

BEGINNERS' LESSONS

Welcome

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Prepared by Douglas Russell for Auckland Bridge Club



Watching or playing Bridge online – the BBO website

<http://www.bridgebase.com/client/client.php>

Link to Bridge
Base Online
Website

Caution!!

***Many online players do NOT use the Acol
system of bidding!!!***



Lesson Four

1-Level Opening Bids
Responder's Limit Raises
Opener's next bid



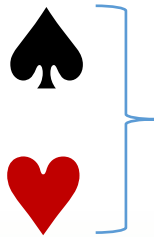
Ranking of the Suits

No **T**rumps



Spades

Hearts



MAJOR suits



Diamonds

Clubs



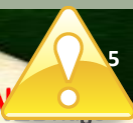
MINOR suits



Finding a Fit



- A Fit is 8+ cards in one suit
- If there is a fit in a major this will be the trump suit
- If there is no fit, then choose No Trumps



Levels of Bidding



- The number of tricks you must make to get a score = $6 + \text{the level bid}$

- 1-level contracts ... Must make $6 + 1 = 7$ tricks
- 2-level contracts ... Must make $6 + 2 = 8$ tricks
- 3-level Contracts ... Must make $6 + 3 = 9$ tricks
- etc

- 4-level Contracts ... Must make



tricks?

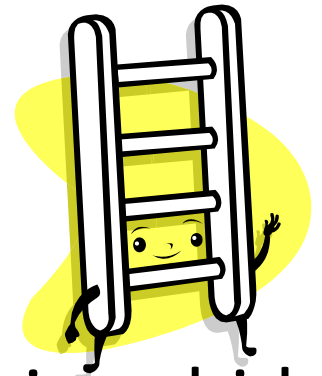
- 6-level Contracts ... Must make



tricks?



The Auction



- Every suit has a ranking order
- Each **bid** must be higher than the previous bid

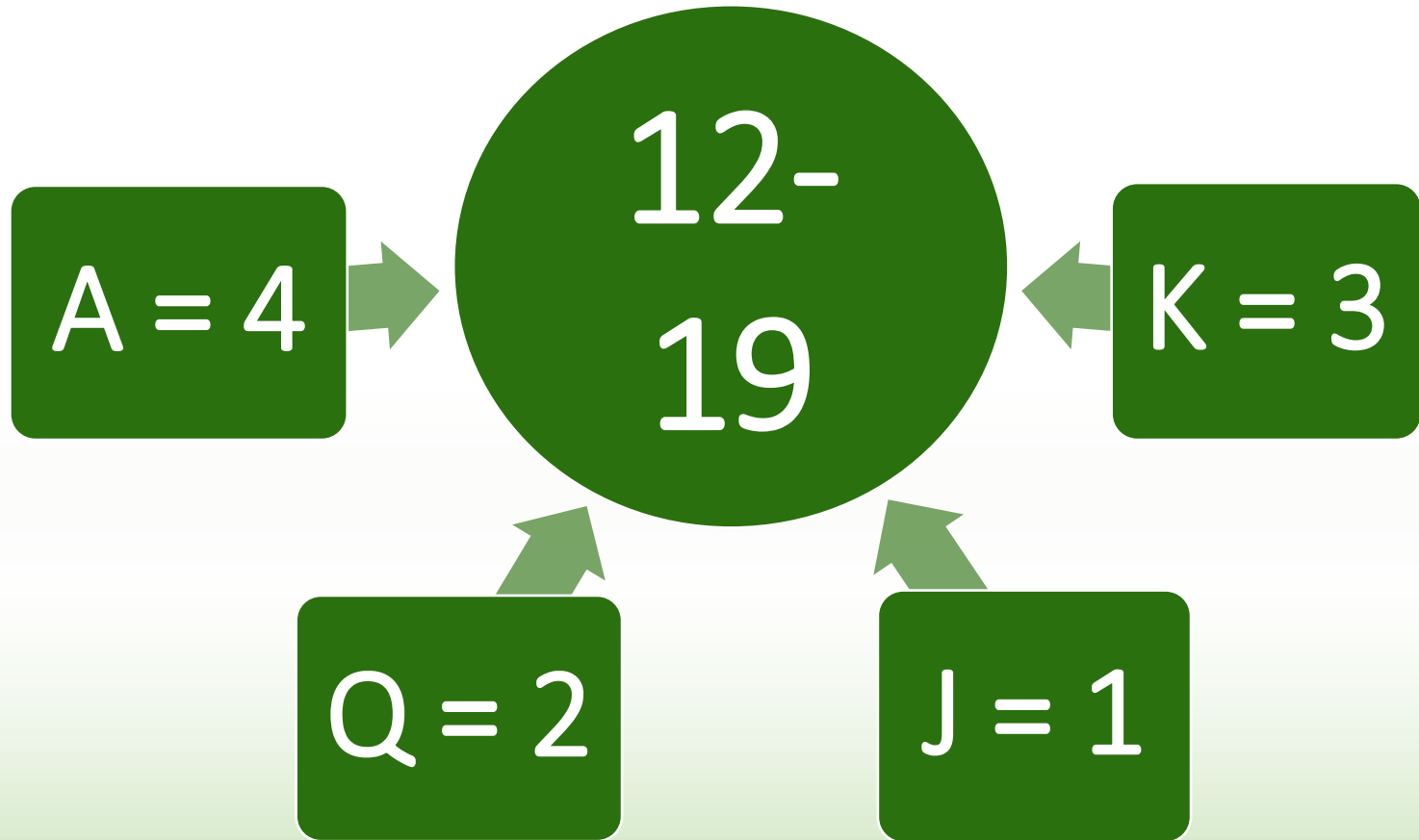
1♣	1♦	1♥	1♠	1NT
2♣	2♦	2♥	2♠	2NT
3♣	3♦	3♥	3♠	3NT
4♣	4♦	4♥	4♠	4NT
etc				

- The first person to bid is the **Opener**
- Opener's partner is the **Responder**



Basic Rules for Opening 1-suit

- You must have enough **High Card Points**



Which hand can open the bidding?

D
Teaching Board 1

N North - Click to Sit Robot

W West - C Robot

E East - C Robot

S South - Click to Sit Robot

WEST	NORTH	EAST	SOUTH

Hand details:

- North:** A♠, Q♠, 7♥, 6♥, J♣, 7♣, 6♣, 3♣, J♦, 8♦, 4♦, 3♦, 2♦
- West:** J♠, 10♠, 9♠, 8♠, 7♠, 5♥, 4♥, 3♥, 2♥, 10♣, 8♣, 6♦, 5♦
- East:** 6♠, 9♥, 8♥, A♣, K♣, Q♣, 5♣, 4♣, 2♣, A♦, K♦, Q♦, 9♦
- South:** K♠, 5♠, 4♠, 3♠, 2♠, A♥, K♥, Q♥, J♥, 10♥, 9♣, 10♦, 7♦

Which hand can open the bidding?

D
Teaching Board 1

N North - Click to Sit Robot

W West - Click to Sit Robot

E East - Click to Sit Robot

S South - Click to Sit Robot

WEST	NORTH	EAST	SOUTH
10♠, 6♠, 3♠, 2♠	J♠, 9♠, 5♠, 4♠, A♥, 7♥, 6♥, A♣, K♣, J♣, 9♣, 5♣, 5♦	A♥, K♥, 8♥	Q♠, 7♠, Q♥, 10♥, 8♥, 4♥, 3♥, 8♣, 6♣, A♦, J♦, 6♦, 4♦
Q♣, 10♣, 4♣, 3♣, 2♣		K♥, J♥, 9♥, 5♥, 2♥	
Q♦, 8♦, 3♦, 2♦			
		K♦, 10♦, 9♦, 7♦	



Opener's First Bid

	Points	Description
1♣	12 - 19	4 + clubs
1♦	12 – 19	4 + diamonds
1♥	12 – 19	4 + hearts
1♠	12 – 19	4 + spades
1NT	12 – 14	Balanced hand ... SPECIAL CASE



Rules for 1-level suit openings

- Bid your **longest** suit first



Basic Rules for 1-level suit openings

- Bid your lower ranking **4-card** suit first



What do you open?

- Bid your higher ranking **5-card** suit first



Quiz ... what do you open?



Open 1♣

... open your lower ranking 4-card suit first



Quiz ... what do you open?



Open 1♠

... open your higher ranking 5-card suit first



Summary for 1-level suit openers

12-19

- Open with 12-19 points
- Bid your longest suit first
- If you have two 4-card suits bid the lower ranked suit first
- If you have two 5-card suits bid the higher ranked suit first
- Suit quality does not matter



Basic Rules for Responder's bids

- You must have enough **High Card Points**

6
or
more

$\frac{1}{2}$ the
amount of
points you
need to
open



Basic Rules for Responder's bids

1. **Support** partner's suit – *this lesson*
2. Bid a new suit (*done in later lessons*)
3. Bid **No Trumps** (*done in later lessons*)

You have 3 choices



Responder's Limit bids

- **Support** partner's suit if possible

These are limit bids
... they are NOT FORCING



FIRST CHOICE: Support Partner's suit

- Minimum (6-9) ... bid at the 2-level
- Nearly game (10-12) ... bid at the 3-level
- Game (13+) ... bid at the Game level

These are limit bids
... they are NOT FORCING



Partner Opens 1♥ ... what do you bid



6 - 9 points ... with a fit

Bid 2♥ ... **MINIMUM**



Partner Opens 1♥ ... what do you bid



10 – 12 points ... with a fit

Bid 3♥ ... CLOSE TO GAME



Partner Opens 1♥ ... what do you bid



13+ points ... with a fit

Bid 4♥ ... **GAME**



Opener's REBID after 2-level (6-9) raise

OPENER	HCP	ACTION
Minimum	12 – 15	PASS
Close to Game	16 – 17	INVITE (bid 3)
GAME	18 – 19	BID GAME



Opener's REBID after 3-level raise

OPENER	HCP	ACTION
Minimum	12 – 13	PASS
GAME	14+	BID GAME



Opener's Rebid



Bid
2♥



Opener
then
1♥
PASS



Opener's Rebid 6 + 17



Bid

2 ♥



Open 1 ♥
then
rebid 1 ♥

3 ♥



Opener's Rebid



Bid

3 ♥



Opener then rebid

4 ♥



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