

Answers:

ACBL Bridge Series – Bidding in the 21st Century Review Sheet – Chapter 5

Fill in the Blanks:

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1. Opener categorizes his/her hand as follows: a minimum hand has 13 to 15 total points; a medium hand has 16 to 18 total points; and a maximum hand has 19 to 21 total points.
2. A balanced hand has no voids, no singletons and no more than one doubleton.
3. Therefore, an unbalanced hand has a void, a singleton or more than one doubleton.
4. When a player opens with 1NT, responder knows that opener has **15 to 17** HCP and a balanced shape, so responder can make a sign-off bid based on that information.
5. When a player opens with 1 of a suit, responder does not know how many points opener has. It can be anywhere between 13 and 21 total points. Once responder bids, opener may bid again to further describe the hand.
6. Responder's bid of 1NT after partner's opening bid of 1 of a suit indicates 6 to 9 points.
7. When partner opens with 1 of a suit, a change of suit by responder is forcing. Opener must bid again.
8. When partner opens with 1 of a suit, a bid of 2NT by responder is forcing.
9. A bid of 2NT by responder shows a balanced hand of 13 to 15 HCPs without support for opener's major suit (if a major was bid).
10. The goals of the partnership are to find out whether or not there is a Golden Game (4♥, 4♠ or 3NT) and whether or not there is a Golden Fit (8+ cards in a major suit).
11. After responder raises opener's major suit, the Golden Fit has been found.
12. When responder raises opener's major suit to the two level, opener passes with a minimum hand (13 to 15 total pts), raises to the 3 level with a medium hand (16 to 18 total pts) or bids to game level (4♥ or 4♠) with a maximum hand (19 to 21 total pts).
13. When responder raises opener's major suit bid to the three level, opener passes with a minimum of 13 total pts or bids to game level (4♥ or 4♠) with 14 or more total pts.
14. When responder raises opener's minor suit bid to the 2 level, opener will pass with a minimum hand (13 to 15 total pts), will raise the bid with a medium hand (16 to 18 pts) and jumps to game (3NT) with a maximum hand (19 to 21 pts). (*Warning: 3NT may be a very difficult contract to make if both hands are unbalanced.*)
15. When one player jumps a level and bids an unbid suit, this is called a jump shift.

16. When opener bids 1 of a suit and responder bids 1NT, opener should pass with minimum pts and no 4-card suit to show.
17. When opener bids 1 of a suit and responder bids 1NT, opener should next bid a 4-card suit if opener's hand is unbalanced.
18. When opener bids 1 of a major suit and responder bids 1NT, opener should rebid the major suit with 6 cards in that suit.
19. A new suit bid by responder is forcing in the first round.
20. When opener bids 1 of a suit and responder bids a new suit, a major suit, at the 1 level, responder is promising a minimum of 4 cards in the major suit. Therefore, opener must have a minimum of 4 cards in that major to support his/her partner.
21. If opener can support his/her partner in a major suit, s/he can now count dummy points.
22. To bid a new suit at the 2 level, responder must have 10+ points.
23. By jumping to 2NT by responder after opener bids a suit at the 1 level, responder is showing 13 to 15 HCPs and a balanced hand and no support for opener's major suit bid.
(Note: Repetition of bidding rules is never a bad thing!)
24. When you lead a low card toward an Ace/Queen, this is called trying a finesse. Leading low from Declarer toward dummy's Ace/Queen, Declarer plays the Ace from dummy if the King is played from the LHO (left-hand opponent), and plays the Queen if the King is not played. If the RHO (right-hand opponent) holds the King, the finesse does not work. It works only 50% of the time.
25. A card or combination of cards which lets you get from one hand to another is called an entry.
26. Opener can show a medium-strength hand by bidding a reverse (meaning: opening with one suit and then bidding a higher-ranking suit next, when responder has skipped the 2nd suit).
27. A hand will be stronger when its high cards are working together.

Note: This review sheet does not summarize everything in this chapter. The Summary section at the end of Chapter 5 in the book is much more complete, but it can be difficult to memorize several pages of information. Once a beginner player starts to understand more strategy and applies logical thought and analysis, it should be easier than memorizing several pages of information. The Summary is helpful as a reference tool.

For extra help in understanding this lesson (without as much rote memorization), refer to these three hand-out sheets:

- 1) Assessing Strength
- 2) Forcing and Non-Forcing Bids
- 3) Bidding Sequences for Opener's Rebid