



Lesson 3

Major Suit Opening Bids and Responses

Lesson Three: Major Suit Opening Bids and Responses

Preparation

On Each Table:	A guide card (Teacher's Guide Card); pencils; Contract Cards or paper; Deal #9 . A Better Bridge Bookmark for each player, if available (see Appendix).
On Separate Table:	Deals #10-12 (Coded Cards, duplicate boards, or Teacher's Deal Records). Cue Cards (see Appendix). A few extra class copies of the textbook for those who forgot to bring their copy.

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A note to the teacher

In the first hour of the lesson, the students choose the contract by looking at all four hands and a play concept - trumping in dummy - is taught. The six exercises in Part I can comfortably be completed in the first hour of the class.

In the second hour of the lesson, the opening bids of 1♥ and 1♠ and the subsequent auction are presented. The four deals from the first part of the lesson are reviewed again in the student text from the point of bidding. The hands don't need to be replayed because the students have already had the opportunity to play them in the first part of the lesson. The Cue Cards (see Appendix) are again used as an aid to the bidding.

The concepts introduced are:

- *1♥ and 1♠ opening bids*
- *Trump support and dummy points*
- *Responding to 1♥ or 1♠*
 - *Raising opener's major suit*
 - *Responding in a new suit*
 - *Responding in notrump*
- *Opener's rebid*
 - *After a raise*
 - *After a new suit*
 - *After INT*

Lesson Introduction

Welcome the participants back to the class.

- There's a quote from Shakespeare that applies to bridge:

“The play's the thing.”

- We'll look at two hands and count the sure tricks. Then we'll try to find extra tricks hidden among the cards.
- Let's start by looking at Deal #9.

Exercise One – Deal #9: Deciding How HIGH and WHERE; Length

 The partnership with more combined points will not always win the auction is introduced.

Play Points: Developing extra winners through length; drawing trumps before taking winners in the other suits. The deal is played in the agreed contract.

Deal #9: Pages 102-103.

Instructions

Let's look at Deal #9.

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

N-S COMBINED POINTS:	14 + 7 = 21
E-W COMBINED POINTS:	10 + 12 = 22
DECLARING SIDE:	North-South*
CONTRACT:	2♠
DECLARER:	North
OPENING LEAD:	♦J by East

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points. Don't yet decide on a contract.

The Contract – Part A

**Note: This hand is an exception to the general guideline for having the side with the more combined points playing the contract.*

The students can continue to use the Contract Card, or record the information on blank paper.

Q. Which partnership has more combined points?

A. East-West.

- North has 13 high-card points and 1 length point for the five-card suit. South has 7 high-card points. North-South has a combined total of 21.
- East has 8 high-card points plus 1 length point for each five-card suit for a total of 10 points. West has 12 high-card points, giving East-West a total of 22 points.

- The partnership with more combined points will usually win the auction ... but not always.
- Here are some of the reasons that North-South might win the auction with this hand.
 - North-South has an advantage because North is the dealer and has the first opportunity to open the bidding.
 - When the strength is fairly evenly divided between the two sides, either side might win the auction. A 1 or 2 point difference is not that significant.
 - North is the only player at the table who has enough strength to open the bidding. East-West might never get into the auction.
 - North-South have the majority of cards in the major suits; East-West have the majority in the minor suits. The partnership with the major suit fit, especially when it is spades, can often compete more effectively. They can don't have to increase the level to suggest the suit as trumps. For example, if East-West were to bid to 2♦, North-South could compete by bidding 2♠. East-West would now have to go to the three level to make their suit trumps ... and that might be too much.

- Let's suppose North-South will win the auction on this hand.

East and West, turn your cards face down.

Only 26 cards are face up on the table ... the North and South hands. Focus on the North-South hands.

WHERE should North-South play the contract? Discuss with the others at the table.

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

Give the students a couple of minutes to discuss WHERE the contract should be played. This is likely to generate considerable discussion. They may choose hearts, spades, or notrump. Your role is to convince them that choosing the longest combined suit will be best, even though it contains no high cards.

- Let's start by counting the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. None.

Q. How many sure tricks in the heart suit?

A. Four: the ♥A, ♥K, ♥Q, and ♥J.

Q. How many sure tricks in the diamond suit?

A. Two: the ♦A and ♦K.

Q. How many sure tricks in the club suit?

A. None.

Q. How many sure tricks in total?

A. Six: four hearts and two diamonds.

- Now let's see if there are any opportunities for extra tricks.

Q. Is there any possibility of getting more than four tricks in the heart suit?

A. No. There are only the four sure tricks.

Turn the North and South hearts face down.

Q. Is there any possibility of getting more than two tricks in the diamond suit?

A. No. There are only the two sure tricks.

Turn the North and South diamonds face down.

Q. Is there any possibility of developing an extra trick in clubs?

A. Yes.

- It is possible to develop one extra trick through promotion by driving out the defenders' ♣K and ♣A.

Turn the North and South clubs face down.

Play Point - Length

There are only 9 cards face up on the table ... the North-South spades.

NORTH	
♠ 10 8 7 5 2	
WEST	EAST
SOUTH	
♠ 9 6 4 3	

- It may not look as if the spades offer much possibility, but let's see how you might get extra tricks when you have a long combined suit without any high cards.
- When you have a long suit, you can keep leading the suit until the defenders have none left. Your remaining cards in the suit will now be winners.
- This is called developing tricks through **length**.
- The key is how the missing cards – the cards in the defenders' hands – are divided. You can't know for sure, but you can use the following guideline:
 - An even number of missing cards are likely to divide slightly unevenly;
 - An odd number of missing cards are likely to divide as evenly as possible.

Q. How many spades are missing ?

A. 4: the ace, king, queen, and jack.

Q. If an even number of missing spades is likely to be divided *slightly* unevenly, how are the four missing spades likely to be divided?

A. 3-1.

Turn the East and West spades face up.

There are only 13 cards face up on the table ... all the spades.

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

Q. How many spade tricks can be developed through length on the actual layout?

A. Two.

- If North-South lead spades three times, North's remaining two spades will be winners.
- Of course, the East-West spades don't have to be divided slightly unevenly.

East, give the ♠K to West.

NORTH			
♠	10	8	7 5 2
WEST		EAST	
♠	A K Q J	♠	-
SOUTH			
♠	9	6	4 3

Q. How many spade tricks can be developed if West holds all the missing spades?

A. One.

- The suit would have to be led four times, but eventually North's remaining spade would be a winner through length.
- The East-West spades might also be divided more favorably than expected.

West, give the ♠K and ♠J to East.

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

Q. How many spade tricks can be developed if the missing spades are divided 2-2 between the East-West hands?

A. Three.

- After the suit has been led twice, North-South will have three winners through length.
- So, the spade suit could provide anywhere from one to three winners through length, with two being the most likely number.

The Contract – Part B

East, give the ♠J back to West.

Turn all four hands face up.

All 52 cards are face up on the table.

Q. If North and South choose to play with spades as the trump suit, how many tricks are they likely to take?

A. Eight.

- In addition to the six sure tricks, two tricks can be developed through length in spades.
- If the defenders establish winners in the diamond suit, they won't be able to take them because of the trump suit.

Q. After winning the first diamond trick, which suit should declarer lead first?

A. Spades.

- In a trump contract, it's usually a good idea to start by drawing trumps, even if it means giving up the lead.
- If declarer tries to take all the heart winners right away, the defenders may get all their trumps separately and take four spade tricks instead of three.

Q. If North and South can take eight tricks with spades as trumps, what would be a reasonable contract?

A. 2♠.

Q. Which partner is more likely to suggest spades as the trump suit?

A. North.

- North has a five-card spade suit.
- Let's try an experiment and see how many tricks North can take with spades as the trump suit.

The Opening Lead

Q. If North is declarer, which player will make the opening lead?

A. East.

North, South, and West, turn your hands face down.

There should be thirteen cards face up on the table, the East hand.

EAST
♠ K
♥ 10 6
♦ J 10 9 7 3
♣ A 8 5 4 3

Q. What would be East's opening lead?

A. ♦J, top of the solid sequence.

The Play

Everyone pick up your hand.

East, place the ♦J face up on the table as the opening lead.

South, put your hand face up on the table as the dummy.

Only 14 cards are face up ... the opening lead and the dummy.

The contract is 2♠. North is the declarer. North, try to take eight tricks with spades as trumps.

You have about five minutes to play as many tricks as you can.

NORTH (Declarer)	
WEST	EAST
	♦J
SOUTH (Dummy)	
♠ 9 6 4 3	
♥ 7 5 2	
♦ A 8 5	
♣ Q J 10	

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- The partnership usually wants the longest combined suit as trumps, not the strongest.
- Any eight-card or longer combined fit will usually make a good trump suit, even if tricks have to be lost in that suit.
- In the second stage of Declarer's Plan ... Browse Declarer's Checklist ... developing tricks through length is an important technique.
- Developing tricks through length will often apply in the trump suit since that will usually be declarer's "long" suit.
- When it comes to the third stage of Declarer's Plan in a suit contract ... Consider the Order ... drawing trumps is usually a good idea, even if one or more tricks must be lost in the process.

Exercise Two – Deal #10: Deciding How HIGH and WHERE; Trumping in Dummy

Play Point: Gaining a trick by trumping in dummy. The deal is played in the agreed contract.

Deal #10: Pages 104-105. Student Textbook Reference: pages 90-92.

Instructions

Let's look at Deal #10.

DEAL: 10 DEALER: EAST		NORTH ♠ Q J 8 3 ♥ 9 ♦ 8 7 ♣ K Q 9 7 4 2	N-S COMBINED POINTS: 10 + 10 = 20 E-W COMBINED POINTS: 18 + 6 = 24 DECLARING SIDE: East-West CONTRACT: 4♥ DECLARER: East OPENING LEAD: ♦A by South
WEST ♠ K 9 6 4 ♥ K 7 5 2 ♦ 9 6 5 2 ♣ 5	EAST ♠ A 7 ♥ A Q J 6 4 3 ♦ J 4 3 ♣ A 10	SOUTH ♠ 10 5 2 ♥ 10 8 ♦ A K Q 10 ♣ J 8 6 3	

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract – Part A

Q. Which partnership has more combined points?

A. East-West.

- East has 16 high-card points plus 2 length points for the six-card suit. West has 6 high-card points. East-West have a total of 24.
- North has 8 high-card points plus 2 length points for the six-card suit. South has 10 high-card points. North-South have a total of 20.

Avoid any discussion of dummy points. These will be introduced in the next exercise.

Q. Which partnership is likely to win the auction?

A. East-West.

- East-West has significantly more strength than North-South.

North and South, turn your hands face down.

Only 26 cards are face up on the table ... the East and West hands. Focus on the East-West hands.

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

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. Two: the ♠A and ♠K.

Q. How many sure tricks in the heart suit?

A. Six: the ♥A, ♥K, ♥Q, ♥J, ♥6, and ♥4.

- After the ♥A, ♥K, ♥Q, and ♥J have taken tricks, East's remaining two hearts will be winners through length.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. One: the ♣A.

Q. How many sure tricks in total?

A. Nine: two spades, six hearts, and one club.

Q. Do East and West have a suitable trump suit?

A. Yes ... hearts.

- With ten combined hearts in the two hands, East-West can make that suit trumps.

Q. Which player is more likely to be declarer?

A. East.

- With a six-card heart suit, East is most likely to suggest hearts as the trump suit.

Play Point – Trumping in Dummy

Q. Is there any possibility of getting an extra trick from the spade suit?

A. No.

- At best, the seven missing spades will be divided 4-3, so an extra trick can't be developed through length.

East and West, turn the spade suit face down.

Q. Is there any possibility of getting an extra trick from diamonds?

A. Unlikely.

- The defenders have the three top cards in the suit.
- Unless the six missing diamonds are divided exactly 3-3, which is unlikely, it won't be possible to develop an extra trick through length.

East and West, turn the diamond suit face down.

Only 13 cards are face up on the table ... the East-West hearts and clubs.

NORTH	
WEST (Dummy)	EAST (Declarer)
♠	♠
♥ K 7 5 2	♥ A Q J 6 4 3
♦	♦
♣ 5	♣ A 10
SOUTH	

Q. Is there any possibility of getting an extra trick from clubs?

A. Yes.

- Since hearts are trumps, declarer could win a trick with the ♣A and then lead the ♣10 and trump (ruff) it with one of dummy's trumps.
- If declarer were to simply take all the heart winners there would only be six tricks from the trump suit.
- By trumping (ruffing) a club in the dummy, declarer gains a trick. Declarer wins a trick with one of dummy's trumps and still has the six heart winners in declarer's hand, for a total of seven.

- ☞ This is another technique that can be added to Declarer's Checklist: **trumping in dummy is a way to develop extra tricks.**

Avoid the term "trumping (ruffing) a loser" in dummy. The concept of counting and eliminating losers in a trump contract has not been introduced in this course. It is left until the book on DECLARER PLAY.

Q. If declarer is planning to trump in dummy, should declarer draw trumps first?

A. Maybe.

- ☞ It is always a good idea to draw trumps first but **when planning to trump in dummy, keep enough trumps to do the job.**
- On this deal declarer can afford to draw trumps, even if one defender has all three of the missing trumps because there will still be a trump left in dummy.
- Declarer can't afford to take all the heart winners before trumping a club in dummy, only enough to draw the defenders' trumps.

The Contract – Part B

Q. With the possibility of taking ten tricks, what is a good choice of contract for East-West?

A. 4♥.

- East-West can take enough tricks to go for the game bonus. With hearts as trumps, the bonus level is 4♥.

The Opening Lead

Q. If East is declarer, which player will make the opening lead?

A. South.

East and West, turn your cards face down.

South, turn your hand face up.

There should be thirteen cards face up on the table, the South hand.

SOUTH

♠ 10 5 2

♥ 10 8

♦ A K Q 10

♣ J 8 6 3

Q. What would South lead?

A. ♦A, top of the solid sequence.

The Play

Everyone pick up your hand.

South, place the $\spadesuit A$ face up on the table as the opening lead.

West, put your hand face up on the table as the dummy.

Only 14 cards are face up ... the opening lead and the dummy.

The contract is $4\heartsuit$. East is the declarer. East, try to take ten tricks with hearts as trumps.

You have about five minutes to play as many tricks as you can.

NORTH	
WEST (Dummy)	EAST (Declarer)
\spadesuit K 9 6 4	
\heartsuit K 7 5 2	
\diamondsuit 9 6 5 2	
\clubsuit 4	
	SOUTH
	$\diamondsuit A$

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

Summarize the following points:

- When declarer doesn't have enough sure tricks in a trump contract and moves to the second stage of Declarer's Plan ... Browse Declarer's Checklist ... trumping in dummy is an important technique.
- Look for suits in which there are fewer cards in the dummy than in declarer's hand.
- When it comes to the third stage of Declarer's Plan in a suit contract ... Consider the Order ... be sure to keep enough trumps in the dummy if you are planning on ruffing in dummy.
- Sometimes you may have to delay drawing trumps when you plan to trump in dummy. Also, keep in mind that the defenders may lead trumps to try to prevent you from ruffing in the dummy.

Exercise Three – Dummy Points

Discuss the value of short suits in the dummy and introduce the concept of dummy points.

Student Textbook Reference: page 77.

Instructions

Q. On the previous deal, East-West were able to go for the game bonus in hearts with a combined total of only 24 valuation points. Since the partnership usually needs about 26 or more points to go for the game bonus in a major suit, what feature of dummy's hand allowed declarer to make an extra trick?

A. Club shortness.

- Because East had only a singleton club, declarer was able to trump a club in dummy and gain a trick.

Q. If you like partner's suggested trump suit, what might be even more valuable than a singleton?

A. A void.

- If partner has three or four low cards in the suit, partner may be able to trump three or four times in your hand, gaining several tricks.

Q. What other holding in a side suit might have some value for trumping losers in the dummy?

A. A doubleton.

- If the dummy has only two cards in a suit and declarer has three or more, declarer may be able to trump in the dummy.

Review

- When you like partner's suggested trump suit, short suits may add value to your hand.
- In addition to your high-card points, you can add valuation points using the following guideline for **Dummy Points**:
 - **Void – 5 points** ... more powerful than an ace;
 - **Singleton – 3 points** ... about as valuable as a king;
 - **Doubleton – 1 point** ... not quite as valuable as a queen.
- These are referred to as dummy points because your hand will be the dummy if partner has suggested the trump suit.
- Only count dummy points if you have a fit of three or more cards for partner. You want to have enough so that partner will still be able to trump in dummy even if the defenders lead trumps one or more times.
- Count dummy points instead of length points. If you are short in one suit, you will be long in others. Counting both length and shortness would tend to count the same values twice.
- Only the hand that will be the dummy adds valuation points for shortness. Trumping in declarer's hand will not usually gain a trick.

Exercise Four – Deal #11: Deciding How HIGH and WHERE; Trumping in Dummy – Taking the Losses Early

Play Point: Trumping in dummy after giving up the lead twice. The deal is played in the agreed contract.

Deal #11: Pages 106-107.

Instructions

Let's look at Deal #11.

DEAL: 11 DEALER: SOUTH		NORTH ♠ A K 8 3 ♥ A 10 8 5 3 ♦ 9 6 ♣ A K	N-S COMBINED POINTS: 19 + 7 = 26 E-W COMBINED POINTS: 10 + 10 = 20 DECLARING SIDE: North-South CONTRACT: 4♠ DECLARER: South OPENING LEAD: ♣J by West
WEST ♠ 10 6 ♥ K ♦ K J 7 5 2 ♣ J 10 9 8 5	SOUTH ♠ Q J 7 5 4 2 ♥ 6 4 ♦ 10 8 4 ♣ Q 4	EAST ♠ 9 ♥ Q J 9 7 2 ♦ A Q 3 ♣ 7 6 3 2	

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?

A. North-South.

- North has 18 high-card points plus 1 length point for the five-card suit. South has 5 high-card points plus 2 length points. The partnership has a combined total of 26.
- East has 9 high-card points plus 1 length point and West has 8 high-card points plus 1 length point for each five-card suit. East-West have a combined total of 20.

Q. Which partnership is most likely to win the auction?

A. North-South.

- Although there are only 40 high-card points in the deck, distribution will increase the overall total.
- Even though East-West have 20 points, they have considerably fewer than North-South.

East and West, turn your hands face down.

Only 26 cards are face up on the table ... the North and South hands. Focus on the North-South hands.

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

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. Six: the ♠A, ♠K, ♠Q, ♠J, ♠7 and ♠5.

- After the top spades are played, South's remaining two spades will be winners through length.

Q. How many sure tricks in the heart suit?

A. One: the ♥A.

Q. How many sure tricks in the diamond suit?

A. None.

Q. How many sure tricks in the club suit?

A. Two: the ♣A and ♣K.

- South's ♣Q will fall under North's ♣A-K.

Q. How many sure tricks in total?

A. Nine: six spades, one heart, and two clubs.

Q. Do North-South have a suitable trump fit?

A. Yes, spades.

- With ten spades between the combined hands, the partnership has a more than adequate major suit fit.

Q. With 26 combined points and a suitable fit in spades, what would be a reasonable contract for North-South?

A. 4♠.

- With ten spades between the combined hands, the partnership has a more than adequate major suit fit.
- With 26 combined valuation points, the partnership should go for the game bonus.

Q. Which player would likely be declarer?

A. South.

- Although North has the majority of the strength, South has the longer spade suit.

Play Point – Taking the Losses Early

Q. Which suit provides the possibility of a tenth trick?

A. Diamonds².

North and South, turn your hearts and clubs face down.

Only 15 cards are face up on the table ... the North-South spades and diamonds.

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

Q. What does declarer have to do to get an extra trick in diamonds?

A. Trump in dummy.

- There are more diamonds in declarer's hand than in the dummy, providing an opportunity to trump a diamond in the dummy.
- To do this, declarer will have to first lose two tricks in diamonds.
- Declarer will also need to keep at least one trump in the dummy for this purpose.

The Opening Lead

Q. If South is declarer, which player will make the opening lead?

A. West.

North and South, turn all your cards face down.

West, turn your hand face up.

There should be thirteen cards face up on the table, the West hand.

WEST
♠ 10 6
♥ K
♦ K J 7 5 2
♣ J 10 9 8 5

Q. What would be West's opening lead?

A. ♣J, top of the solid sequence.

- Although the diamonds are stronger, the clubs are safer.

² There is also the possibility of developing a trick through length in hearts but there's no need to bring this up unless a student suggests it.

The Play

Everyone pick up your hand.

West, place the ♣J face up on the table as the opening lead.

North, put your hand face up on the table as the dummy.

Only 14 cards are face up ... the opening lead and the dummy.

The contract is 4♠. South is the declarer. South, try to take ten tricks with spades as trumps.

You have about five minutes to play as many tricks as you can.

	NORTH (Dummy)		
	♠	A K 8 3	
	♥	A 10 8 5 3	
	♦	9 6	
	♣	A K	
WEST			EAST
♣J			
	SOUTH (Declarer)		

If you have discussed the scoring, you can have the students enter the score on the Contract Card.

Review

- With an eight-card or longer fit in a major suit and 26 or more combined valuation points, the partnership should go for the game bonus in the major suit, 4♥ or 4♠.
- When planning to trump in dummy, declarer may need to give up the lead one or more times until dummy is void in the suit.
- This is an example of taking the losses early, before playing out all the trumps. Declarer must make sure there are enough trumps left in dummy with which to ruff.

Exercise Five – Deal #12: Deciding How HIGH and WHERE; Combining Techniques

Play Point: Combining methods for developing tricks in a single suit. The deal is played in the agreed contract.

Deal #12: Pages 108-109.

Instructions

Let's look at Deal #12.

DEAL: 12	NORTH	N-S COMBINED POINTS: $10 + 9 = 19$
DEALER: WEST	♠ K 8 4	E-W COMBINED POINTS: $8 + 15 = 23$
	♥ A 2	DECLARING SIDE: East-West
	♦ 9 6 5 2	CONTRACT: $2♥$
	♣ Q J 10 3	DECLARER: West
WEST		OPENING LEAD: ♣Q by North
♠ Q J 10 7 3	EAST	
♥ K Q J 8 5	♠ 6 2	
♦ A 4	♥ 10 9 7 3	
♣ 4	♦ K Q 7	
	♣ K 9 8 6	
	SOUTH	
	♠ A 9 5	
	♥ 6 4	
	♦ J 10 8 3	
	♣ A 7 5 2	

Pick up your hand and sort it into suits. Then place it face up on the table in front of you, dummy style.

All 52 cards are face up on the table.

Talk among yourselves and use the Contract Card to decide which partnership has more combined points.

The Contract

Q. Which partnership has more combined points?

A. East-West.

- East has 8 high-card points and West has 13 high-card points plus 1 length point for each five-card suit. The partnership has a total of 23.
- North has 10 high-card points and South has 9 high-card points for a combined total of 19.

Q. Which partnership is more likely to win the auction?

A. East-West.

- Not only do East-West have the majority of points, they also have more cards in the major suits.

North and South, turn your hands face down.

Only 26 cards are face up on the table ... the East and West hands. Focus on the East-West hands.

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

- Let's count the sure tricks in the combined hands.

Q. How many sure tricks in the spade suit?

A. None.

Q. How many sure tricks in the heart suit?

A. None.

Q. How many sure tricks in the diamond suit?

A. Three: the ♦A, ♦K, and ♦Q.

Q. How many sure tricks in the club suit?

A. None.

Q. How many sure tricks in total?

A. Three: three diamonds.

Q. Do East and West have a suitable trump fit?

A. Yes, hearts.

- With nine hearts between the combined hands, the partnership has a more than adequate major suit fit.

Q. Should the partnership be in a game contract or a partscore contract?

A. Partscore.

- With only 23 combined points, the partnership should stop in a partscore contract.

Q. Who is likely to be the declarer?

A. West.

- West is more likely to suggest hearts as the trump suit.

East and West, turn the spades, diamonds, and clubs face down ... leaving the hearts face up.

There should be 9 cards face up ... the East-West hearts.

	NORTH	
WEST		EAST
♥ K Q J 8 5		♥ 10 9 7 3
	SOUTH	

Q. How many tricks can declarer develop in the heart suit?

A. Four.

- Four tricks can be promoted by driving out the ♥A.

East and West, turn your hearts face down and turn your spades face up.

There should be 7 cards face up ... the East-West spades.

	NORTH	
WEST		EAST
♠ Q J 10 7 3		♠ 6 2
	SOUTH	

Q. How many tricks can be promoted in the spade suit?

A. One.

- Declarer can use the ♠Q-J-10 to drive out the defenders' ♠A and ♠K to promote one winner.

Q. Is there a possibility of developing more than one trick in the spade suit?

A. Yes.

- Declarer may be able to develop one or more tricks through length.
- After three rounds have been played, driving out the ♠A and ♠K and taking the promoted winner, declarer's remaining two spades will be winners if the defenders' spades are divided 3-3.

- If, as is more likely, the defenders' spades are divided 4-2, another trick could be given up to develop the remaining spade through length.
- Another possibility is trump one or more spades in the dummy.
- In summary, two spade tricks must be lost but declarer should be able to get three tricks from the suit through a combination of promotion, length, and trumping in the dummy.

Avoid discussing the possibility of tricks from the club suit since the finesse will not be introduced until the next lesson.

- On this deal, a partscore contract of 2♥ or 3♥ would be high enough for East-West.

The Opening Lead

Q. If West is declarer, which player will make the opening lead?

A. North.

East, West, and South, turn your hands face down.

There should be thirteen cards face up on the table, the North hand.

NORTH

♠ K 8 4

♥ A 2

♦ 9 6 5 2

♣ Q J 10 3

Q. What would be North's opening lead?

A. ♣Q, top of the solid sequence.

- Although the diamonds are stronger, the clubs are safer.

The Play

Everyone pick up your hand.

North, place the ♠Q face up on the table as the opening lead.

East, put your hand face up on the table as the dummy.

Only 14 cards are face up ... the opening lead and the dummy.

The contract is 2♥. West is the declarer.

West, try to take eight tricks with hearts as trumps. You have about five minutes to play as many tricks as you can.

NORTH	
♠Q	
WEST (Declarer)	EAST (Dummy)
	♠ 6 2
	♥ 10 9 7 3
	♦ K Q 7
	♣ K 9 8 6
SOUTH	

Review

- When it comes to the second stage of Declarer's Plan ... Browse the Checklist ... declarer looks at the possibilities in each suit.
- Often techniques may need to be combined within a suit, such as promotion and length.
- Declarer may not be able to take advantage of all the possibilities and will sometimes have to choose among the alternatives.

Exercise Six – Defender's Tip – Using the Trump Suit

Discuss the defenders use of the trump suit to get a ruff.

Student Textbook Reference: page 92.

Instructions

Take the cards and sort them into suits.

Take only the heart suit and distribute it as follows around the table:

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

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

Q. Suppose South is declarer and spades are trumps. How many sure tricks do the defenders have in hearts?

A. Two.

- The ♥A and ♥K.
- Declarer can win the third round with the ♥Q.
- The defenders are unlikely to take any heart tricks through length because declarer will likely be able to trump with a spade.

Q. How might the defenders get a third trick in the suit?

A. With a trump (ruff).

- After the ♥A and ♥K have been played, if West leads a third round, East might be able to trump the third round with a spade.
- This assumes that East has at least one spade. It will be too late if declarer has already drawn trumps ... one of the reasons declarer wants to draw trumps as soon as possible.

Q. If West is the opening leader and leads the ♥A, how can East encourage partner to continue leading the suit?

A. By playing the ♥9.

- The defenders can use attitude signals in this situation: a high card is encouraging; a low card is discouraging.
- If East did not make an encouraging signal, West might not see any reason for leading a third round of the suit since dummy's ♥Q is a winner.
- If East held three hearts ... or didn't have any spades ... East could make a discouraging signal by playing a low heart on partner's ♥A.

Q. Suppose North were declarer with spades as trumps. How would the defenders take three tricks?

A. East would lead the ♥9.

- East could lead the ♥9, top of a doubleton.
- After West wins the first trick, West can assume that East has a short suit and continue by taking a second heart winner and playing a third round.

Review

- Like declarer, the defenders can take advantage of the trump suit to gain a trick.
- A defender sometimes leads a short suit ... a singleton or doubleton ... in the hope of trumping one or more of declarer's winners.
- The defenders will usually have to get their trump trick(s) early in the hand. Once declarer gains the lead, declarer will usually start by drawing the defenders' trumps.

At this point, the students will have played the four deals for the first time and everyone has had an opportunity to be declarer. It's a reasonable point to take a break. Or, if the class is only one hour in length, make a summary of what has been learnt so far and bring the lesson to a conclusion.

Exercise Seven – Opening the Bidding in a Major Suit

Introduce the requirements for an opening bid of 1♥ or 1♠.

Student Textbook Reference: pages 73-75.

Instructions

Let's start by referring to the Bidding Ladder on page 12.

- In this lesson, we're going to look at how the partnership handles the auction after an opening bid in a major suit, 1♥ or 1♠. These opening bids cover a much wider range of strength and distribution, so there are some new challenges.
- ☞ • The range for an opening bid is much wider for 1♥ or 1♠ than for 1NT: **13-21 points**.
- Hands of about 22 or more points are opened at the two level. Such hands are rare, however, and will be left for a future course.
- As we'll see shortly, this wide range will make it more challenging for the partnership to decide HOW HIGH it belongs right away.
- ☞ • The second requirement is **a five-card or longer suit**.
- In some areas of the world, only a four-card suit is required. In North America, however, the requirement for a five-card or longer suit is very popular and this approach is referred to as five-card majors.
- The requirement for a five-card or longer major suit will often help the partnership decide WHERE it belongs fairly quickly. If responder has three or more cards in opener's major, a suitable trump fit has been found right away.
- ☞ • In summary, **the requirements for opening 1♥ or 1♠ are 13-21 valuation points and a five-card or longer suit**.
- If opener has two five-card or longer suits, the higher-ranking is opened.
- Here's the third verse of the Bidding Song to help remember the guideline for opening a major suit. It's on page 194 of your text and it goes like this:

“Bid, bid, bid your hand,
You don't need charades,
But you'll need a five-card suit
To start with hearts or spades.”

- Let's see some examples of major suit opening bids.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. It's a good idea to prompt the player with the spades to be ready:

Q. The player with the spades, are you ready?

In spades: three low cards.
In hearts: the ♥A, ♥K, ♥J and two low cards.
In diamonds: the ♦A, ♦J, and two low cards.
In clubs: one low card.

Only one hand is face up. All the other cards are face down.

NORTH
♠ x x x
♥ A K J x x
♦ A J x x
♣ x

Does this hand meet the requirements for an opening bid of 1♥?
Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?

A. 14.

- There are 13 high-card points plus 1 length point, for a total of 14.

Q. What would North open with this hand?

A. 1♥.

- With a five-card heart suit, the hand meets both the strength and distribution requirements for an opening bid in a major suit.
- Let's change the hand.

In spades: add a low spade.
In diamonds: take away a low diamond.

NORTH
♠ x x x x
♥ A K J x
♦ A J x x
♣ x

Q. Does this hand also qualify for an opening bid in a major suit?

A. No.

- This hand has 13 high-card points, putting it in the range for an opening bid.
- However, there is no five-card major suit.

Q. What would you guess North would open with this hand?

A. 1♦.

- The hand doesn't meet the requirements for an opening bid of 1NT because there are only 13 valuation points and the hand is unbalanced.
- The hand doesn't meet the requirements for an opening bid of 1♥ or 1♠ because there is no five-card major suit.
- As we'll discuss in more detail in the next lesson, the only remaining option is to open in a minor suit. This hand would be opened 1♦.
- Let's try another hand.

In spades: add the ♠Q.
In hearts: take away a low heart.

NORTH
♠ Q x x x x
♥ A K J x
♦ A J x
♣ x

What would North open with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?

A. 16.

- There are 15 high-card points plus 1 length point for the five-card spade suit.

Q. What would North open with this hand?

A. 1♠.

- With a five-card spade suit, the hand meets both the strength and distribution requirements for an opening bid in a major suit.
- The quality of the five-card suit doesn't matter. The partnership is usually looking to make the longest combined suit into the trump suit, not the strongest.
- If spades become the trump suit, the ♥A-K and ♦A will still take tricks. The low spades will also have value because they can be used to trump the defenders' winners or to establish tricks through length.
- Let's change the hand.

**In hearts: add a low heart.
In diamonds: take away a low diamond.**

NORTH
♠ Q x x x x
♥ A K J x x
♦ A J
♣ x

Q. What is the value of this hand?

A. 17 points.

- There are 15 high-card points plus 1 length point for each five-card suit.

Q. What would North open with this hand?

A. 1♠.

- With two five-card suits, the guideline is to open the higher-ranking.
- As we'll see later, this will usually make it easier to show both suits during the auction to give responder a choice of trump suit.

It will not be productive to get into a detailed discussion of why the higher-ranking suit is opened.

- Let's change the hand.

**In hearts: take away the ♥K and a low heart.
In clubs: add the ♣K and ♣J.**

NORTH
♠ Q x x x x
♥ A J x
♦ A J
♣ K J x

What would North open with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. How many valuation points is the hand worth?

A. 17.

- There are 16 high-card points plus 1 length point for the five-card spade suit.

Q. What would North open with this hand?

A. 1NT.

- Although there is a five-card major suit, opener's first priority is to consider whether the hand meets the criteria for a 1NT opening bid.
- This hand falls into the range for 1NT and it is balanced ... no voids or singletons and only one doubleton.

Review

Summarize the following points:

- When opening the bidding, the first priority is to consider whether the hand qualifies for an opening bid of 1NT.
- The second priority is to consider whether the hand qualifies for an opening bid in a major suit.
- An opening bid of 1♥ or 1♠ shows a five-card or longer suit and 13 or more points ... up to about 21 points.

Exercise Eight – Responder’s Priority – Showing Support

Introduce the basic idea of responding to an opening bid of 1♥ or 1♠ when responder has support for opener’s major.

Student Textbook Reference: pages 75-78.

Instructions

Distribute the Cue Cards (see Appendix) to each table if they are available.

- Let’s assume that North opens the bidding 1♥ and East passes.

Put the 1♥ Cue Card in front of North and a Pass Cue Card in front of East.

- An opening bid of 1♥ or 1♠ promises a five-card suit or longer.
- Holding three or more cards in opener’s major suit is referred to as *support* for opener’s major. The partnership will have at least eight cards in the major suit.
- With support for opener’s major, the decision on WHERE the partnership belongs is immediately resolved ... opener’s major.

When responder has support for opener’s major suit, can responder decide HOW HIGH the partnership belongs? Discuss with the others at your table.

Give the students a couple of minutes for discussion.

Refer the students to *the Bidding Ladder on page 41* or the *Better Bridge Bookmark*.

Q. Suppose responder has 10 valuation points and support for opener’s major suit. Does responder know HOW HIGH the partnership belongs?

A. No.

- Opener can have anywhere from 13 to 21 points, so the partnership has anywhere from 23 to 31 combined points.
- The partnership could belong in partscore or in game.

Q. Suppose responder has 13 valuation points and support for opener’s major suit. Does responder know HOW HIGH the partnership belongs?

A. No.

- Although responder knows the partnership has at least 26 combined points, enough to go for the game bonus, the partnership could have as many as 33 or 34 points, enough to go for a slam bonus.

Q. Suppose responder has 3 valuation points and support for opener's major suit. Does responder know HOW HIGH the partnership belongs?

A. Yes.

- Since opener has at most 21 points, the partnership has at most 24 points and belongs in partscore.
- In fact, the partnership could have as few as 16 combined points and already be too high at the one level.
- In summary, the only time responder can be certain that the partnership belongs in partscore is when responder has a very weak hand.
- Otherwise, responder can't be sure HOW HIGH the partnership belongs.
- So, even when responder knows WHERE, responder's approach is different than when the opening bid is 1NT.
- In addition to showing support for opener's major, **responder shows the strength of the hand by raising opener's suit to the appropriate level using the following guideline: 0-5 points – pass; 6-10 points – raise to the two level; 11-12 points – raise to the three level; 13+ points – get to at least game.**
- All of responder's raises are invitational. Opener can determine the combined strength of the partnership hands and decide whether to stop in partscore, go for the game bonus, or go for a slam bonus.
- The only signoff call responder can make is to pass. Passing with as many as 5 points risks missing the occasional game bonus since opener could have the top of the range, 20 or 21 points. However, opener is more likely to hold 13 or 14 points, so the partnership will usually get overboard if responder raises.
- Let's look at some examples.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

**In spades: the ♠K and a low card.
 In hearts: the ♥Q and two low cards.
 In diamonds: four low cards.
 In clubs: the ♣K and three low cards.**

SOUTH
 ♠ K x
 ♥ Q x x
 ♦ x x x x
 ♣ K x x x

North opens the bidding 1♥ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?

A. Yes.

- Since opener has promised at least five hearts, the partnership has an eight-card or longer fit.

Q. How many valuation points does South have?

A. 9.

- Responder has 8 high-card points.
- Responder can also count dummy points when raising opener's major suit since responder will be the dummy.
- Responder can add 1 dummy point for the doubleton in spades.

Q. What call does South make?

A. 2♥.

- By raising, South shows three-card or longer support for opener's major.
- By raising to the two level, South shows a hand worth about 6-10 valuation points.
- It will now be up to opener to decide whether to stop in partscore or to go for the game bonus.

- Let's change the hand.

**In hearts: add the ♥K.
In diamonds: take away a low diamond.**

SOUTH
♠ K x
♥ K Q x x
♦ x x x
♣ K x x x

Q. What would South respond with this hand if North opened the bidding 1♥ and the next player passed?

A. 3♥.

- South has 11 high-card points plus 1 dummy point for the doubleton spade.
- A jump raise to the three level is highly invitational, but it allows opener to stop in partscore by passing with a very minimal opening bid.

There is no need to get into any discussion about other ways to show three-card support and an invitational hand. That can be left for a future lesson series. If there are more experienced players in the group, they can be referred to the footnote in the chart on page 76 that says it is preferable to have four-card support for a jump raise.

- Let's try another hand.

**In spades: take away the ♠K.
In diamonds: add a low diamond.**

SOUTH
♠ x
♥ K Q x x
♦ x x x x
♣ K x x x

Q. What is South's response with this hand if North opens 1♥ and the next player passes?

A. 3♥.

- Although there are only 8 high-card points, South can add 3 dummy points for the singleton spade. That's enough to raise to the three level.
- The singleton spade is likely to be useful since opener will be able to trump one or more spades in the dummy.
- Let's try another hand.

**In diamonds: add the ♦Q.
In clubs: take away a low club.**

SOUTH
♠ x
♥ K Q x x
♦ Q x x x x
♣ K x x

Q. HOW HIGH does South want to raise with this hand if North opens 1♥ and the next player passes?

A. 4♥.

- South has 10 high-card points plus 3 dummy points for the singleton spade.
- The partnership belongs at least at the game level.

At this point, other methods for reaching the game level do not need to be discussed. The concept that the partnership is going to at least game is what's important.

Review

Summarize the following points:

- With three-card or longer support for partner's major suit, responder has the answer to WHERE the partnership belongs
- To determine HOW HIGH the partnership belongs, responder raises to the appropriate level, describing the strength of the hand and leaving the next decision to opener.
- When supporting opener's major suit, responder values the hand using dummy points in place of length points.
- With 0-5 valuation points, responder passes; with 6-10, responder raises to the two level; with 11-12, responder raises to the three level; with 13 or more, responder gets the partnership to at least the game level.

Exercise Nine – Deal #9: Bidding to a 2♠ Contract

The students review Deal #9, referring to the deal in the textbook. They have already played the deal once. Now they are given practice reading a deal.

Deal #9: pages 102-103.

Instructions

Turn to Deal #9 on page 102.

DEAL: 9 DEALER: NORTH		NORTH ♠ 10 8 7 5 2 ♥ A K Q J ♦ K 6 ♣ 9 6	<table border="1"> <tr> <td>WEST</td> <td>NORTH</td> <td>EAST</td> <td>SOUTH</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>2♠</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	1♠	Pass	2♠	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH												
Pass	1♠	Pass	2♠												
Pass	Pass	Pass													
WEST ♠ A Q J ♥ 9 8 4 3 ♦ Q 4 2 ♣ K 7 2	EAST ♠ K ♥ 10 6 ♦ J 10 9 7 3 ♣ A 8 5 4 3	<table border="1"> <tr> <td>DECLARER:</td> <td>North</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♦J by East</td> </tr> </table>		DECLARER:	North	OPENING LEAD:	♦J by East								
DECLARER:	North														
OPENING LEAD:	♦J by East														
		SOUTH ♠ 9 6 4 3 ♥ 7 5 2 ♦ A 8 5 ♣ Q J 10													

The Opening Bid

Q. North is the dealer. What is North's opening call?

A. 1♠.

- North has 13 high-card points plus 1 length point for the five-card suit.
- North has a five-card spade suit. The quality of the suit is unimportant.

Q. After North opens 1♠, what does East say?

A. Pass.

- East has 8 high-card points plus 1 point for each of the five-card suits. That isn't enough to enter the auction at the two level.

The Response

Q. What is South's response to the 1♠ opening bid?

A. 2♠.

- South has 7 high-card points.
- By raising, South shows the support for opener's major.
- By making a simple raise to the two level, South is showing about 6-10 points.

Q. After South bids 2♠, what call does West make?

A. Pass.

- Although West has 12 high-card points, that isn't enough to enter the auction, especially since any suit bid would be at the three level.

The Opener's Rebid

Q. Does North know HOW HIGH and WHERE the partnership belongs?

A. Yes.

- South's raise has agreed on spades as the trump suit.
- South is limited to at most 10 points, so the partnership has at most 24 combined points and belongs in partscore.

Q. What call does North make after West passes?

A. Pass.

- By passing, North stops the partnership in partscore in the agreed trump suit.

Q. What call does East make after North passes?

A. Pass.

- East's pass ends the auction.

The Declarer

Q. Which player is declarer?

A. North.

- North first mentioned the strain of the contract.

Q. What is the contract?

A. 2♠.

Exercise Ten – Opener's Rebid After Responder Raises

Discuss opener's rebid after responder raises opener's suit.

Student Textbook Reference: pages 82-84.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: the ♠A, ♠J, and three low cards.
In hearts: two low cards.
In diamonds: the ♦K, ♦J, and two low cards.
In clubs: the ♣K and a low card.

Only one hand is face up. All the other cards are face down.

NORTH	
♠	A J x x x
♥	x x
♦	K J x x
♣	K x

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 13 valuation points ... 12 high-card points plus 1 length point.
- The hand is unbalanced since there are two doubletons.
- There is a five-card major suit.

Q. North opens 1♠, East passes, and South raises to 2♠. West passes. What is North's second call?

A. Pass.

- South's response shows support for spades and about 6-10 points.
- The partnership has at most 23 combined points, so it should stop in partscore.

- Let's change the hand.

**In spades: add the ♠Q.
 In diamonds: take away a low diamond.
 In clubs: take away a low club; add the ♣A.**

NORTH
 ♠ A Q J x x x
 ♥ x x
 ♦ K J x
 ♣ A K

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 20 valuation points ... 18 high-card points plus 2 length points for the six-card suit.
- The hand is unbalanced since there are two doubletons.
- There is a six-card major suit.

Q. North opens 1♠, East passes, and South raises to 2♠. West passes. What is North's rebid?

A. 4♠.

- South's response shows support for spades and about 6-10 points.
- The partnership has at least 26 combined points, so it belongs at the game level.
- Let's change the hand again.

In clubs: take away the ♣K; add a low club.

NORTH
 ♠ A Q J x x x
 ♥ x x
 ♦ K J x
 ♣ A x

Q. What would North open with this hand as dealer?

A. 1♠.

- The hand is worth 17 valuation points ... 15 high-card points plus 2 length points for the six-card suit.
- The hand is unbalanced since there are two doubletons.
- There is a six-card major suit.

If South raises to 2♠, what would be North's rebid? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does North know WHERE the partnership belongs?

A. Yes.

- South has shown support for spades, so the partnership has found a suitable major suit fit.

Q. Does North know HOW HIGH the partnership belongs?

A. No.

- If South has only 6, 7, or 8 points for the raise, the partnership should stop in partscore.
- If South has 9 or 10 points, the partnership has enough to go for the game bonus.

Q. What call can North make to send this message to responder?

A. 3♠.

- By raising to 3♠, North shows too much to pass and stop in partscore but not quite enough to commit to a game contract.

Q. What would South be expected to do after North raises to 3♠?

A. Pass with a minimum; bid game with a maximum.

- With a bare minimum of 6 or 7 points, South would pass, leaving the partnership in partscore.
- With the top of the range for raising to 2♠, 9 or 10 points, South would accept North's invitation and continue to game.
- With 8 points, South would be on the borderline and have to choose between passing and continuing to game ... it's a close call. The bidding can never be 100% accurate ... just a reasonable approximation.
- Let's make one more change.

**In spades: take away the ♠J.
In diamonds: add a low diamond.**

NORTH	
♠	A Q x x x
♥	x x
♦	K J x x
♣	A x

Q. What would North open?

A. 1♠.

- South has 14 high-card points plus 1 length point for the five-card suit.

Q. If South raises to 2♠, what would North rebid?

A. Pass.

- The partnership has at most 25 combined points and could have as few as 21.

Q. If South raises to 3♠, what would North rebid?

A. 4♠.

- South's jump to 3♠ shows about 11-12 points.
- The partnership has 26 or 27 combined points, so it should go for the game bonus.

Review

Summarize the following points:

- The opening bid of 1♥ or 1♠ shows a wide range of about 13-21 points. As a guideline, opener puts the hand in one of three ranges:

13-16 points	Minimum strength opening bid
17-18 points	Medium strength opening bid
19-21 points	Maximum strength opening bid

- If responder makes a minimum raise to the two level, opener passes with a minimum hand, raises to the three level with a medium hand, and goes to game with a maximum hand.
- If responder makes a jump raise to the three level, opener continues to game except with a “minimum minimum” of about 13 or 14 points.
- In effect, the more opener has, the more opener bids.

Exercise Eleven – Deal #10: Bidding to a 4♥ Contract

The students review Deal #10, referring to the deal in the textbook.

Deal #10: pages 104-105.

Instructions

Turn to Deal #10 on page 104.

	WEST	NORTH	EAST	SOUTH
DEAL: 10		NORTH		
DEALER: EAST		♠ Q J 8 3		
		♥ 9		
		♦ 8 7		
		♣ K Q 9 7 4 2		
WEST ♠ K 9 6 4 ♥ K 7 5 2 ♦ 9 6 5 2 ♣ 5			EAST	
			♠ A 7	
			♥ A Q J 6 4 3	
			♦ J 4 3	
			♣ A 10	
		SOUTH		
		♠ 10 5 2		
		♥ 10 8		
		♦ A K Q 10		
		♣ J 8 6 3		
			DECLARER: East OPENING LEAD: ♦ A by South	

The Opening Bid

Q. East is the dealer. What is East's opening call?

A. 1♥.

- East has 16 high-card points plus 2 length points for the six-card suit.
- East has a six-card major suit.

Q. After East opens 1♥, what does South say?

A. Pass.

- South has 10 high-card points. That isn't enough to enter the auction, especially if a suit would have to be bid at the two level.

The Response

Q. What is West's response to the 1♥ opening bid?

A. 2♥.

- West has support for opener's major suit.
- West has 6 high-card points and can add 3 dummy points for the singleton club.
- By making a simple raise to the two level, West is showing about 6-10 points.

Q. After West bids 2♥, what call does North make?

A. Pass.

- North has 8 high-card points plus 2 length points for the six-card suit.
- To suggest clubs as the trump suit, North would have to bid at the three level and North doesn't have enough strength.

North might actually bid in a competitive game, but pass is certainly reasonable.

The Opener's Rebid

Q. After North passes, what is East's rebid?

A. 3♥.

- With 18 points East has too much to pass and settle for partscore but not quite enough to commit the partnership to game.
- By raising to the three level, East is inviting partner to bid game.

The Responder's Rebid

Q. After South passes, what is West's call?

A. 4♥.

- With 9 points, close to the maximum for the raise to 2♥, West can accept the invitation.
- East is showing a medium-strength hand of about 17 or 18 points.

The Declarer

Q. After everyone passes, which player is declarer?

A. East.

- East first mentioned the strain of the contract.

Q. What is the contract?

A. 4♥.

Exercise Twelve – Responder’s Other Choices: A New Suit or 1NT

Discuss responder’s choices without support for opener’s suit: a new suit at the one or two level or 1NT.

Student Textbook Reference: pages 78-82.

Instructions

- Let’s assume that North opens the bidding 1♥ and East passes.

Put the 1♥ Cue Card in front of North and a Pass Cue Card in front of East.

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of South.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: four low cards.
In hearts: two low cards.
In diamonds: the ♦J and three low cards.
In clubs: the ♣K and two low cards.

SOUTH
♠ x x x x
♥ x x
♦ J x x x
♣ K x x

Q. Suppose North opens 1♥. Does South know HOW HIGH the partnership belongs?

A. Yes, partscore.

- Even if opener has as many as 21 points, the partnership is unlikely to have enough combined strength for game ... and opener could have as few as 13 points.

Q. What call would South make in response to North’s 1♥ opening?

A. Pass.

- Although South isn’t keen on having hearts as the trump suit, any call South makes is likely to get the partnership too high on the Bidding Ladder and doesn’t guarantee that it will improve the contract.



- As a guideline: **with 0-5 points, responder passes after an opening bid of 1♥ or 1♠.**

- Let's change the hand.

In spades: take away a low spade; add the ♠A.

SOUTH	
♠	A x x x
♥	x x
♦	J x x x
♣	K x x

North opens the bidding 1♥ and the next player passes. What call should South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?

A. No.

- Since opener has promised only five hearts, there is no guarantee that there is an eight-card or longer fit.
- There could be a fit, but only if opener has a six-card or longer suit ... which responder doesn't know at this point.

Q. Could there be a major suit fit in spades?

A. Yes.

- Opener could have a four-card spade suit in addition to the five-card heart suit.

Q. Could the partnership have enough combined strength for game?

A. Yes.

- South has 8 high-card points and North could have 18 or more. Even 17 points in the North hand might be enough for a game contract in notrump.

Q. What call could South make?

A. 1♠.

- A response of 1♠ keeps the auction going and suggests spades as a possible trump suit.
- Although opener needs a five-card or longer suit to open 1♠, responder needs only a four-card suit to respond 1♠.
- If neither partner could bid a four-card major suit, the partnership would never uncover an eight-card fit when both partners hold four cards in the suit.
- Let's change the hand.

In spades: add the ♠K.

In diamonds: take away two low cards; add ♦K.

SOUTH

♠ A K x x x

♥ x x

♦ K J x

♣ K x x

Q. Suppose North opens 1♥. Does South know HOW HIGH the partnership belongs?

A. Yes, game ... or higher.

- South has 14 high-card points plus 1 length point for the five-card suit.
- The partnership has at least 27 combined points, enough for a game contract.

Q. Does South know WHERE the partnership belongs?

A. No.

- The partnership could have a major suit fit in spades if opener has three or more, or in hearts if opener has six or more.
- The partnership may belong in 3NT if there is no fit in a major suit.

Q. What call would South make in response to North's 1♥ opening?

A. 1♠.



- South can start off by suggesting spades as the trump suit and see what North says next.
- The key is that **a new suit by responder is forcing.**
- Opener can't pass responder's change of suit.
- A response in a new suit at the one level shows *6 or more* points.
- Let's try another hand.

In spades: take away ♠A, ♠K, and a low spade.
In diamonds: add ♦A, ♦Q, and a low diamond.

SOUTH
♠ x x
♥ x x
♦ A K Q J x x
♣ K x x

Q. What is South's response with this hand if North opens 1♥ and the next player passes?

A. 2♦.

- South has 13 high-card points plus 2 length points for the six-card suit.
- There is enough combined strength for a game contract, but South is unsure WHERE the partnership belongs.
- A new suit at the two level by responder is also forcing after an opening bid of 1♥ or 1♠. Responder will be in a better position to decide WHERE the partnership belongs after hearing opener's rebid.
- Let's try one more hand.

In spades: add the ♠Q.
In diamonds: take away the ♦A and ♦K.
In clubs: add a low club.

SOUTH
♠ Q x x
♥ x x
♦ Q J x x
♣ K x x x

North opens the bidding 1♥ and the next player passes. What call could South make with this hand? Discuss with the others at your table.

Give the students a couple of minutes to discuss the hand.

Q. Does South have support for opener's major suit?

A. No.

Q. Is it still possible that the partnership has enough combined strength for a game contract?

A. Yes.

- South has 8 high-card points, so the partnership could have enough combined strength for game if opener has about 17 or more points.
- In general, responder wants to keep the auction going after an opening bid of 1♥ or 1♠ with 6 or more points in case the partnership belongs at the game level.

Q. Why might it not be a good idea for responder to bid a new suit at the two level, either 2♣ or 2♦?

A. A new suit is forcing.

- A response of 2♣ or 2♦ would be forcing and opener would have to bid again.
- The partnership is likely to get too high on the Bidding Ladder if opener has a minimum-strength opening bid ... and there is no guarantee that a suitable trump fit will be found.

Q. What is responder's final option?

A. 1NT.

- A response of 1NT keeps the auction going without getting the partnership too high if opener has a minimum-strength opening bid.
- It shows:
 - 6 or more points;
 - a hand unsuitable for raising opener's major;
 - a hand with no suit that can be bid at the one level;
 - a hand too weak to bid a new suit at the two level.

Review

Summarize the following points:

- With 6 or more points but no support for opener's major suit, responder has the option of bidding a new suit or notrump.
- A new suit at the one level, 1♠ over 1♥, shows a four-card or longer suit and 6 or more points. It is forcing.
- The exact strength for a new suit response at the two level varies depending on the partnership methods. For this course, we'll use a guideline of about 11 or more points, although some partnerships require responder to have 13 or more points. A new suit response at the two level is forcing.
- If responder can't raise opener's major, can't bid a new suit at the one level, and doesn't have enough strength to bid a new suit at the two level, the last option is to respond 1NT.
- The exact strength for a 1NT response depends on the strength required for a new suit at the two level. For now, we'll use a range of about 6-10 points, although some partnerships use a wider range of 6-12 points or more.

Exercise Thirteen – More on Opener’s Rebid

Discuss opener’s rebid when responder bids a new suit or INT.

Student Textbook Reference: pages 84-89.

Instructions

Take the cards and sort them into suits. One player take all the spades; one player take all the hearts; one player take all the diamonds; and one player take all the clubs.

Construct the following hand in front of North.

When having the students create a hand, read out the suit first and then the cards. Prompt the player with the spades to be ready.

In spades: the ♠Q and three low cards.
In hearts: the ♥A, ♥K, and three low cards.
In diamonds: the ♦K and a low card.
In clubs: two low cards.

Only one hand is face up. All the other cards are face down.

NORTH
♠ Q x x x
♥ A K x x x
♦ K x
♣ x x

Q. What would North bid with this hand as dealer?

A. 1♥.

- The hand is worth 13 valuation points ... 12 high-card points plus 1 length point.
- There is a five-card major suit.

Q. North opens 1♥, East passes, and South responds 1♠. What is North’s second call?

A. 2♠.

- North can’t pass because a new suit response is forcing.
- North has support for responder’s suit.
- With a minimum-strength opening bid, opener raises to the cheapest level.
- Let’s change the hand.

**In diamonds: add two low diamonds.
In clubs: take away both low clubs.**

NORTH
 ♠ Q x x x
 ♥ A K x x x
 ♦ K x x x
 ♣ -

Q. What would North bid with this hand as dealer?

A. 1♥.

- The hand is worth 13 valuation points ... 12 high-card points plus 1 length point for the five-card suit.

Q. What would North rebid if South responded 1♠?

A. 3♠.

- With support for responder's suit, opener can revalue the hand using dummy points.
- The hand is worth 17 valuation points ... 12 high-card points plus 5 dummy points for the club void ... putting it in the medium-strength category.
- With a medium-strength hand, North makes a medium-sounding rebid by jumping a level to 3♠.
- This shows more than a minimum opening bid but not enough to commit the partnership to a game contract if responder has only 6 or 7 points.
- Let's change the hand again.

**In spades: take away a low spade; add the ♠K.
In diamonds: take away two low diamonds; add ♦Q.
In clubs: add a low club.**

NORTH
 ♠ K Q x x
 ♥ A K x x x
 ♦ K Q x
 ♣ x

Q. What would North open with this hand as dealer?

A. 1♥.

- The hand is worth 18 valuation points ... 17 high-card points plus 1 length point for the five-card suit.

Q. What would North rebid if South responded 1♠?

A. 4♠.

- With support for responder's suit, opener revalues the hand using dummy points.
- The hand is worth 20 points in support of spades ... 17 high-card points plus 3 dummy points for the singleton club.
- With a maximum-strength hand, opener takes the partnership right to the game level.
- Let's make another change.

**In spades: take away the ♠K and ♠Q.
In diamonds: add two low diamonds.**

NORTH	
♠	x x
♥	A K x x x
♦	K Q x x x
♣	x

Q. What is North's opening call?

A. 1♥.

- North has 12 high-card points plus 1 length point for each five-card suit.
- With two five-card suits, North opens the higher-ranking, hearts.

Q. If South responds 1♠, what is North's rebid?

A. 2♦.

- Having already shown the five-card heart suit, North can suggest diamonds as a trump suit.

Q. If South were to respond 1NT, what is North's rebid?

A. 2♦.

- Again, with an unbalanced hand, North can show the second suit.
- Let's make another change.

**In diamonds: take away the ♦Q and a low diamond.
In clubs: add the ♣Q and a low club.**

NORTH	
♠	x x
♥	A K x x x
♦	K x x
♣	Q x x

Q. What is North's opening call?

A. 1♥.

- North has 12 high-card points plus 1 length point for the five-card suit.

Q. If South responds 1♠, what is North's rebid?

A. 1NT

- North has already shown the five-card heart suit and doesn't have a second four-card or longer suit to show.
- Without support for spades, North can rebid 1NT.
- This shows a balanced hand too weak to open 1NT. With a balanced hand and 15-17 points, North would have opened 1NT.
- Let's make one last change.

In hearts: add the ♥J.
In clubs: take away the ♣Q.

NORTH	
♠	x x
♥	A K J x x x
♦	K x x
♣	x x

Q. What is North's opening call?

A. 1♥.

- North has 11 high-card points plus 2 length points for the six-card suit.

Q. If South responds 1♠, what is North's rebid?

A. 2♥.

- North can't support responder's suit, doesn't have a second suit to show, and doesn't have a balanced hand.
- The last option is to rebid the original suit, showing the extra length in the suit.
- This will let responder know there is an eight-card fit if responder has only a doubleton heart.

Review

Summarize the following points:

- Opener chooses a rebid keeping in mind that a response in a new suit is forcing.
- Opener can:
 - Raise responder's suit.
 - Bid a second suit of four cards or longer.
 - Bid notrump with a balanced hand.
 - Rebid the major suit.
- As a general guideline, the more strength opener has, the more opener bids.
 - With a minimum-strength opening bid, 13-16 points, opener rebids at the cheapest level.
 - With a medium-strength opening bid, 17-18 points, opener can make a jump raise of responder's suit or a jump rebid in opener's suit.
 - With a maximum-strength hand, 19-21 points, opener can take the partnership to game.

Exercise Fourteen – Deal #11: Bidding to a 4♠ Contract

The students review Deal #11, referring to the deal in the textbook.

Deal #11: pages 106-107.

Instructions

Turn to Deal #11 on page 106.

<p>DEAL: 11 DEALER: SOUTH</p>	<p>NORTH</p> <p>♠ A K 8 3 ♥ A 10 8 5 3 ♦ 9 6 ♣ A K</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1♥</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>Pass</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td></td> <td></td> <td>Pass</td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	Pass	1♥	Pass	Pass	Pass	4♠	Pass	1♠	Pass			Pass
WEST	NORTH	EAST	SOUTH															
Pass	1♥	Pass	Pass															
Pass	4♠	Pass	1♠															
Pass			Pass															
<p>WEST</p> <p>♠ 10 6 ♥ K ♦ K J 7 5 2 ♣ J 10 9 8 5</p>	<p>EAST</p> <p>♠ 9 ♥ Q J 9 7 2 ♦ A Q 3 ♣ 7 6 3 2</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER: South</td> </tr> <tr> <td>OPENING LEAD: ♣J by West</td> </tr> </table>	DECLARER: South	OPENING LEAD: ♣J by West														
DECLARER: South																		
OPENING LEAD: ♣J by West																		
	<p>SOUTH</p> <p>♠ Q J 7 5 4 2 ♥ 6 4 ♦ 10 8 4 ♣ Q 4</p>																	

The Opening Bid

Q. South is the dealer. What is South's opening call?

A. Pass.

- South has 5 high-card points plus 2 length points, not enough to open the bidding at the one level.

Q. After South passes, what does West say?

A. Pass.

- West has 8 high-card points plus 1 length point for each five-card suit. The total of 10 valuation points isn't enough to open the bidding at the one level.

Q. After two passes, what is North's opening call?

A. 1♥.

- North has 18 high-card points plus 1 length point for the five-card suit.
- With a five-card major suit, North opens 1♥.

Q. After North opens 1♥, what is East's call?

A. Pass.

- East has 9 high-card points plus 1 length point for the five-card suit, not enough to enter the auction.

The Response

Q. What is South's response to the 1♥ opening bid?

A. 1♠.

- With 5 high-card points plus 2 length points for the six-card suit, South has too much to pass.
- South can bid a new suit at the one level, showing 6 or more points.

The Opener's Rebid

Q. After West passes, can North also pass?

A. No.

- A new suit by responder is forcing.

Technically, North could pass because South is a passed hand, but there's no need to get into such considerations at this point.

Q. Does North have support for responder's suit?

A. Yes.

- South is promising a four-card or longer spade suit, so the partnership must have at least an eight-card fit in spades.

Q. What is North's hand worth in support of spades?

A. 20 points.

- Since North will be the dummy if spades is the agreed trump suit, North can value the hand using dummy points.
- North has 18 high-card points plus 1 point for each doubleton, for a total of 20 valuation points.

Q. HOW HIGH does the partnership belong?

A. Game ... or higher.

- Since responder is promising 6 or more points, the partnership has 26 or more combined points.

Q. Knowing HOW HIGH and WHERE the partnership belongs, what call does North make?

A. 4♠.

- North can take the partnership directly to game in the known major suit fit.

Q. After North's 4♠ call, what does East do?

A. Pass.

The Responder's Rebid

Q. What does South do?

A. Pass.

Q. What does West do?

A. Pass.

The Declarer

Q. Who is declarer?

A. South.

- South first suggested spades as the trump suit.

Q. What is the contract?

A. 4♠.

Exercise Fifteen – Deal #12: Offering a Choice of Trump Suit

The students review Deal #12, referring to the deal in the textbook.

Deal #12: pages 108-109.

Instructions

Turn to Deal #12 on page 108.

DEAL: 12 DEALER: WEST		NORTH ♠ K 8 4 ♥ A 2 ♦ 9 6 5 2 ♣ Q J 10 3	WEST 1♠ 2♥	NORTH Pass Pass	EAST 1NT Pass	SOUTH Pass Pass
WEST ♠ Q J 10 7 3 ♥ K Q J 8 5 ♦ A 4 ♣ 4		EAST ♠ 6 2 ♥ 10 9 7 3 ♦ K Q 7 ♣ K 9 8 6	DECLARER: West OPENING LEAD: ♣Q by North			
SOUTH ♠ A 9 5 ♥ 6 4 ♦ J 10 8 3 ♣ A 7 5 2						

The Opening Bid

Q. West is the dealer. What is West's opening call?

A. 1♠.

- West has 13 high-card points plus 1 length point for each five-card suit.
- With two five-card suits, West opens the higher-ranking.

Q. After West bids 1♠, what is North's call?

A. Pass.

- North has 10 high-card points, not enough to enter the auction.

The Response

Q. What does East respond to West's 1♠ opening bid?

A. 1NT.

- East has 8 high-card points, too much pass.
- East doesn't have support for opener's major suit.
- East can't bid a new suit at the one level.
- East doesn't have enough strength to bid a new suit at the two level.
- East's final option is to respond 1NT.

Q. After East bids 1♠, what is South's call?

A. Pass.

The Opener's Rebid

Q. After South passes, what call does West make?

A. 2♥.

- Having already shown the five-card spade suit, West can show the second suit.
- With a minimum-strength opening bid, West rebids at the cheapest available level.

The Responder's Rebid

Q. After North passes, what call does East make?

A. Pass.

- East prefers hearts to spades as a trump suit.
- Since West hasn't shown any extra strength, it's unlikely the partnership has enough combined strength for game. East can settle for partscore.

Technically, West could have as many as 18 points ... just short of a jump shift. In practice, West is more likely to have a minimum opening bid. Unless the students ask, there is no need to get into this discussion at this point. If East were to raise to 3♥, West would likely pass anyway, since East is limited to 10 points.

Q. What call does South make after East passes?

A. Pass.

- South's pass ends the auction.

The Declarer

Q. Which player is declarer?

A. West.

- West first suggested hearts as the strain of the contract.

Q. What is the contract?

A. 2♥.

Final Review

You can give a general overview:

- We've worked together to find sources for extra tricks.
- In this lesson, we focused on opening bids of 1♥ or 1♠ and the responses.
- You might want to try the exercises at the end of Chapter Three in your textbook.
- I look forward to seeing you in the next class.

