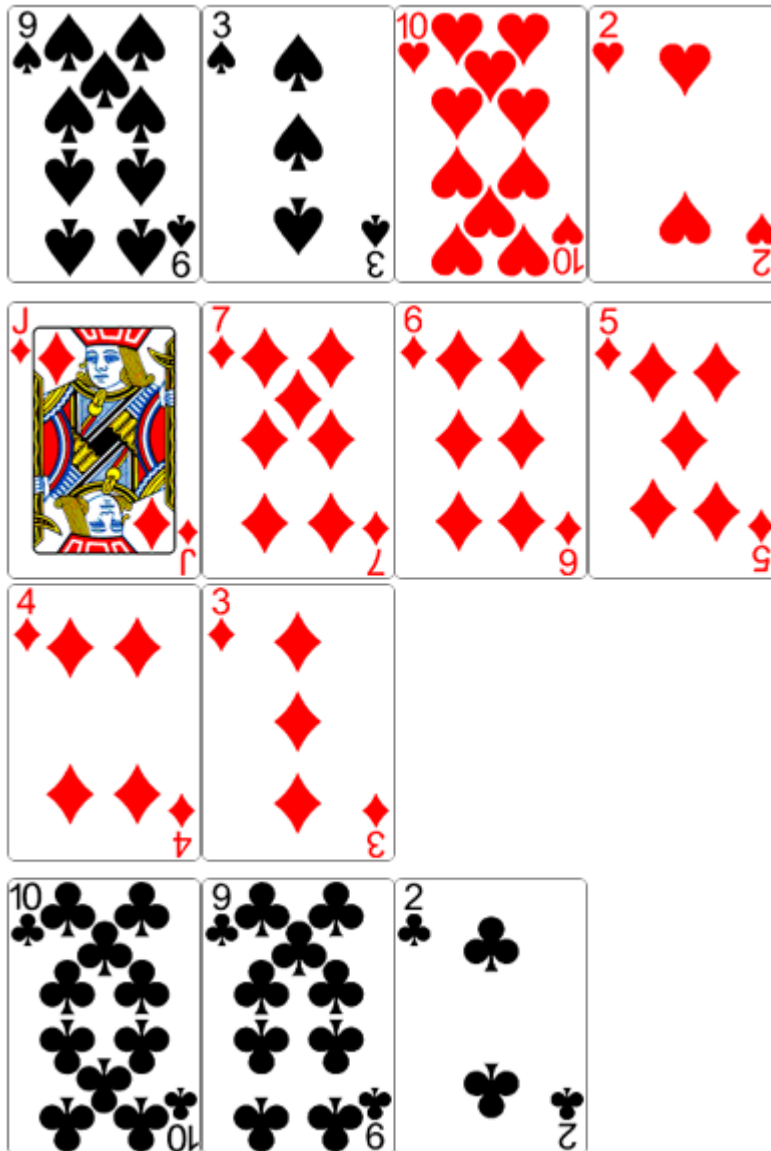
♦ 10 9

♣ A Q

Your Bid

Bid 4 ♥ the right game as you have at least 8 hearts between you (partner must have 2 at least) and enough high card points for game.

Hand 3.



Your Hand

♠ 9 3

♥ 10 2

♦ J 7 6 5 4 3

♣ 10 9 2

Your Bid

2♦ Remember that the choice of the best contract lies with the responder. Bidding a suit at the 2-level after partner opens 1NT, is called a “weakness takeout”. The opener must pass any bid at the 2 level.

Hand 4.



Your Hand

♠ K 5

♥ K J 10 8 2

♦ A 6 5

♣ 10 9 2

Your Bid

3♥ In the last example you show 5 hearts and game values. This bid is forcing. Partner will bid 3NT or 4♥, depending on the number of hearts in the combined hands.

5-CARD MAJOR LESSON 13

NOTRUMPS REBIDS

Balanced hands are the easiest hands to bid. With 15-17 HCP and a balanced hand, you can open 1NT which describes your hand in just one bid. With 13-14 HCP or 18-19 HCP, it will take you two bids to show your hand. Start by bidding your longest suit. If your partner changes suit, then you rebid notrumps at different levels to show your strength accurately.

Rebidding No Trumps with Balanced Hands

13 - 14 HCP open 1 of a suit then bid 1NT

15 - 17 HCP open 1NT

18 - 19 HCP open 1 of a suit then bid 2NT

Hand 1.



Your Hand (N)

♠ J 4 3

♥ A Q 7 2

♦ K 9 7 3

♣ K 3

Bidding

North

1 ♦

1NT

East

P

P

South

1 ♠

P

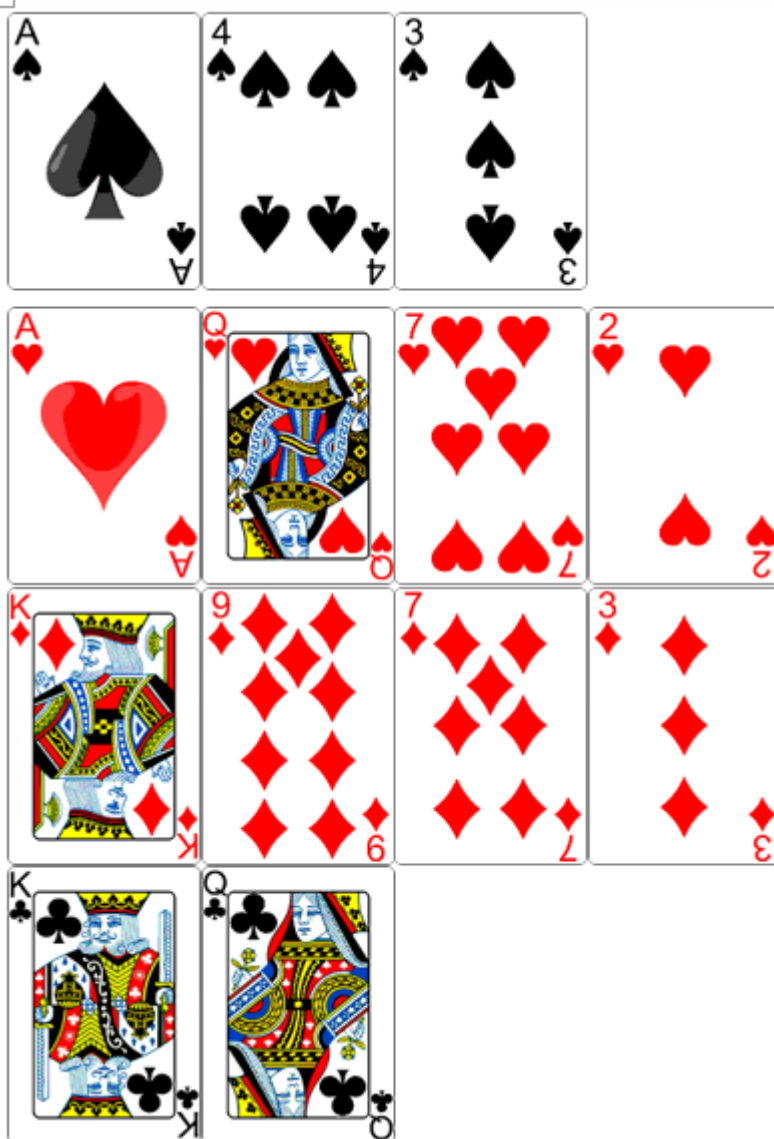
West

P

P

Comment: *Rebid 1NT (13-14) (Don't bid 2♥. Show your balanced shape)*

Hand 2.



Your Hand (N)

♠ A 4 3

♥ A Q 7 2

♦ K 9 7 3

♣ K Q

Bidding

North	East	South	West
1 ♦	P	1 ♠	P
2NT	P	P	P

Comment: *Rebid 2NT (18-19) showing your points and balanced shape*

Hand 3.



Your Hand (N)

♠ J 9 4 3

♥ A Q 7 2

♦ K 9 7 3

♣ K

Bidding

North	East	South	West
1 ♦	P	1 ♠	P
2 ♠	P	P	P

Comment: *Rebid 2 ♠ (You should always support partner's major suit)*

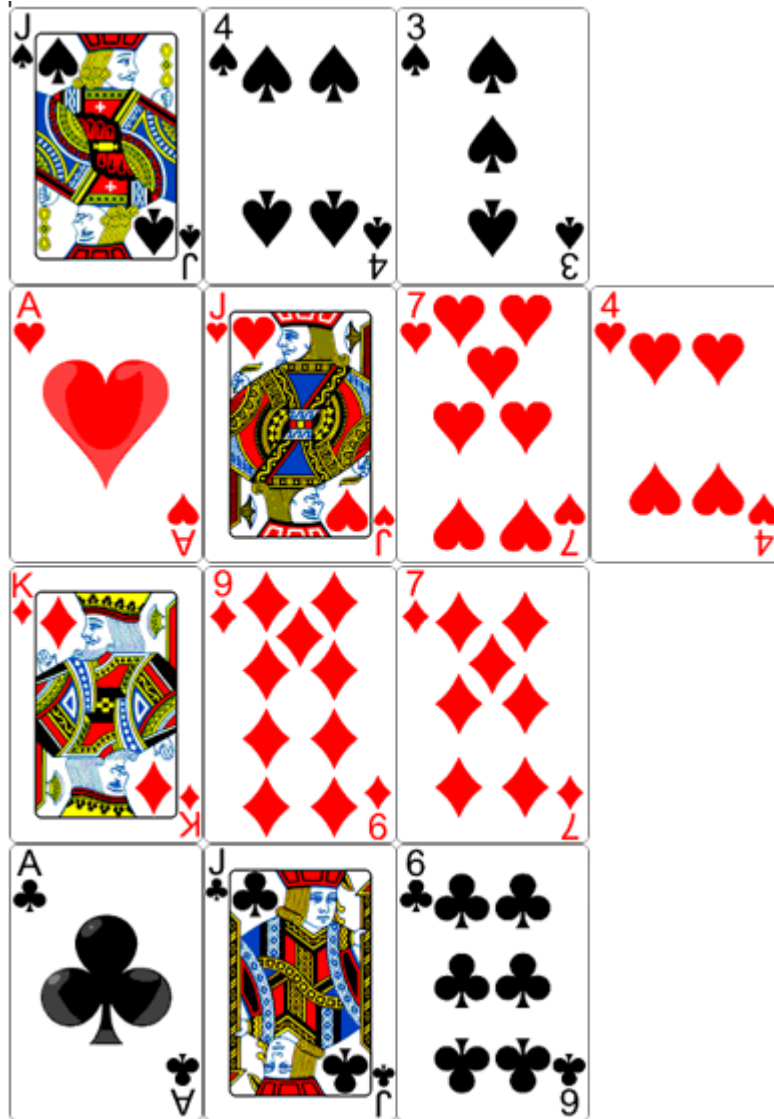
5-CARD MAJOR LESSON 14

RESPONDING TO NOTRUMP REBIDS

These are essentially the same as over an opening 1NT. Responder simply calculates the total point count and decides...

- Whether or not to bid game
- Whether to play the hand in a suit contract or notrumps.

Hand 1.





Opener (N)

♠ J 4 3

♥ A J 7 4

♦ K 9 7

♣ A J 6

Bidding			
North	East	South	West
1 	P	1 	P
1NT	P	3NT	P
P	P		

Responder (S)

♠ A K 7 6

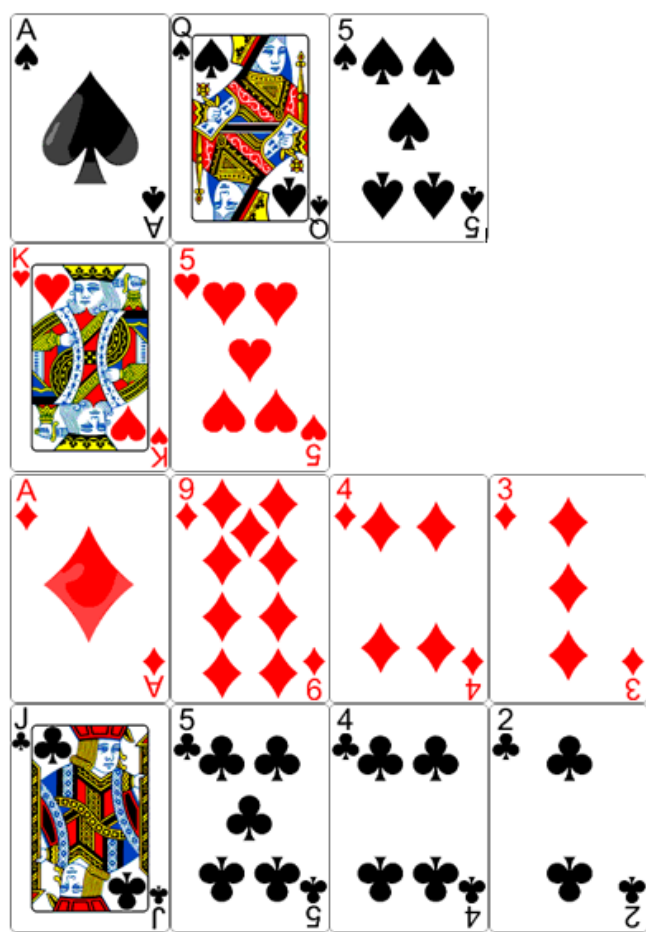
♥ K 6

♦ J 5 4 2

♣ K 5 2

Comment: The only difference between responding to an opening 1NT and responding to a notrump rebid is that the opener will have shown a different number of points. The notrump bidder usually leaves the final decision regarding the contract to partner.

Hand 2.

**Opener (N)**

♠ A Q 5

♥ K 5

♦ A 9 4 3

♣ J 5 4 2

Bidding

North	East	South	West
1♣	P	1♥ (6+)	P
1NT	P	2♥	P

Responder (S)

♠ J 3

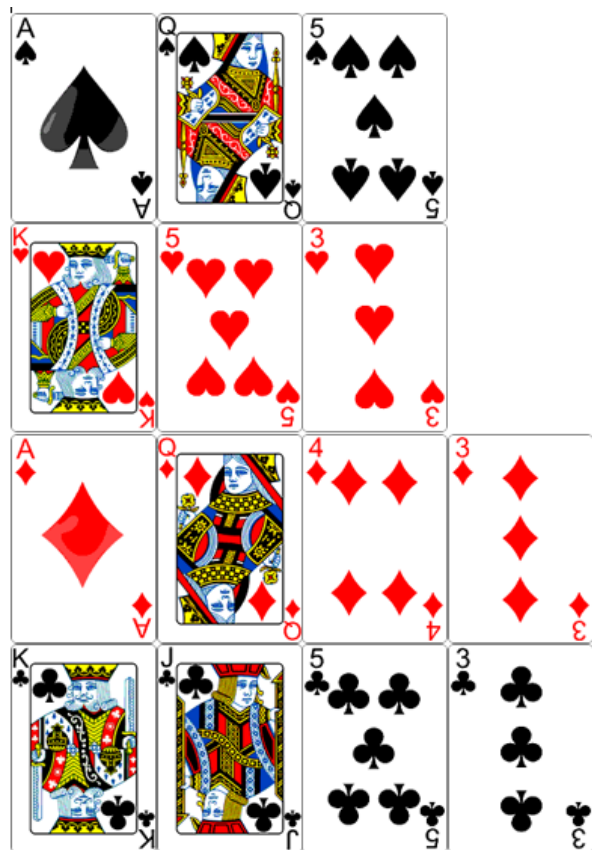
♥ Q 9 8 7 5 4

♦ 6 5 2

♣ K 6

Comment: This example is a very important one. After opener shows 15-16 HCP, responder calculates there are not enough HCP for game and the 2♥ bid on the second round is a weakness takeout. The principle is the same as if the opening bid had been 1NT and **it is important that the opener doesn't bid again.**

Hand 3.



Opener (N)

♠ A Q 5

♥ K 5 3

♦ A Q 4 3

♣ K J 5

Bidding

North	East	South	West
1 ♦	P	1 ♠ (6+)	P
2NT	P	4 ♠	P

Responder (S)

♠ K J 6 5 3

♥ Q 9 8 2

♦ J 5 2

♣ -

Comment: On this example, opener has enough to jump to 2NT on the second round, but that doesn't mean the auction is over. Responder is still allowed to keep bidding and, in this case, bids 4 ♠. Knowing that opener has a balanced hand means that responder can be certain of a spade fit.

5-CARD MAJOR LESSON 16

TAKEOUT DOUBLES (NOT FOR PENALTIES)

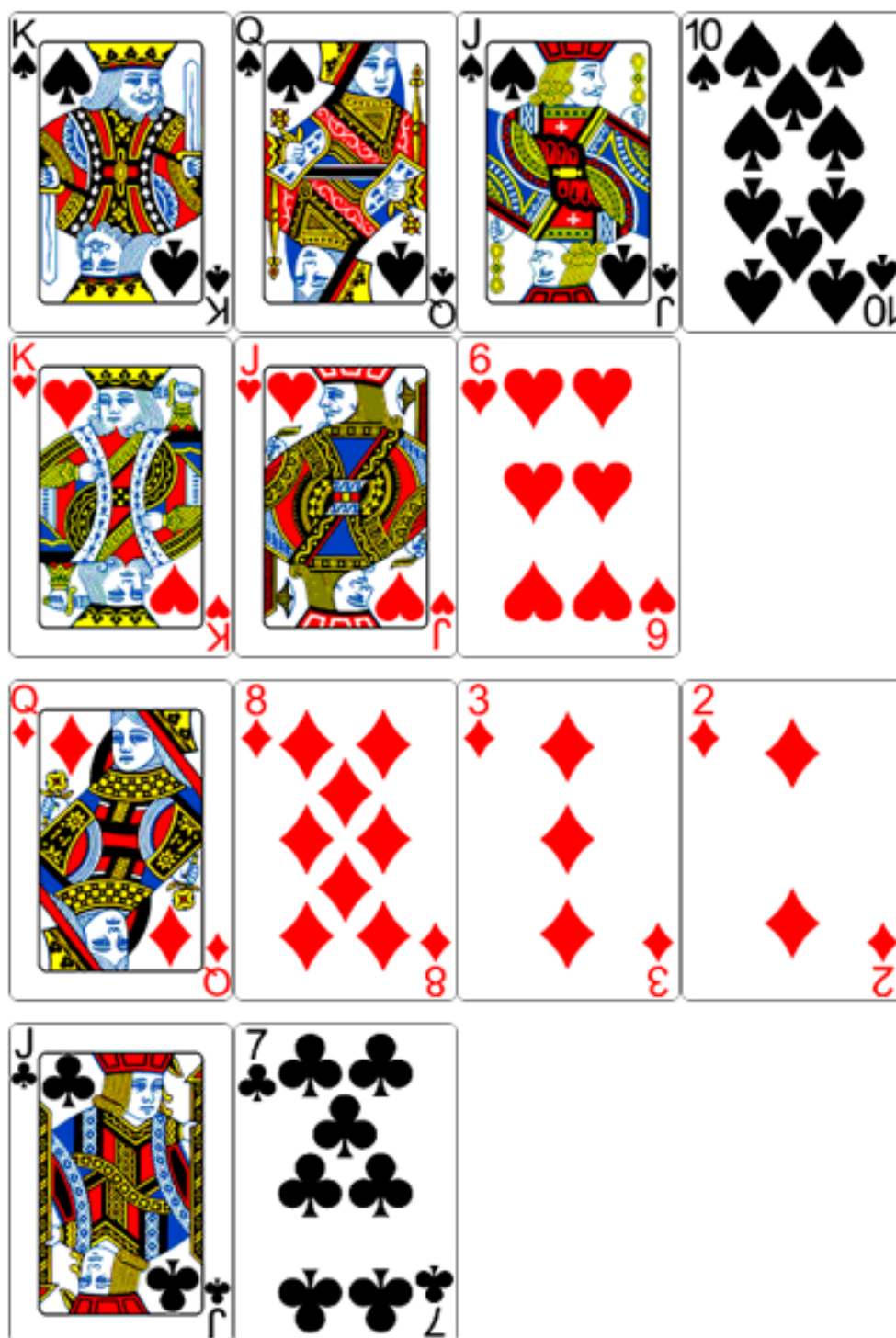
A takeout double can be made after the opponents have opened the bidding. It shows 13+ TP and at least 3 cards in all of the unbid suits.

Double is written by making an "X" on the bidding pad.

Takeout double (X)
13+ TP
Support for ALL unbid suits,
Shortage in the opponent's suit

Your right-hand opponent opens 1 ♣. What is your bid?

Hand 1.



Your Hand

♠ K Q J 10

♥ K J 6

♦ Q 8 3 2

♣ J 7

Your Bid

13+ TP, support for all unbid suits. Double and then pass whatever your partner bids.

Hand 2.



Your Hand

♠ K Q J 10 8

♥ 6 3 2

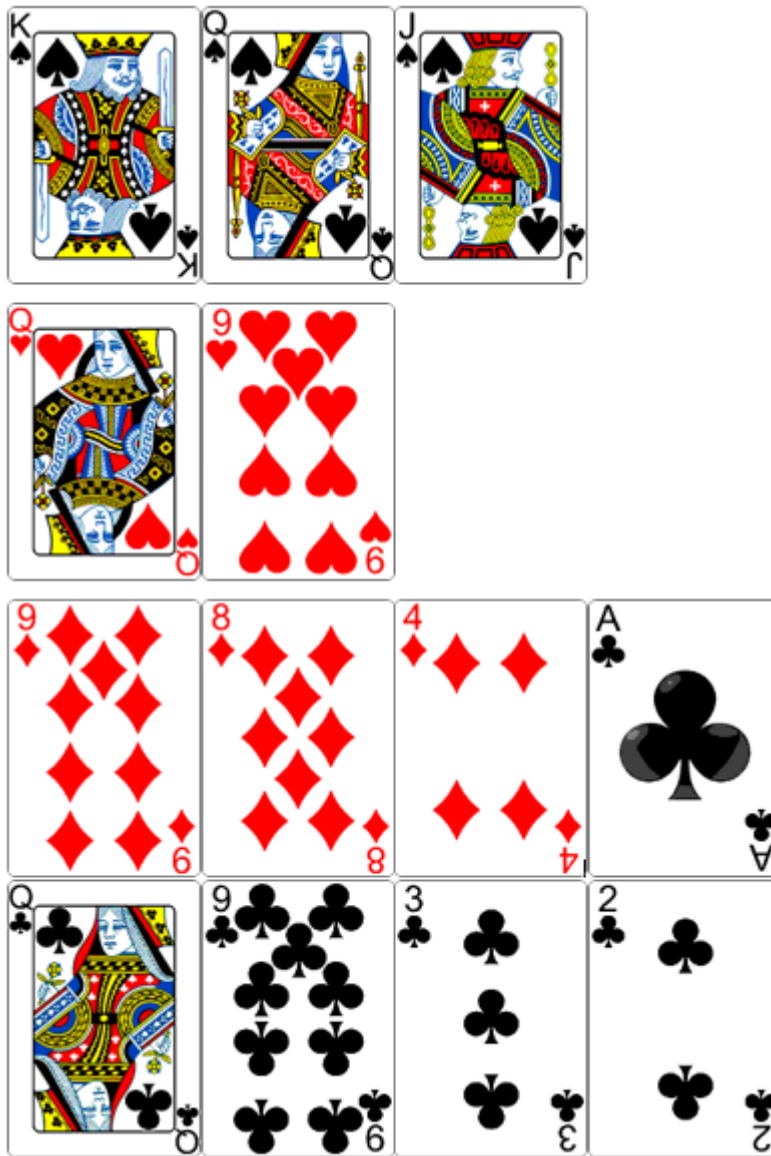
♦ K 8

♣ A 7 4

Your Bid

This time you should simply show your spade suit with an overcall of 1 ♠.

Hand 3.



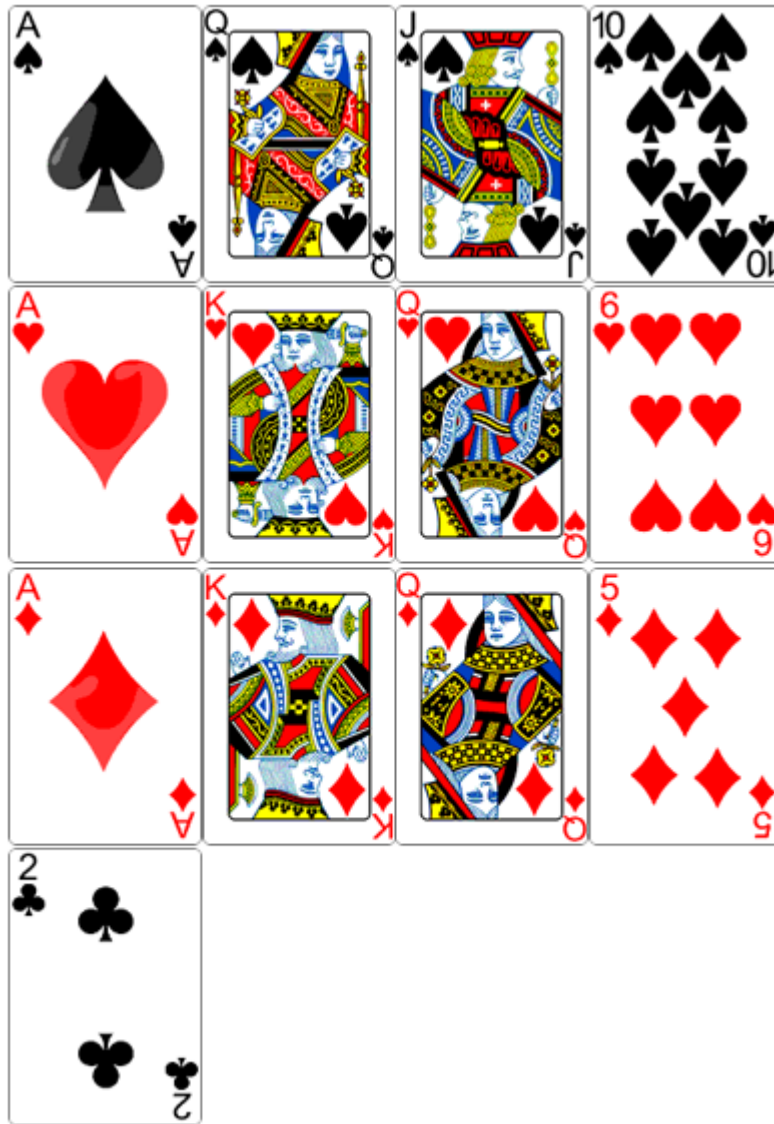
Your Hand

♠ K Q J
♥ Q 9
♦ 9 8 4
♣ A Q 9 3 2

Your Bid

You have lots of points, but not enough length in the unbid suits to do anything. Best to pass and hope your opponents get too high.

Hand 4.



Your Hand

♠ A Q J 10

♥ A K Q 6

♦ A K Q 5

♣ 2

Your Bid

Wow! Double to force your partner to choose a suit and then leap to game in whatever partner chooses.

5-CARD MAJOR LESSON 17

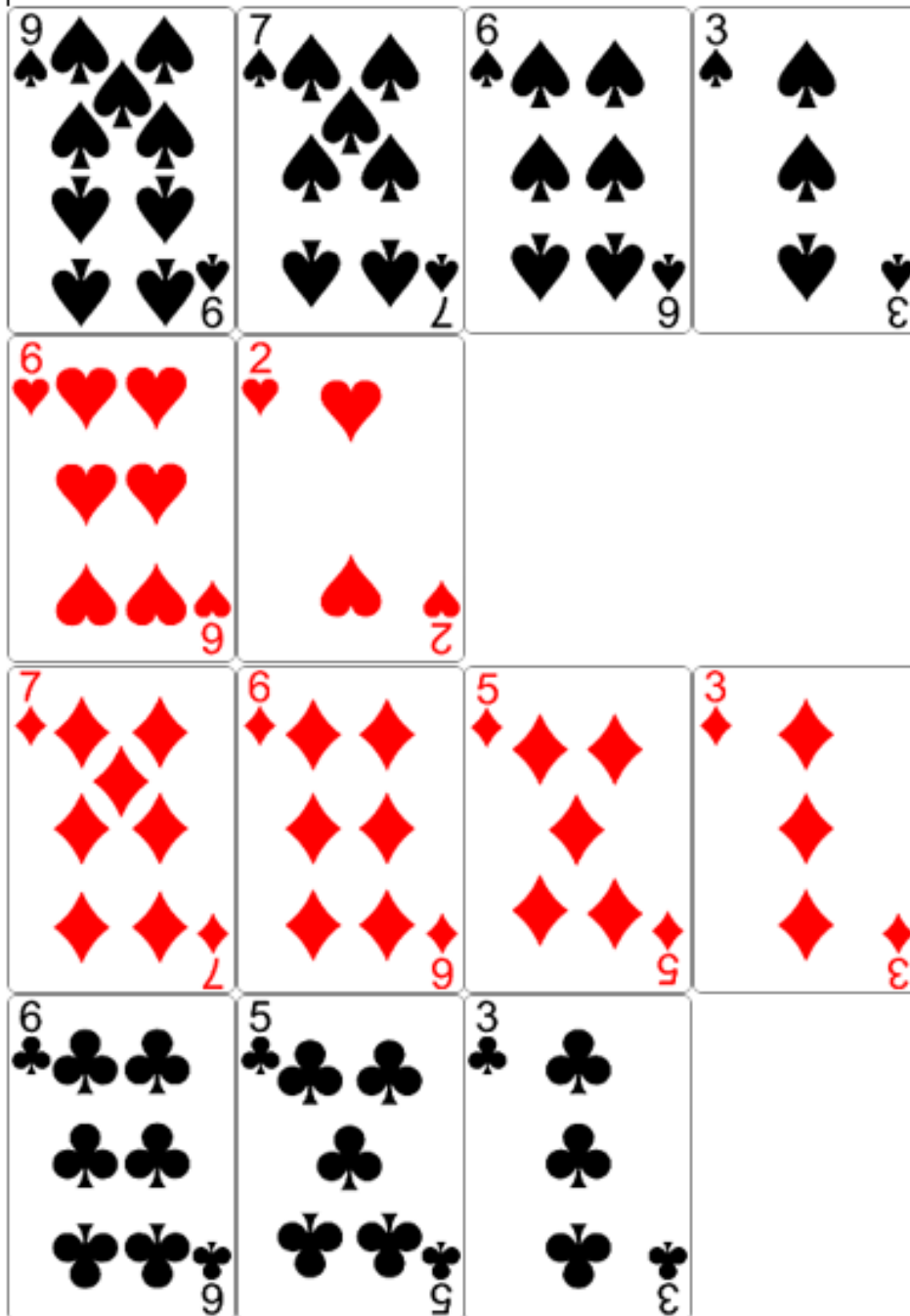
RESPONSES TO TAKEOUT DOUBLE

Remember that partner has promised support for all unbid suits.

Most of the time your partner will not bid again after making a takeout double. Therefore, if you have a reasonable hand yourself, it is your responsibility to show your points. Remember that partner has an opening hand, so you should bid as if you were responding to an opening bid.

The opener's bid is 1 ♦, your partner doubles (for takeout) and the next player passes. What do you bid?

Hand 1.



Your Hand

♠ 9 7 6 3

♥ 6 2

♦ 7 6 5 3

♣ 6 5 3

Bidding

North

East

South

West

1 ♦

X

P

1 ♠

P

P

P

Comment: 1 ♠ (obligatory.) You are obliged to respond even with no points. If you had 8+ HCP you would jump the bidding 1 level so your bid would have been 2 ♠. You must bid, unless the opposition bids before your turn and thus cancels the double.

Hand 2.



Your Hand

♠ A 7 6 3

♥ 6 2

♦ K 6 5 3

♣ Q 5 3

Bidding

North

East

South

West

1 ♦

X

P

2 ♠

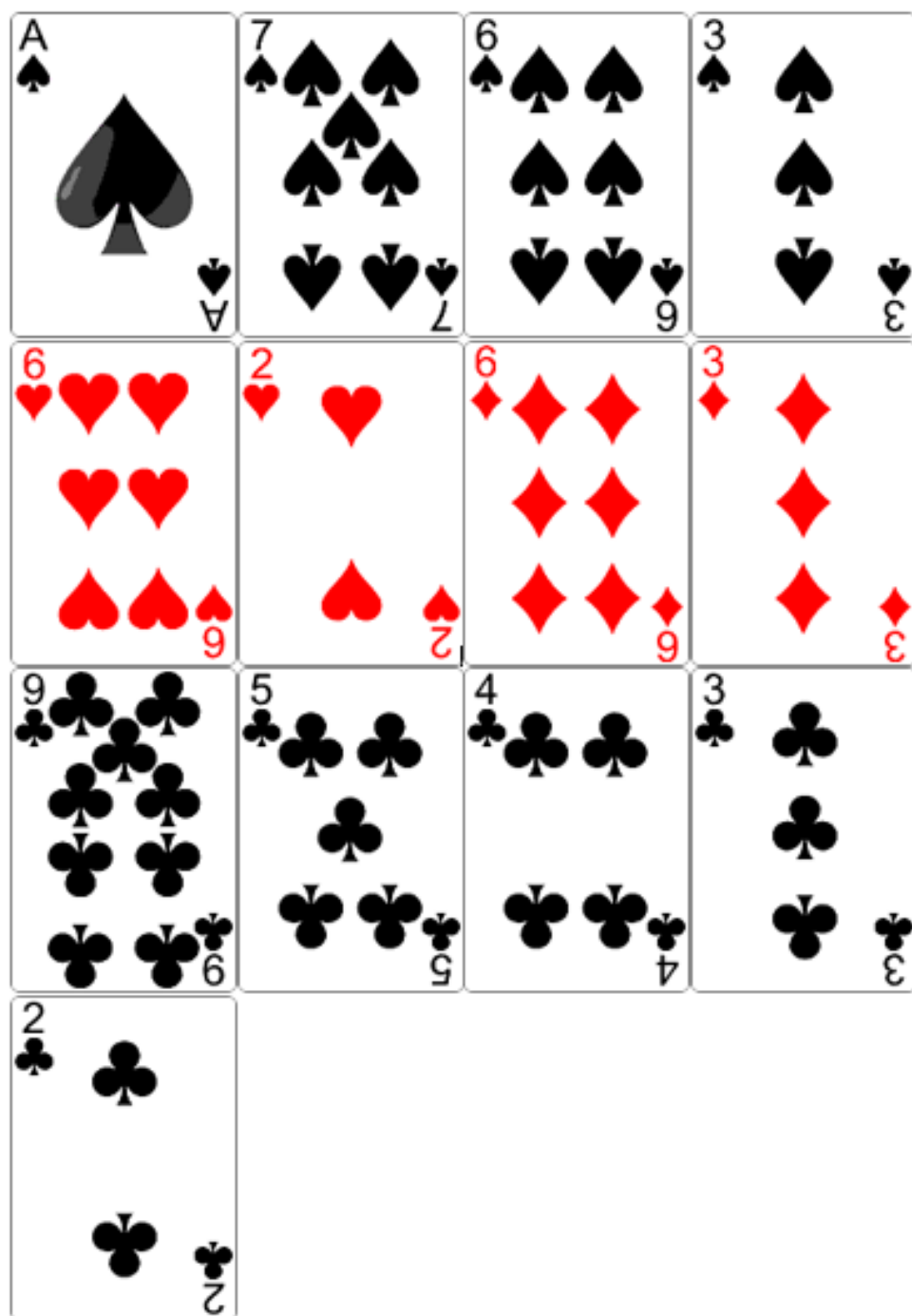
P

P

P

Comment: Bid 2 ♠ to show your partner 8+ HCP and a four card suit. Remember that partner has promised support for all unbid suits.

Hand 3.



Your Hand

♠ A 7 6 3

♥ 6 2

♦ 6 3

♣ 9 5 4 3 2

Bidding


North

East

South

West

1 	X	P	1 
P	P	P	

Comment: 1  (keep it low!) as you have less than 8 HCP. Remember that partner has promised support for all unbid suits.

Hand 4.



Your Hand

 9 7 6
 K J 8
 Q J 5 3
 6 5 3

Bidding

North East South West

1 	X	P	1NT
P	P	P	

Comment: Bid 1NT you have 6-9 HCP which you need to bid 1NT. Remember that partner has promised support for all unbid suits.

Hand 5.



Your Hand

 A 9 7 6 3 2

 A 2

 K 6 5

 Q 5

Bidding


North

East

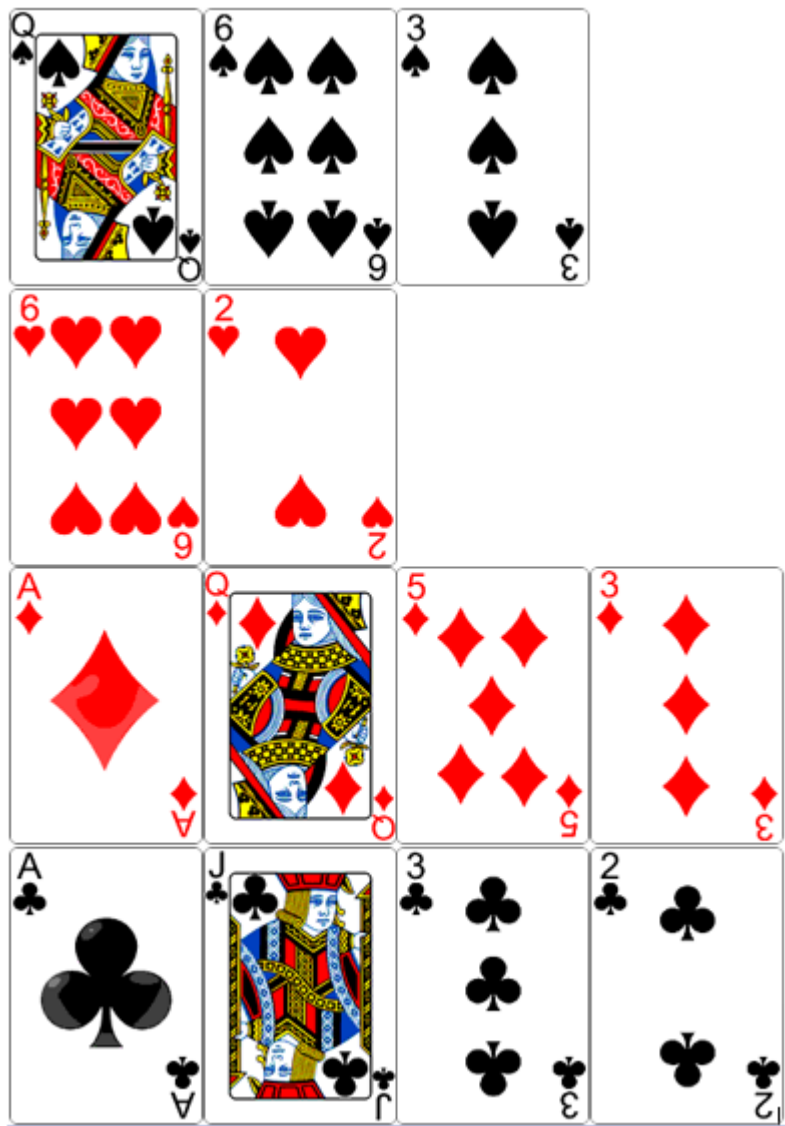
South

West

1 	X	P	4 
P	P	P	

Comment: Bid 4  you have 13 HCP and your partner has at least 2 spade cards otherwise they would have overcalled. Most of the time your partner will not bid again after making a takeout double. Therefore, if you have a reasonable hand yourself, it is your responsibility to show your points. Remember that partner has an opening hand, so you should bid as if you were responding to an opening bid.


Hand 6.



Your Hand


 Q 6 3



 6 2

 A Q 5 3

 A J 3 2

Bidding

North	East	South	West
1 	X	P	3NT
P	P	P	

Comment: Bid 3NT you have length and cover (2 stops A  & Q  in opposition's diamond suit) and enough points for game. Most of the time your partner will not bid again after making a takeout double. Therefore, if you have a reasonable hand yourself, it is your responsibility to show your points. Remember that partner has an opening hand, so you should bid as if you were responding to an opening bid.

OVERCALL OR DOUBLE?

You now have two ways of entering the auction after the opponents have opened.

- You can overcall if you have a good 5+ card suit. Remember that points aren't important for an overcall, but you do need a good suit.
- The other way of entering the auction is with a double. Strength does matter for a double. You should have at least 13 TP and support for the unbid suits.

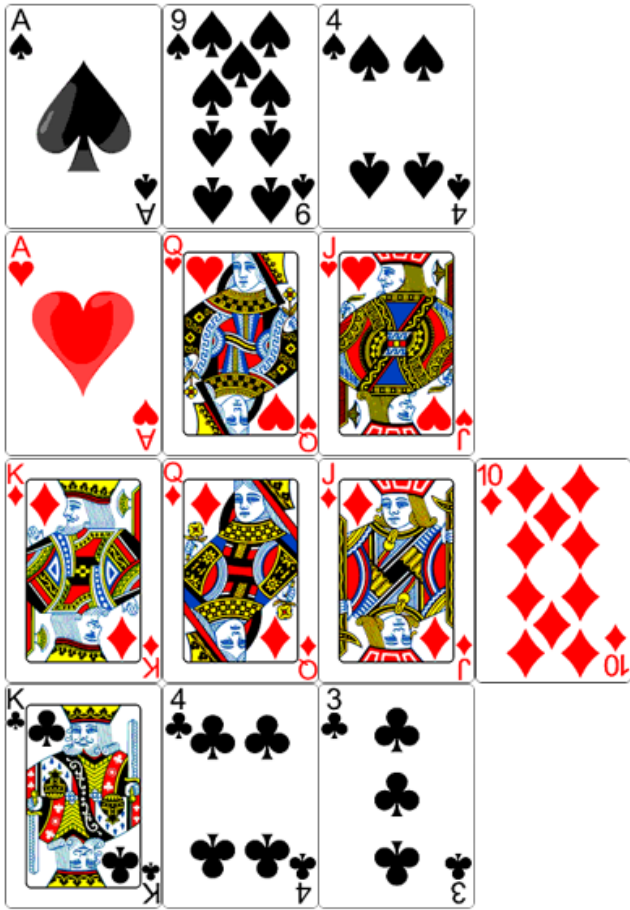
This is really important! If your partner doubles, then you must bid, unless your right-hand opponent bids and thus cancels the double. If your partner overcalls then you shouldn't bid unless you have a fit with your partner. You will only need 3-card support to ensure a fit, because an overcall promises a 5-card suit.

5-CARD MAJOR LESSON 18

♠ OPENING 2NT

The 2NT opening bid is similar to the 1NT opening, only much stronger- 20-22 HCP.
It's not forcing. The responder normally chooses the final contract immediately.

Hand 1.



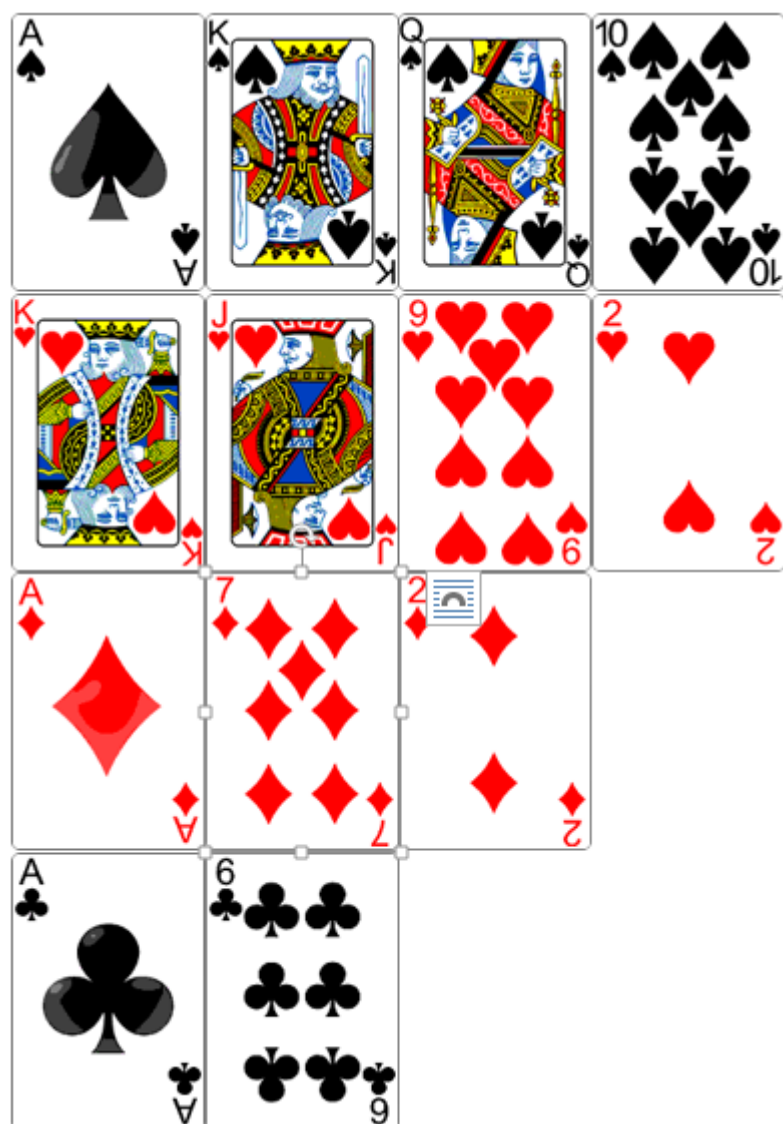
Your Hand

♠ A 9 4
♥ A Q J
♦ K Q J 10
♣ K 4 3

Your Bid

2NT

Hand 2.



Your Hand

♠ A K Q 10

♥ K J 9 2

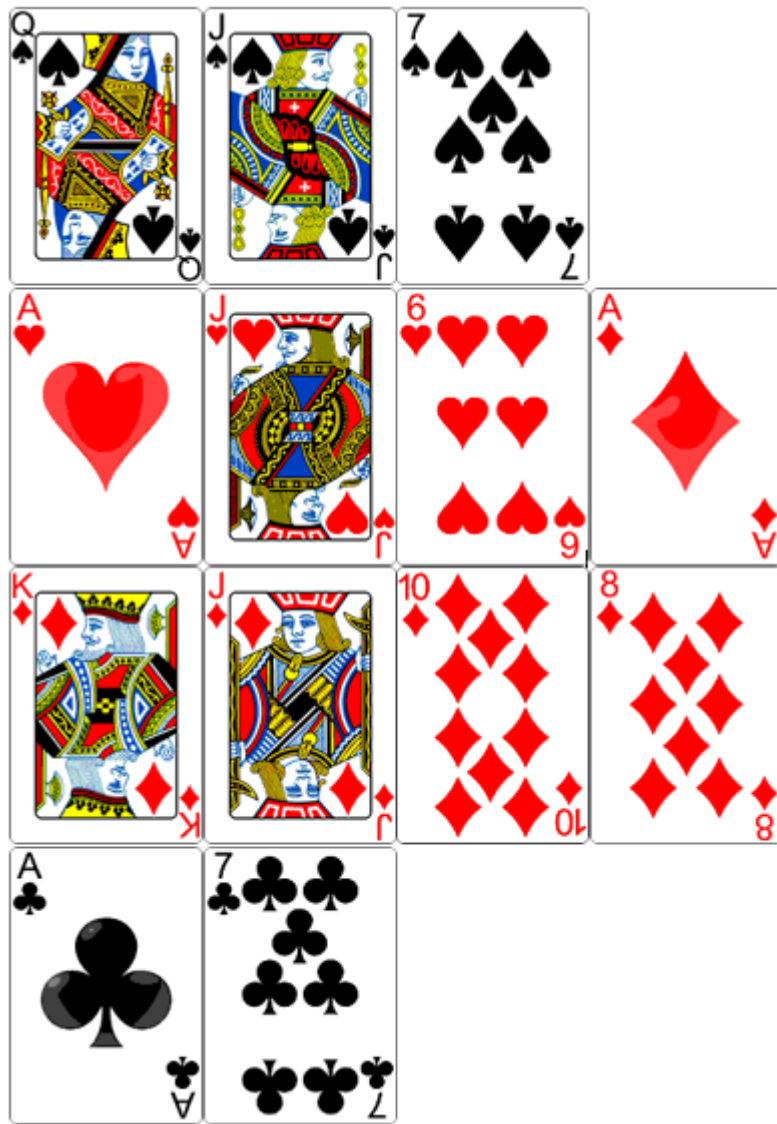
♦ A 7 2

♣ A 6

Your Bid

2NT

Hand 3.



Your Hand

♠ Q J 7
♥ A J 6
♦ A K J 10 8
♣ A 7





Your Bid

2NT

Open 2NT on all of the hands above. Responder simply calculates the total point count and decides whether or not to bid game and also whether to play the hand in a suit contract or No Trumps.


5-CARD MAJOR LESSON 19

RESPONSES TO 2NT

These are similar to other notrump bids, recognizing that 4 TP is enough for game. Bid 3NT directly with a balanced hand; bid 4 , 4  directly with a 6-card major and bid 3 , 3  with a 5-card major.

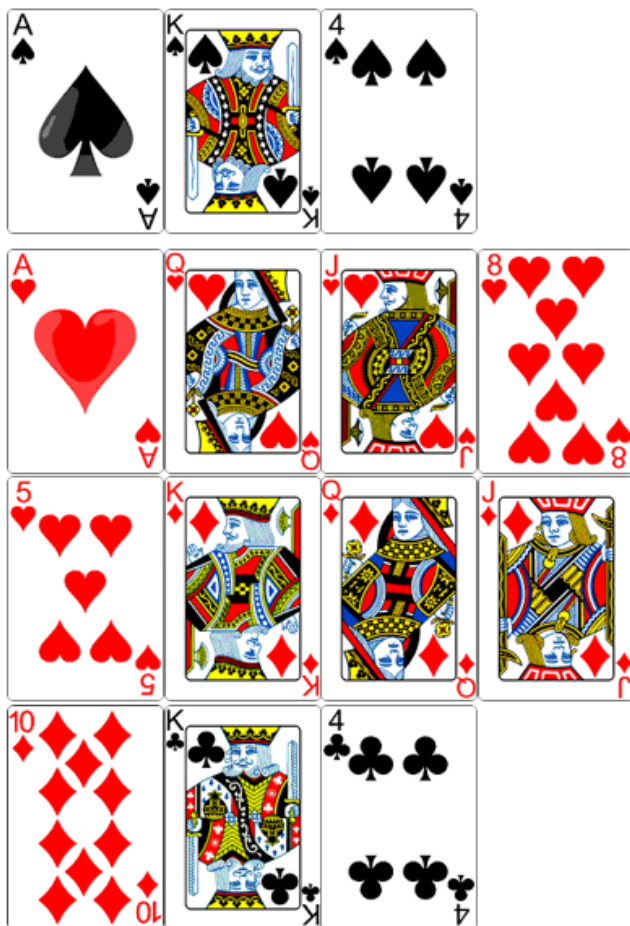
5-CARD MAJOR LESSON 20

OPENING STRONG 2

2  opening is an artificial bid. It shows 23+ TP and is forcing to game. Partner must keep bidding until game is reached, even with no points at all.

What would you open with these hands?

Hand 1.



Your Hand

♠ A K 4
♥ A Q J 8 5
♦ K Q J 10
♣ K 4

Your Bid

2 ♣

Hand 2.



Your Hand

♠ A K Q 10

♥ K J 9

♦ A K 2

♣ A 6 3

Your Bid

2 ♣

Hand 3.



Your Hand

♠ A K Q
♥ A J
♦ A K J 10 9 8
♣ A 7

Your Bid

2 ♣

Open 2 ♣ on all of these hands. All you are saying is that you have an extremely strong hand.
You say nothing about clubs.

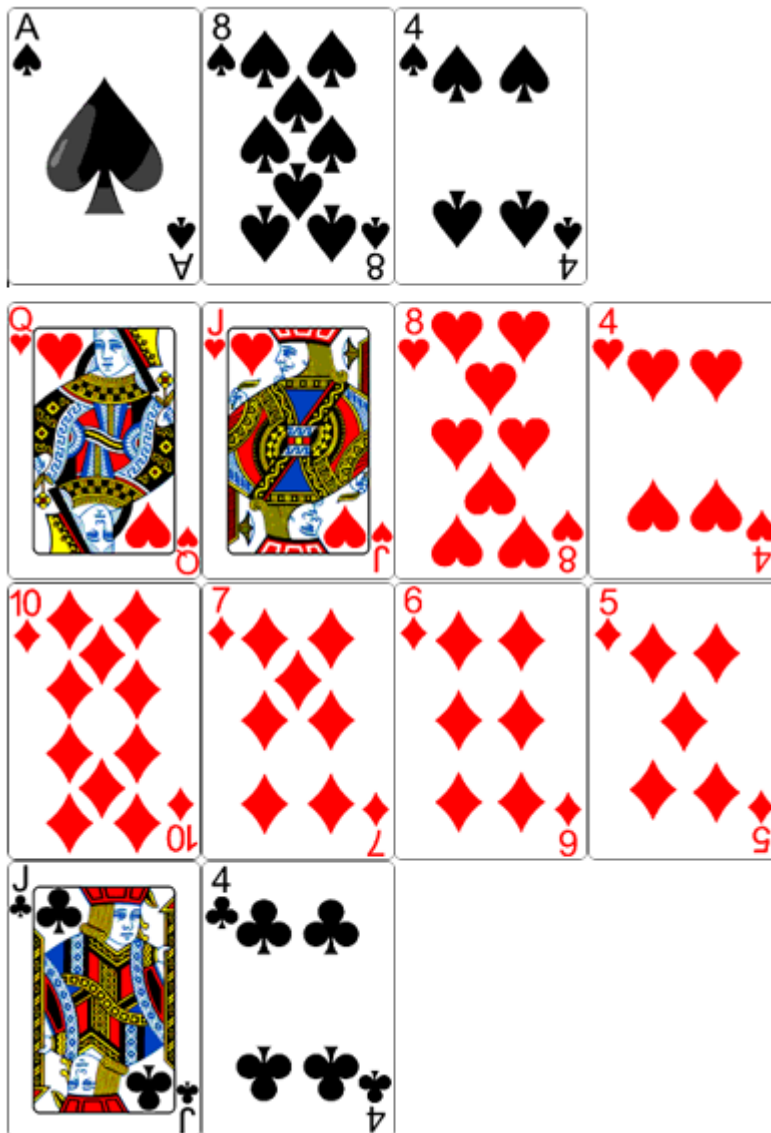
5-CARD MAJOR LESSON 21

RESPONDING TO A STRONG 2 CLUB OPENING

If your partner opens 2♣, you can warn partner that you have a weak hand by responding 2♦ which shows 0-7 TP. It is an artificial bid and you don't promise any diamonds. You've still got to keep bidding to game but at least your partner won't be expecting anything from you.

Partner opens 2♣. What do you respond?

Hand 1.



Your Hand

♠ A 8 4

♥ Q J 8 4

♦ 10 7 6 5

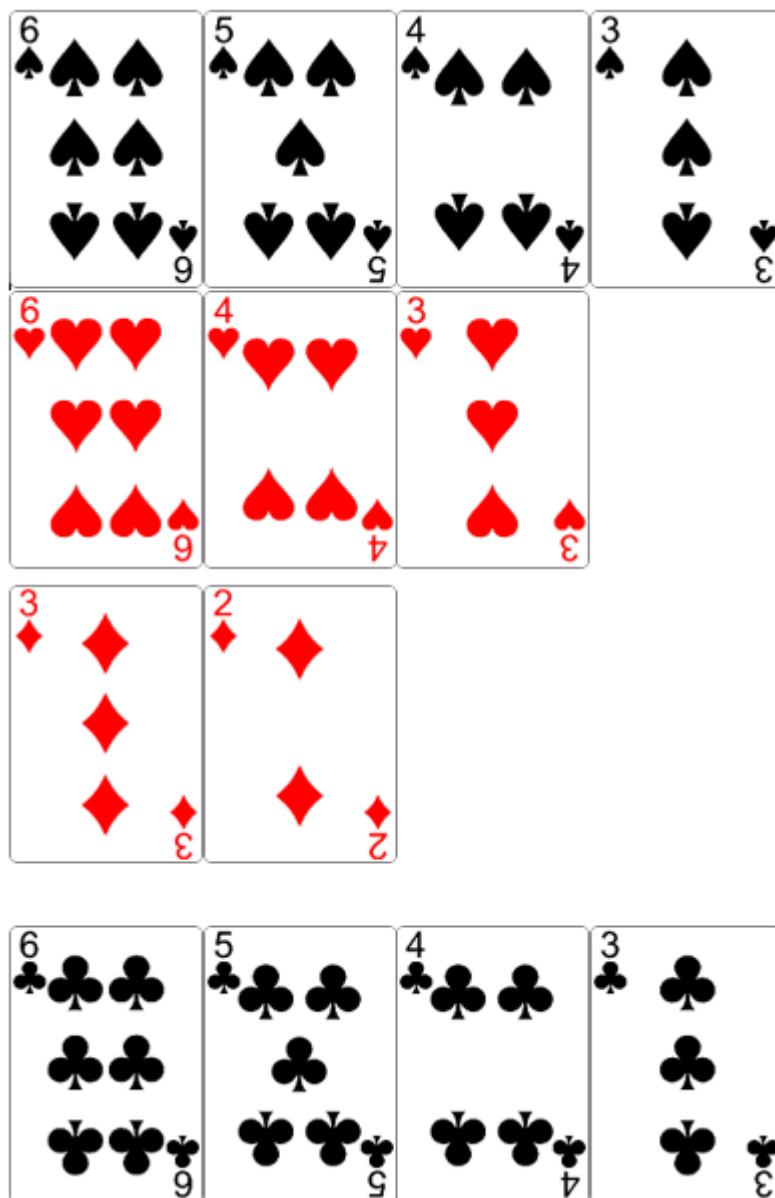
♣ J 4

Your Bid

2NT

Comment: 2NT shows you have more than 7 TP and your hand has a balanced shape

Hand 2.



Your Hand

♠ 6 5 4 3

♥ 6 4 3

♦ 3 2

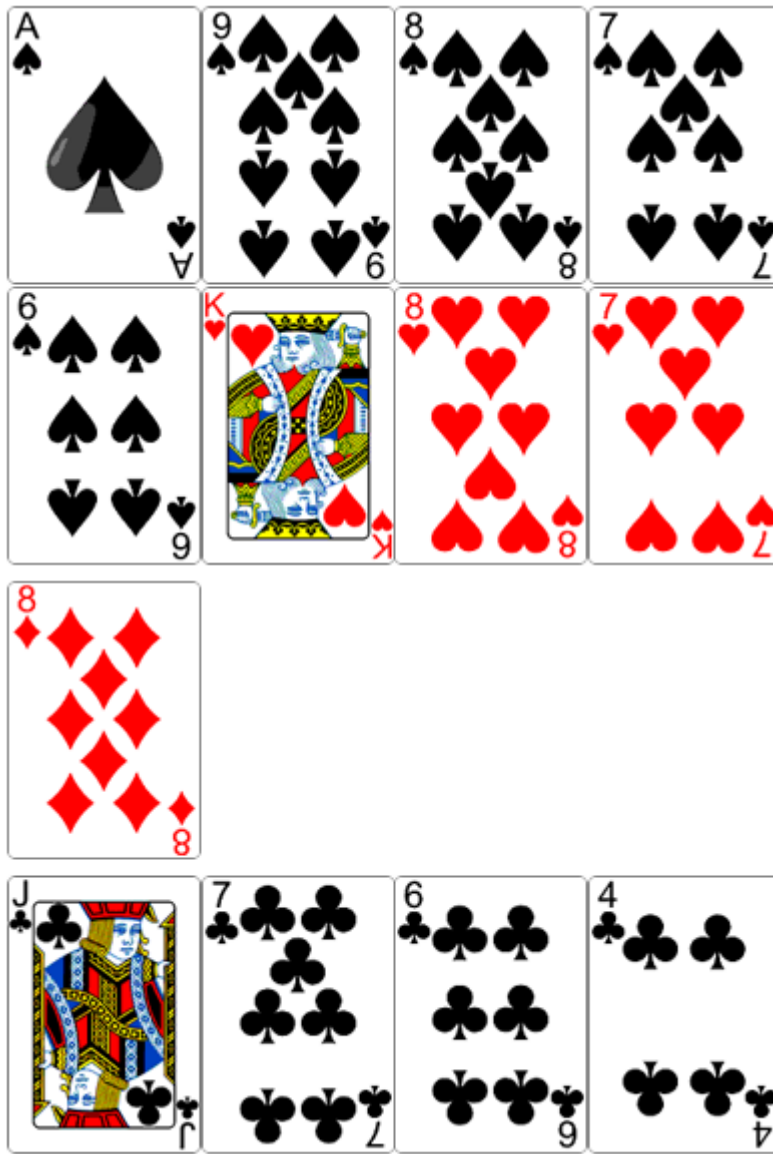
♣ 6 5 4 3

Your Bid

2 ♦

Comment: *You are only saying to your partner that you have less than 7 TP, this bid says nothing about your suits*

Hand 3.



Your Hand

♠ A 9 8 7 6

♥ K 8 7

♦ 8

♣ J 7 6 4

Your Bid

2 ♠

Comment: 2♠ shows your partner your 5-card major suit AND that you have more than 7 TP

5-CARD MAJOR LESSON 22

RESPONDING TO AN OPENING WEAK 2 ♠ 2♥ 2♦ BID

Responses to Weak 2 Openings

Raise to 3	3-card support, no game interest
Raise to 4	4-card support OR 16+ TP, and at least 2-card support
New suit	Good suit, 16+ TP
3NT	Good hand, 16+ HCP, good cards in all outside suits
2NT	A FORCING inquiry as to partner's strength

The only forcing responses are

- A new suit response
- 2NT response

If partner changes suit, support that suit if possible.

If partner bids 2NT, bid game in your suit if you are maximum (8-9) or a minimum rebid with less.

Partner Opens 2♥, what do you respond?

Hand 1.



Your Hand

♠ A J 3
♥ 10 9 8
♦ K Q 6
♣ 7 6 4 2

Your Bid

3 ♥

Comment: You have 3-card support and no game interest, the maximum points between you and your partner is 20 HCP

Hand 2.



Your Hand

♠ A J 3

♥ Q 9 8 7

♦ K Q 6

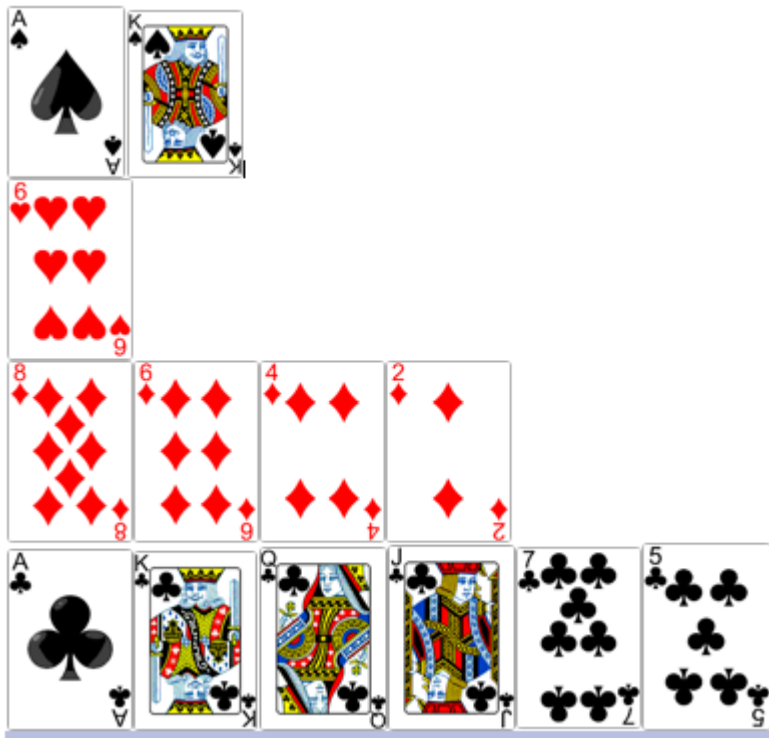
♣ K J 5

Your Bid

4 ♥

Comment: *You have 4-card support AND 16+ TP so bid game*

Hand 3.



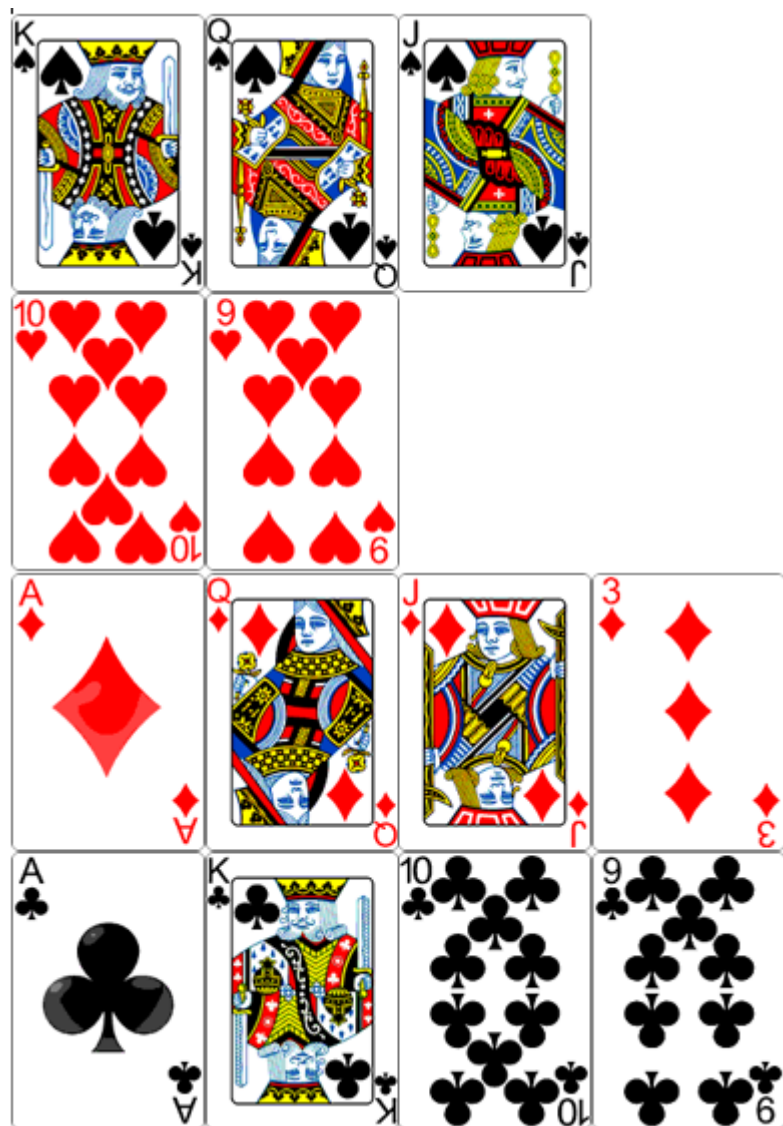
Your Hand

♠ A K
♥ 6
♦ 8 6 4 2
♣ A K Q J 7 5

Your Bid 3 ♣

Comment: You have a good suit (at least 2 honour cards in the suit) and 16+ TP. You have no support for your partner's suit and no interest in No Trumps as you have no stoppers in Diamonds

Hand 4.



Your Hand

♠ K Q J

♥ 10 9

♦ A Q J 3

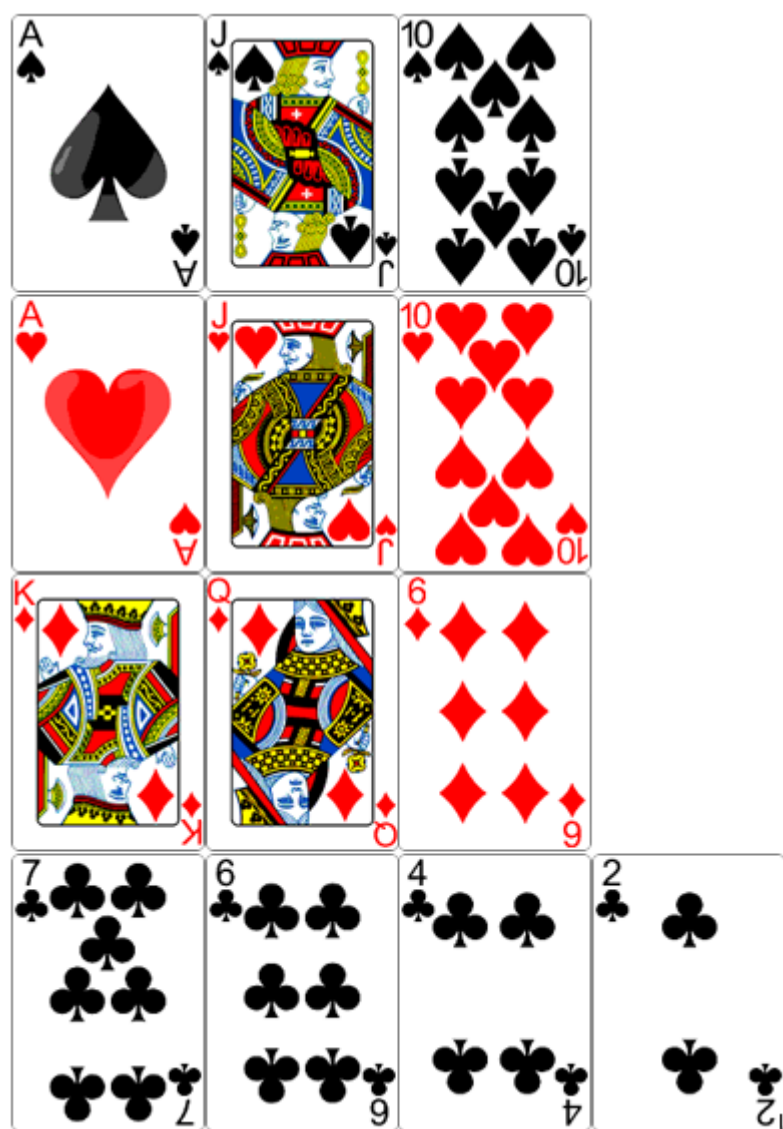
♣ A K 10 9

Your Bid

3NT

Comment: Bid 3NT, you have stoppers in all the outside suits a good hand, 16+ HCP, good cards in all outside suits

Hand 5.



Your Hand

♠ A J 10

♥ A J 10

♦ K Q 6

♣ 7 6 4 2

Your Bid

2NT

Comment: 2NT.....A FORCING inquiry as to partner's strength. With your 15 HCP you are interested in partner bidding game if they have the upper HCP's of their bid, if not they should sign off in 3 ♥