

Module 9 - Forcing Responses over 1 of a suit Opening Bids

- 1. Quiz Review of Module 8
- 2. Summary of Responses to 1 of a Suit Opening Bids
- 3. Examples of Forcing Reponses
- 4. Card Play to illustrate forcing responses

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"Why did you alert your partners bid?"
"He is asking me to further misdescribe my hand"



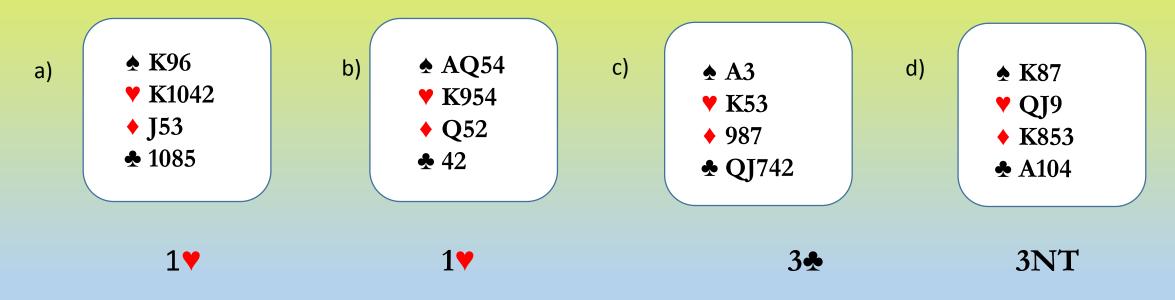
This week's Paddy's Pearl





Quiz 9

1. Partner opens 14, RH opponents passes, what do you respond in the following hands?

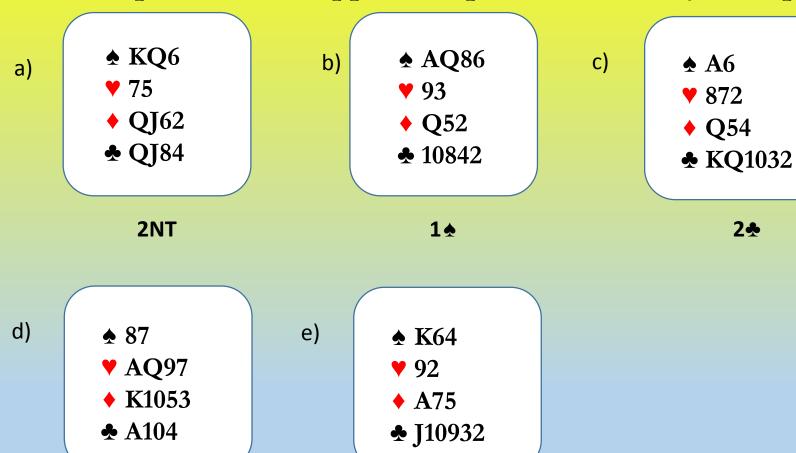






Quiz 9

2. Partner opens 1, RH opponents passes, what do you respond in the following hands?



4 Y

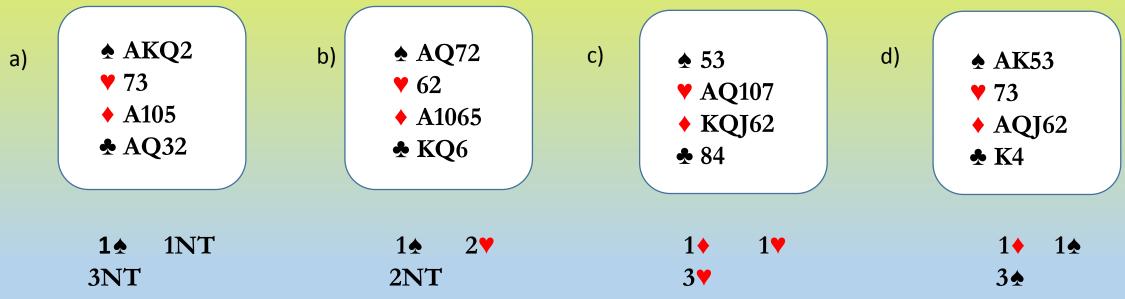
1NT





Quiz 9

3. What is your rebid with the following hands in the following hands?







Summary of Bidding over 1 of a Suit

Covered in: Module 8 Module 9

Opening Bid of 1 of suit		Responses	
13-2HCP unsuitable for NT The longest suit	Pass	0-5HCP	
Higher of 2 x 5 card suits With 2 x 4 card suits	1NT	6-8HCP no trump support and no 4 card suit biddable at 1 level	Weak bid
Major of major and minor	2 of openers suit	6-8HCP and trump support (4+	cards) <i>bid</i>
Hearts of 2 x 4cd majors Clubs of 2 x 4cd minors	New suit at 1 level	<u>6-27HCP, 4+ card suit</u>	1 over 1, forcing bid
	New suit at 2 level	<u>10-27HCP, 4+ card suit</u>	2 over 1, forcing bid
	2NT	11-12HCP, balanced hand no 4 card suit biddable at 1 level	Limit Bid (invitational)
	3 of opener suit Jump in a new suit	11-12HCP and trump support 13-27HCP, 6+ suit	Limit Bid (invitational) <u>Jump Shift (forcing bid)</u>





Opener's Rebids in NT

Opening Bid	Response	Openers Rebid
1 of a suit	1 of a higher suit (1 over 1)	1NT 15-17HCP, balanced hand
		(no 4 card support for partner) <u>Limit Bid</u>
1 of a suit	1 of a higher suit (1 over 1)	
		2NT 18-19HCP, balanced hand
		(no 4 card support for partner)
		<u>invitational bid</u>
1 of a suit	2 of a lower suit (2 over 1)	2NT 15-19HCP, balanced hand
	not a jump-shift	(no 4 card support for partner)
	,	forcing to at least 3NT

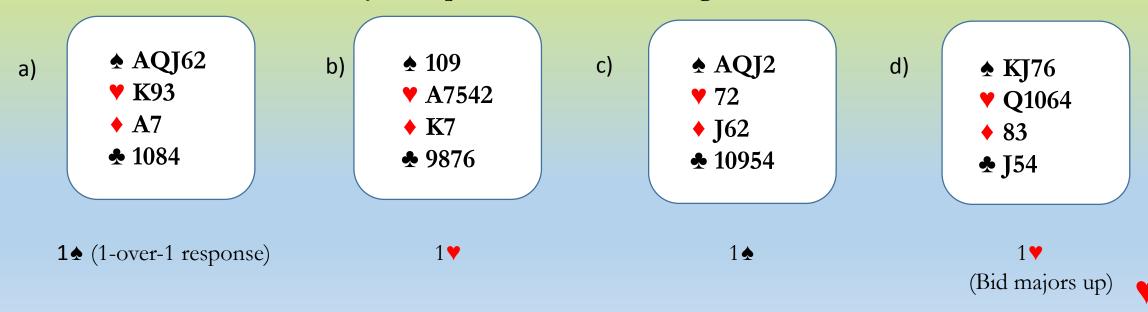




1-over-1 Response

- 1. The only biddable suit opening or response is a 4 card suit. Length is more important than strength.
- 2. Respond any ≥ 4 card suit at the 1 level and ≥ 6 HCP e.g. Over $1 \blacklozenge$ you can bid $1 \blacktriangledown$ or $1 \spadesuit$.
- 3. The **1-over-1 response** is *unlimited*, 6-27HCP: 27 is maximum if opener has 13HCP
- 4. Since responder can have unlimited points **opener MUST NOT PASS** a 1-over-1 response.
- 5. Always show a 4-card major is you have one to avoid missing a potential 4-4 fit, 1♥ with both majors.

Partner opens 1♦, What do you respond with the following?





The 2-over-1 Response

- 1. A 2-over-1 response is when you have to bid at the 2 level e.g. 2♣ or 2♦ over 1♥
- 2. Like the 1-over-1 response, the 2-over-1 response is also <u>forcing</u>, opener CANNOT PASS.
- 3. Since you have taken the bidding to the 2 level you must have a minimum of 9HCP not 6HCP as at 1 level.
- 4. A 2-over-1 response promises 9-27HCP and ≥4 card suit

What do you respond with the following hands?

Bid 2, 2-over-1 response **Promises** ≥4 s and 10-27HCP **Denies** a 4-card spade suit

Partner Opens 1

Too weak to bid 2♣

Bid 1NT, promising 6-8HCP

Denies 4 card spade suit

Denies 4 card support for partner

Partner Opens 1

With 14HCP and 4-card minors you Could bid 2♣ or 2♦, 2-over-1.
But best to **bid 3NT** the game you want to be in.





Opener's Rebid after a Change of Suit Response

NOTE: Forcing bids (partner MUST bid), whereas with no-forcing bids (partner MAY pass)

Opener MUST bid after a change of suit response since it is a forcing bid.

- 1. Always raise partner with 4-card support.
- 2. With a minimum opener 13-14HCP, raise it 1 level.
- 3. With extra values, 15-17HCP, raise 2 levels
- 4. With maximum, 18-19HCP, bid game,

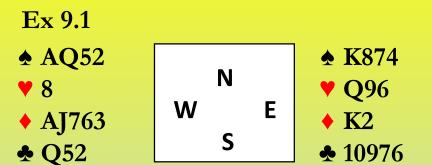
Module 10 will revise the above and deal with opening hands with no support for responders suit

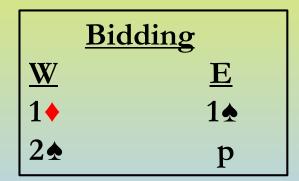
- Hands where rebid will be NT
- 2. Hands where opener can rebid his own suit
- 3. Jump-Shift Bids, where opener bids a new suit as a level higher than necessary/normal



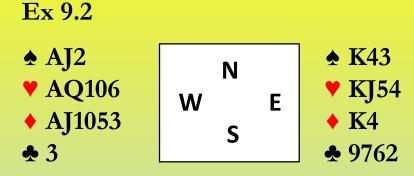


Openers Rebid after Change of Suit Response: Raising Partner





West has a minimum opening bid, so raises partner's suit 1 level, *a single raise*. East being minimum <u>passes.</u>





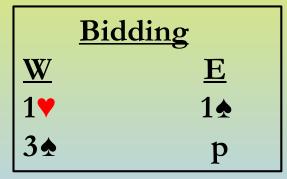
This time West has extra values (15-17HCP), so Raises partner's suit 2 levels, a *jump raise*. East also is above minimum 10HCP, so bids **game**



Openers Rebid after Change of Suit Response: Raising Partner



- **◆** Q1053
- **♥** AQ64
- **♦ A9**
- ♣ KQ2

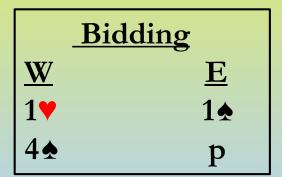


West rebids a *jump-raise*, 15-17HCP and suit support.

East with 7HCP **passes**, as opposite 15-17HCPs game isn't on .

Ex 9.4

A962
 AK196
 Q3
 AQ8
 QJ106
 ✓ J5
 K74
 9762



West has enough for game even opposite a minimum and support, so bids **game** directly



Playing Hands for Module 9

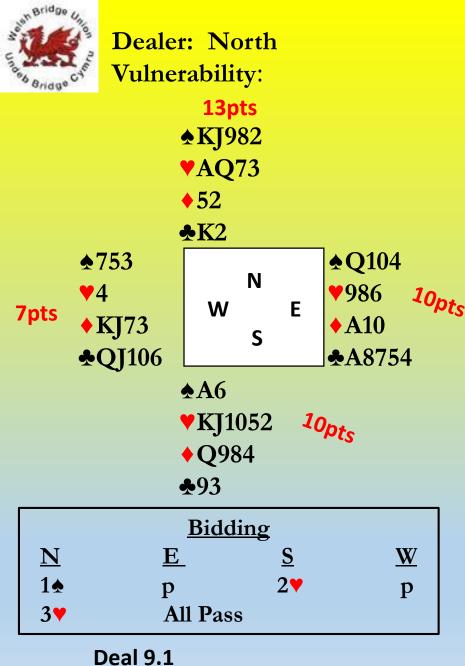
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With 23HCP I expect N/S to be in a part score.

Bidding: With 13HCP and a 5 card spade suit, I expect N to open with 1♠.

S bids 2♥ indicating 9/10pts and a minimum of 4 hearts, probably 5 cards.

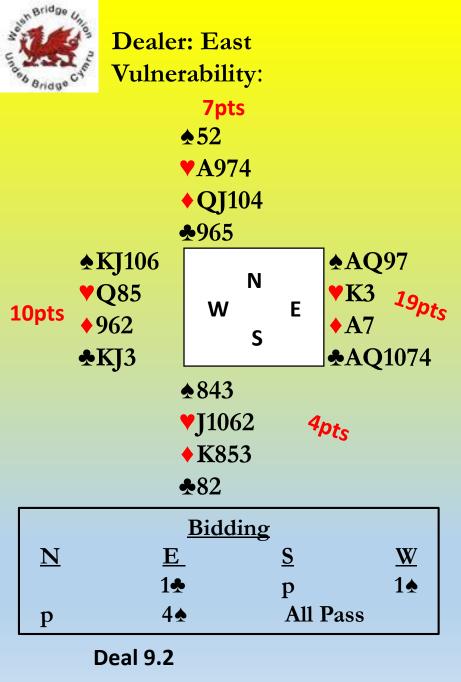
With 4 card heart support and a minimum (13-15HCP) opener gives a *single raise* and bids 3♥.

South *passes* as he realises they have only 23-25HCP and game is unlikely.

Lead: ◆Q top of an honour sequence.

Card Play: Defence should take 2♣ tricks then ♦AK. The third diamond should be ruffed high in dummy to ensure you don't lose the trick and trump taken out. Declarer should only make 8 tricks since he is likely to lose 2♦, 1♠ and 2♠ tricks.

Provided defence does not sake a mistake this contract is likely to go 1 back.



With 29HCP, E/W should be inn a game contract.

Bidding: East should open 1♣ his/her longest suit

West responds 1♠ a positive response showing 6-19HCP

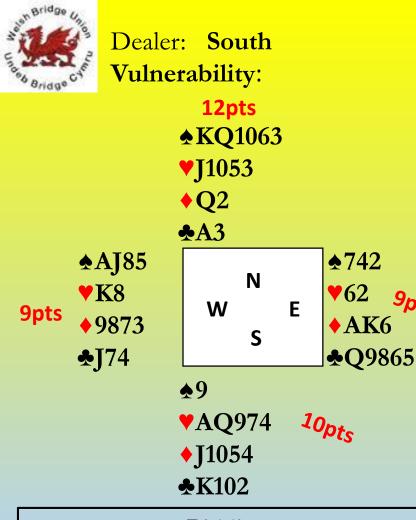
East rebids game of 4♠, showing support for responders suit knowing that even with a minimum 6HCP in west they have ≥25HCP.

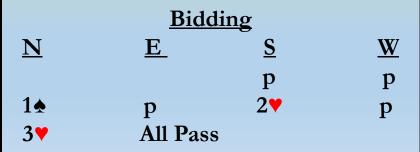
West passes as he knows that partner has a max. of 19HCP and therefore slam will not be on.

Lead: N should lead Q♦, top of an honour sequence.

Card Play Declarer should take the first trick and play 3 rounds of spade/trumps and then 5♣ tricks, discarding 2 losing diamonds in his/her hand and the a heart to ♥K. Hence 12 tricks should be made only losing 1 heart trick







Deal 9.3

N/S with 22HCP should be in a part-score contract

Bidding: N opens 1♠ his/her longest suit, having a 5 card suit with 12HCP. 3rd in hand it is not unusual to open with 12 pts. On this case with 5 spades you can be more comfortable opening.

South by bidding 2♥ shows ≥9HCP and almost certainly a 5 card heart suit.

N with heart support bids a single raise,

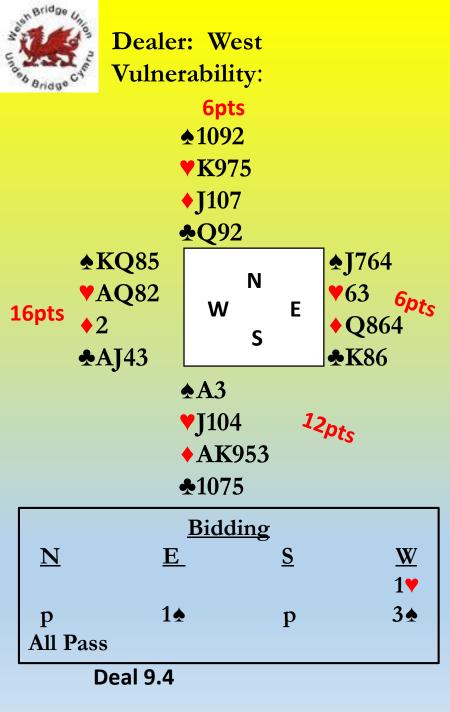
S passes knowing a single raise 3♥ suggests a minimum hand

13-15HCP

Lead: E should lead ♦ AK.

Card Play: Declarer takes out trump, finessing through ♥AQ. Declarer should make 9 tricks losing only 2♦, 1♥ and 1♠ tricks





EW should be in a part score with 22HCPs

Bidding: W opens 1♥ lower of 2 x 4 card majors

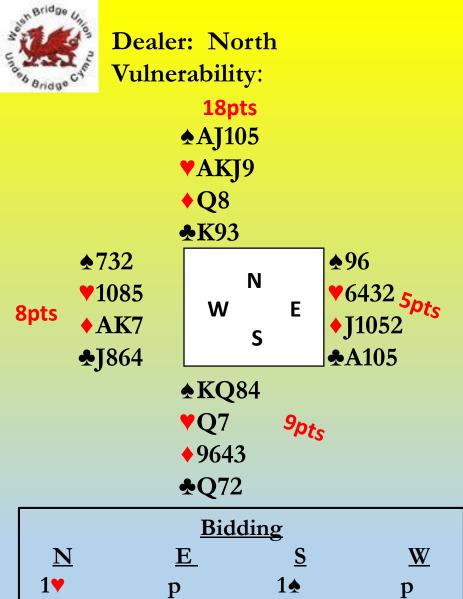
E with 6HCP bids 1♠ his/her 4 card suit which can be bid at 1 level.

W bids 3♠, *jump support* showing 16-17HCPs and trump support. East passes knowing their max is 23HCPs

Lead: E should lead ♦A and switches to ♥J seeing a singleton diamond in dummy.

Card Play: Declarer should finesse through ♥AQ and when in the lead on trick 3 takes out trump and should make 9 tricks making 1♥, 1♦, 3♣, 2♠ when playing trump and 2♠ as *ruffs* on diamonds and hearts respectively





4

All Pass

N/S with 27HCP should be in a game contract

Bidding: N opens 1♥ the lower of 2 x 4 card majors and although a balanced hand with 18HCP is far too strong for a 1NT opening. S bids 1♠ showing at least 4 spades and 6-19HCPs

N with trump support and 17/18HCP bid 3♠, jump support.

S seeing that they have 26/27HCP bids game 4♠

Lead: E should lead ◆AK and probably switch to a club

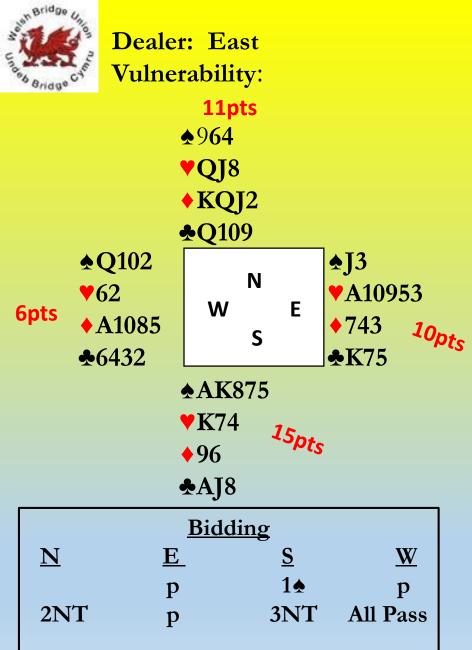
Card Play: N/S should make 10 tricks by taking out trumps and discarding the losing club on North's hearts i.e. 4♠, 4♥, 1♣ and a ruff of the 3rd diamond.



p

3♠





With 26HCP N/S should be in game.

Bidding: South opens 1♠ his/her longest suit

N bids 2NT showing 11/12HCP and balanced hand

S with 15HCP and relatively balanced hand bids game of 3NT.

Lead: ♥5 showing 4th highest in suit.

Card Play: N should make 11 tricks with probably 4♠, 2♥, 2♦ 3 ♣ and losing only ♥A and ♠Q

It is imperative that N/S should not play the hearts. Lead Spades from north and lose the first trick and when hearts are returned by west you have the 3rd heart stopped and you see that west does not have a 3rd heart and therefore the club finesse is safe. As it happens it is correct and you must make 3 club tricks

