

# BEGINNERS' LESSONS

## Welcome

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Prepared by Douglas Russell for Auckland Bridge Club



# The purpose of the bidding

- The purpose of the bidding is to determine what contract to play in order to obtain the best possible score
- Each bid is an exchange of information about the partners' hands
- Partners must judge
  1. Whether to play in a suit or no trumps – generally play in a suit if you have a fit of 8 or more cards
  2. How high to bid – part score, game (or even slam)?  
Bid game if the partnership has 25 or more points  
(slam generally requires 33 or more)



# Opening bids - reminder

- Open the bidding with 12+ points
- Bid 1 NT if 12-14 balanced
- Bid longest suit first
- Bid LOWER RANKING of 4 card suits
- Bid HIGHER RANKING of 5 card suits



# Basic Rules for Responder's bids

1. **Pass** with fewer than 6 points
2. **Support** partner's suit
3. **Bid a new suit**
4. Bid **1 No Trump** ... the bid of last resort

You have 4 choices



# New Suit Bids by Responder

- 1-level bid = 6+ HCP
- 2-level bid = 10+ HCP

(Don't go to the 2-level if you can bid at the 1-level)

These bids are unlimited

They are absolutely **FORCING**

Partner **MUST MUST** bid again!!!



# Which Suit do you bid?

1. Longest suit
2. Lowest available 4-card suit
3. Higher ranking 5-card suit

These bids are unlimited

they are **FORCING**

partner **MUST MUST MUST** bid again



# Lesson Seven

## Opener's First Rebid



# Basic Rules for Opener's Rebid

- Agree partner's suit if you have a fit
- Bid No Trumps
- Bid another suit (if you can)
- Bid your suit again (with extra length)

**AND AT THE SAME TIME**

- Describe the quality of your hand  
**MINIMUM, NEARLY GAME or GAME**





# What type of hand have you got?

18 – 19	GAME
16 - 17	Nearly Game
12 - 15	Minimum



# Support Responder's Suit

- **MINIMUM** (12-15) ... raise 1 level
- **INVITATIONAL** (16-17) ... jump a level
- **GAME** (18-19) ... bid game

**MUST HAVE A FIT**

**4+ support**



# Opener's Rebid – SUPPORT PARTNER



You open 1♥

Partner bids 1♠

You have a fit, 14 HCP

MINIMUM HAND – Bid 2♠



# Opener's Rebid – SUPPORT PARTNER



You open 1♦

Partner bids 1♥

You have a fit, 16 HCP

NEARLY GAME (INVITATIONAL) – Bid 3♥



# Opener's Rebid – SUPPORT PARTNER



You open 1♣

Partner bids 1♠

You have a fit, 19 HCP

GAME – Bid 4♠



# Bid No Trumps

- LOWEST LEVEL NT = 15 – 17 HCP
- JUMP IN NT = 18 – 19 HCP  
(forcing to game)

Shows a balanced hand and no  
fit for partner's suit



# Opener's Rebid – BID NO TRUMPS



You open 1♣  
Partner bids 1♠

You have a balanced hand with no fit, 16 HCP

LOWEST LEVEL NT - Bid 1NT





# Opener's Rebid – BID NO TRUMPS



You open 1♦

Partner bids 2♣

You have a balanced hand with no fit, 16 HCP

LOWEST LEVEL NT - Bid 2NT





# Opener's Rebid – BID NOTRUMPS



You open 1♦  
Partner bids 1♥

You have a balanced hand, no fit, 18HCP

JUMP IN NT - Bid 2NT



# Opener's Rebid – BID NOTRUMPS



You open 1♦

Partner bids 2♣

You have a balanced hand, no fit, 18 HCP

JUMP IN NT - Bid 3NT



# Rebid Your Own Suit

- 2-level = 12-15 HCP
- Jump = 16-17 HCP (6+)
- **GAME** = 18-19 HCP (6+)

Usually shows a single  
suited hand



# Opener's Rebid – REBID OWN SUIT

You open 1♦



Partner bids 1♠

No fit with partner, unbalanced, 12 HCP

**MINIMUM**

**Rebid your own suit – Bid 2♦**



# Opener's Rebid – REBID OWN SUIT

You open 1♥



Partner bids 1♠

No fit with partner, unbalanced, 16 HCP

**NEARLY GAME (INVITATIONAL)**

**Rebid your own suit – Bid 3♥**





# Opener's Rebid – REBID OWN SUIT

You open 1♠



Partner bids 2♣

No fit with partner, unbalanced, 17 HCP

**GAME** (partner has 10+ points), 6+ own suit

**Bid GAME in your suit – Bid 4♠**



# Lesson Seven

## Responder's Next Bid



# Basic Rules for Responder's 2<sup>nd</sup> bid

- This is quite likely to be the final bid of the auction
- Responder has 2 decisions to make:
  - Choice of suit or No Trumps
  - Choice of level





# Basic Rules for Responder's Rebid

- Give preference to one of partner's suits  
... preferably a major
- Bid No Trumps with no fit and some strength in the unbid suit(s)
- Rebid own 6+ suit

## AND AT THE SAME TIME

Describe the quality of your hand

**MINIMUM, NEARLY GAME  
or GAME**



# What is the correct level?

- It depends on what partner has shown

GAME	18 - 19
CLOSE TO GAME	16 - 17
MINIMUM	12 - 15



# IF PARTNER HAS SHOWN MINIMUM

**12 - 15**

**Minimum**

ADD your points to partner's points to choose the level

- If you are **MINIMUM** (6-9); pass or 1NT or suit preference at lowest level
- If you are **CLOSE TO GAME** (10-12) - invite
- If you have **GAME** (13+) values - bid to game



# Responder's Rebid



Opener

1♦

Responder

1♥

Opener

2♥

Responder

PASS



# Responder's Rebid



Opener

1♥

Responder

1♠

Opener

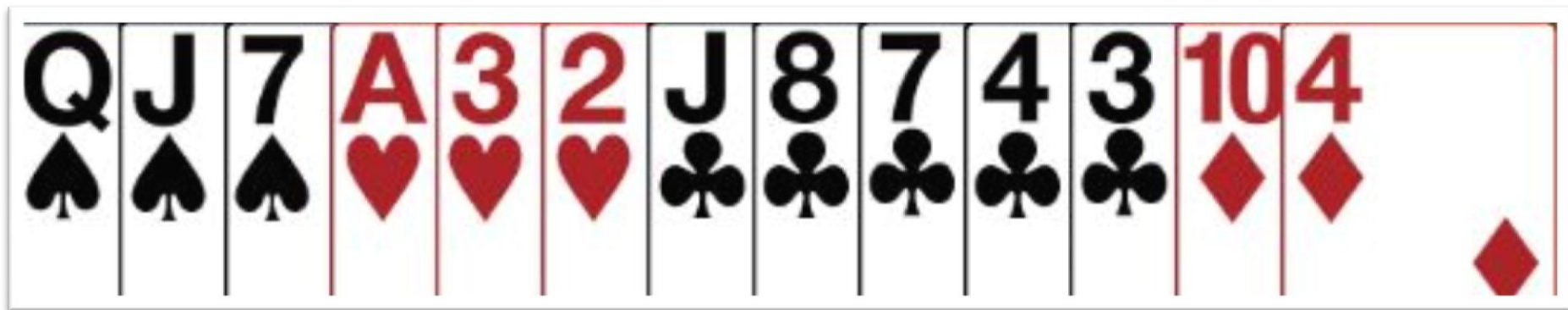
2♣

Responder

2♥



# Responder's Rebid



Opener

1♥

Responder

1NT

Opener

2♣

Responder

2♥





# Responder's Rebid



Opener

1♣

Opener

1NT

Responder

1♥

Responder

2NT



# Responder's Rebid



Opener

1♠

Responder

2♣

Opener

2♥

Responder 3♠





# IF PARTNER HAS SHOWN CLOSE TO GAME

**16 - 17**

**Close to Game**

ADD your points to partner's points to choose the level

- If you are **MINIMUM** (6 – 7 points) -
  - pass or
  - suit preference at lowest level
- Otherwise ... bid **GAME**



# IF PARTNER HAS SHOWN GAME VALUES

18 – 19

GAME

ADD your points to partner's to choose the level

- Bid **GAME** (6 - 13 points)
- Consider **SLAM** (14+ points)



# Illustrative Hands Using BBO

Link to Bridge  
Base Online  
Website



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