

Module 10 – Forcing Responses over 1 of a suit Opening Bids Rebidding Opening Suit and Jump Shift Responses

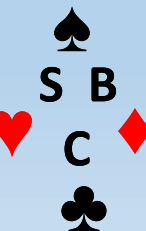
1. Summary of Responses to 1 of a Suit Opening Bids
2. Examples of Forcing Responses
3. Quiz
4. Card Play to illustrate forcing responses

Kkeep
It
Simple
Stupid

“ Sorry partner I had misplaced a card”
“I’ m surprised it was only one!!”



This week’s Paddy’s Pearl

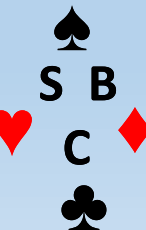




Summary of Bidding over 1 of a Suit

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	<i>Weak bid</i>
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	<u>New suit at 1 level</u>	<u>6-27HCP, 4+ card suit</u>	<u>1 over 1, forcing bid</u>
	<u>New suit at 2 level</u>	<u>10-27HCP, 4+ card suit</u>	<u>2 over 1, forcing bid</u>
	2NT	11-12HCP, balanced hand no 4 card suit biddable at 1 level	<i>Limit Bid (invitational)</i>
	3 of opener suit	11-12HCP and trump support	<i>Limit Bid (invitational)</i>
	<u>Jump in a new suit</u>	<u>13-27HCP, 6+ suit</u>	<u>Jump Shift (forcing bid)</u>





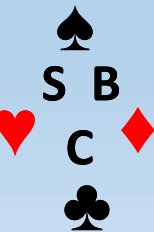
Key's to Rebid Auctions - 1

- When partner makes a **limit raise**, responder has simply to decide whether to pass or bid on.
- When partner **changes suit**, you **must bid again**
- Any bid you make determines the later auction, a **limit bid if appropriate keeps it simple**, so is usually best

Opener's Rebids – Raising Partner's Suit

Opening Bid	Response	Openers Rebid
1♥ Has 4+ hearts and 13-19HCP and unbalanced hand OR 15-19HCP balanced hand	1♠ (1 over 1 response) 4+ spades and 6-27HCP	2♠ 4+ spade support and <i>minimum opening (13-14HCP)</i> 3♠ 4+ spade support and <i>intermediate opening (15-17HCP)</i> 4♠ 4+ spade support and <i>maximum opening (18-19HCP)</i>

Whenever raising partner's suit is an option – Raise him



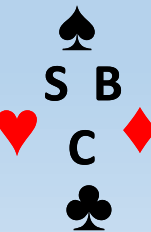


Key's to Rebid Auctions - 2

- With a balanced hand and 15-19HCP, rebid NT – **All NT bids are limit bids**
- You cannot have a minimum hand (12-14HCP) and balanced as this should have been opened 1NT
- SO, All NT rebids are either **intermediate** or **maximum** opening hands of 1 of a suit

Opener's Rebids – Rebidding in NT

Opening Bid	Response	Openers Rebid
1 of a suit	1 of a higher suit (<i>1-over-1</i>)	1NT 15-17HCP, balanced distribution (No have 4 card support for partner)
1 of a suit	1 of a higher suit (<i>1-over-1</i>)	2NT 18-19HCP, balanced distribution (No have 4 card support for partner)
1 of a suit	2 of a lower suit (<i>2-over-1</i>) not a jump-shift	2NT 15-19HCP, balanced distribution (No have 4 card support for partner) Forcing to game but partner can decide whether to bid game in NT or his suit.



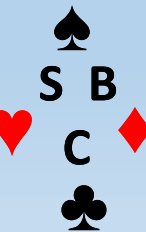


Key's to Rebid Auctions - 3

Opener's Rebids – Rebidding your own Suit

Where you have an unbalanced hand and no 4 card support for responders suit, you still must bid
You can **rebid a 6 card suit**. All rebids of your own suit *are limit bids*.

Opening Bid	Response	
1♥ Has 4+ hearts and 13-19HCP and unbalanced hand OR 15-19HCP balanced hand	1♠ <i>(1 over 1 response)</i> 4+ spades and 6-27HCP	2♥ No spade support and 6+ hearts <i>minimum opening (13-14HCP)</i> 3♥ No spade support and 6+ hearts <i>intermediate opening (15-17HCP)</i> 4♥ No spade support and 6+ hearts <i>maximum opening (18-19HCP)</i>

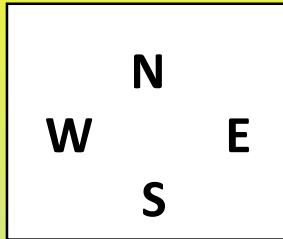




Openers Rebid after Change of Suit Response: Bidding NT

Ex 10.1

♠ QJ7
♥ AQ64
♦ A76
♣ Q82



♠ A654
♥ J5
♦ J1042
♣ 1097

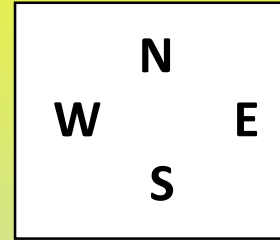
<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♥	1♠
1NT	p

With not support for partners spade suit
West bids 1NT showing 15-17HCP and
balanced hand.

With 6HCP and no game prospects E passes

Ex 10.2

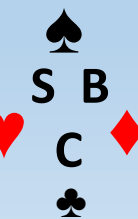
♠ KQ2
♥ A96
♦ KQJ3
♣ K86



♠ A973
♥ K84
♦ 72
♣ 9762

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♦	1♠
2NT	3NT

A jump to 2NT shows a balanced hand and 18-19HCP
It virtually guarantees game but gives the option of
Playing in a suit contract. With a balanced hand
And 7HCP East chooses game in 3NT

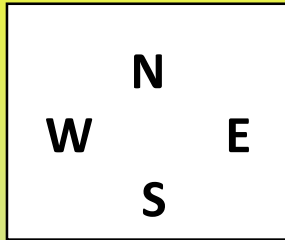




Openers Rebid after Change of Suit Response: Bidding NT

Ex 10.3

♠ Q1053
♥ AQ64
♦ A84
♣ K5

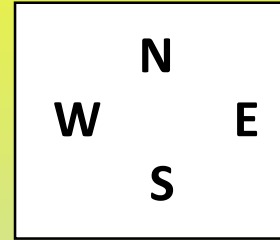


♠ K4
♥ 87
♦ J1042
♣ AQJ73

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♥	2♣
2NT	3NT

Ex 10.4

♠ AQ62
♥ K6
♦ AQ53
♣ J94

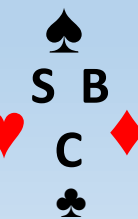


♠ J83
♥ AQJ953
♦ K74
♣ 2

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♠	1♥
2NT	4♥

East's 2 over 1 response in both hands shows 9+ HCPs. West's 2NT shows 15-19HCPs and balanced hand East knows that even with a min. of 15HCP in West they have enough for game, so 2NT is forcing to game East is fairly balanced so bids **game in 3NT**

With an unbalanced hand, east bids **game in 4♥**

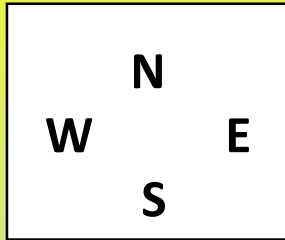




Openers Rebid after Change of Suit Response: Rebidding your Suit

Ex 10.5

♠ Q3
♥ AQ6432
♦ A84
♣ J5



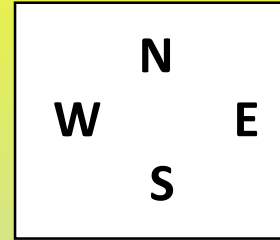
♠ K874
♥ 84
♦ J109
♣ QJ73

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♥	1♠
2♥	p

East's 1♠ response is *unlimited*
West's rebid of 2♥ shows a *minimum* and a 6-card suit.
East passes as there is not enough for game

Ex 10.6

♠ AQJ1043
♥ A64
♦ AQ3
♣ 9



♠ K8
♥ 53
♦ K974
♣ KQ953

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♠	2♣
3♠	4♠

West has stronger hand and 6 card ♠ suit
So *jumps to 3♠*. East knows they have enough points for game and an 8 card ♠ fit so bids game in 4♠





Examples of a Jump Shift Response

- A *jump shift* is where you bid a level above normal and shows 13-27HCP and a very solid 6+ card suit.
- The jump-shift is *game forcing* and encouraging a potential slam try, so bidding continues until at least game is bid.
- The same is true of 3♣ and 3♦ over 1NT which is too strong and too unbalanced to bid 3NT and may encourage a slam try.

a)

♠ A32
♥ 10
♦ 1032
♣ AKQJ732

14HCP

Partner opens 1♥. We *jump-shift* to 3♣ showing game points and a solid 6+ ♣ suit and strongly denying ♥ support.

Partner should decide appropriate game, possibly 3NT or even a possible slam.

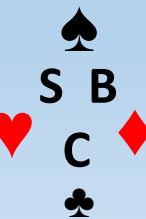
We would bid 3♣ over 1NT opener.

b)

♠ A
♥ KQJ10963
♦ 732
♣ AQ

16HCP

We would bid 2♥ over 1♣ or 1♦, 3♥ over 1♠. We could bid 4♥ since game is almost certain but this would risk us bidding a slam





Quiz 10

1. What should opener rebid in the following hands after this auction ?

West

1♥

?

East

1♠

a)

♠ K1072
♥ KQ732
♦ 10
♣ AQ2

2♠

b)

♠ AQ52
♥ KQ54
♦ A5
♣ KJ6

4♠

c)

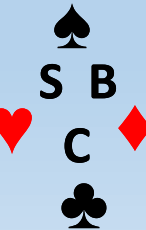
♠ K853
♥ AQJ1072
♦ KJ2
♣ -

4♠

d)

♠ AK53
♥ QJ73
♦ A62
♣ K4

3♠





Quiz 10

2. What is your next bid in these auctions?

a)

♠ AKQ2
♥ 73
♦ A105
♣ AQ32

You	Partner
1♠	1NT
3NT	

b)

♠ AQ72
♥ 62
♦ A1065
♣ KQ6

You	Partner
1♠	2♥
2NT	

c)

♠ 53
♥ AQ107
♦ KQJ62
♣ 84

You	Partner
1♦	1♥
2♥	

d)

♠ AK53
♥ 73
♦ AQJ62
♣ K4

You	Partner
1♦	1♠
3♠	



Playing Hands for Module 10

“ Sorry partner I had misplaced a card ”
“ I ’ m surprised it was only one ! ! ”



This week’s Paddy’s Pearl

Kkeep
It
Simple
Stupid





Dealer: North
Vulnerability:

7pts

♠K87

♥873

♦A109

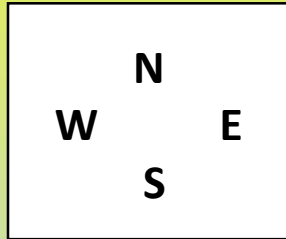
♣6542

♠QJ102

♥A64

♦654

♣1087



♠A64

♥K9

♦KQJ72

♣AJ3

18pts

♠953

♥QJ1052

♦83

♣KQ9

8pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	1♦	p	1♠
p	2NT	p	3NT
All Pass			

Deal 10.1

With 25HCP E/W should be in a game contract..

Bidding: East with too many points for a 1NT opens 1♦. Her longest suit

West's 1♠ indicates a 4+ card suit and 6+HCP

East shows close to a max with 2NT asking partner to bid game if above minimum, consequently W bids **game of 3NT**

Lead: ♥Q showing top of a sequence of longest suit

Card Play: Take first trick in E with ♠K, in hand with short suit and lead ♦K to eliminate the ♦A and establish declarers long suit. On ♥ return take ♥A on 3rd play to avoid N have another ♥ to lead. At this stage you can see 1♠, 2♥, 4♦ and 1♣ trick so you must make an extra spade trick to make the contract. Hence take ♠ finesse by playing ♠Q and finessing through N. It works so you make 10 tricks from 3♠ tricks

Comments: Some people refer to the suits you wish to establish, in this case ♦ and ♠ are sometimes referred to as the **"Work Suits"**





Dealer: East
Vulnerability:

10pts

♠K843

♥K7

♦432

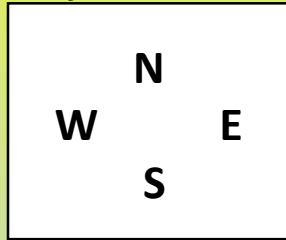
♣KJ65

♠Q65

♥QJ1042

♦86

♣A87



♠J1097

♥983

♦K75

♣Q109

6pts

♠A2

♥A65

♦AQJ109

♣432

15pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	p	1♦	p
1♠	p	1NT	p
3NT	All Pass		

Deal 10.2

With 25HCP N/S should be in a *game contract*.

Bidding: South with too many points for a 1NT opens 1♦. His/her longest suit

South's 1♠ indicates a 4+ card suit and 6+HCP

East shows 15/17HCP and balanced hand with 1NT, a limit bid. North with 10HCP and a balanced hand bids game, 3NT, knowing that they have 25-27HCP

Lead: West leads ♥Q showing top of a sequence of longest suit

Card Play: Take the first trick with ♥K, the hand with shortest hearts. Count your tricks. You can count 5 top tricks, 2♠, 2♥ and 1♦ trick, so you need to make at least 4♦ tricks. Immediately establish your *“work suit”* by taking the ♦ finesse through E, while you still have controls in the other suits, which works. Go back to N with ♠K and finesse again making 5♦ tricks and the contract I suspect you will make 10 tricks by playing to the ♣K and making





Dealer: South
Vulnerability:

7pts

♠J10965

♥32

♦K983

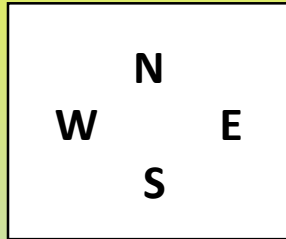
♣K3

♠AQ2

♥QJ85

♦752

♣AQ6



♠K7

♥K94

♦AQJ107

♣954

13pts

Lead: N leads ♠J top of a sequence in the longest suit.

Card Play: Counting tricks you can only be certain of 3♠ and 1♦ top tricks hence we need to establish our “*work suits*”.

♦ and ♥ are the “*work suits*” to be established while E/W have control (stops) in the other suits. Take the first trick in W with ♠Q and finesse ♦ through N by playing ♦10. Then play ♥4 to East and probably ♥Q will win and finesse ♦ again then ♥9 and another ♦ finesse. The hand will **probably make 10 tricks** with 3♠, at least 2♥ and 5♦ tricks



♠843

♥A1076

♦4

♣J10872

5pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	2♦	p	1♥
p	3NT	All Pass	2NT

Deal 10.3



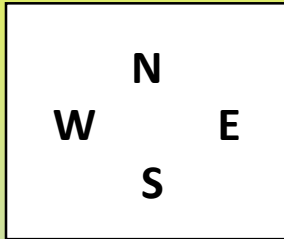
Dealer: West
Vulnerability:

15pts

♠K86
♥K72
♦AQ106
♣K93

♠J9
♥A93
♦J542
♣J742

7pts



♠Q10432
♥865
♦K9
♣A108

9pts

♠A75
♥QJ104
♦873
♣Q65

9pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♦	p	1♥	p
1NT	p	2NT	All Pass

Deal 10.4

With 24HCP I expect N/S to be in a part-score contract..

Bidding: North bids 1♦ his/her longest suit as though a balanced hand is too strong to bid 1NT (12-14HCP). South responds showing a 4 card ♥ suit (6+ HCP).

North's 1NT rebid shows a *limit bid* of 15/16HCP and balanced hand. South with 9HCP bids 2NT **inviting** N to bid game if she has 16HCP, which is passed out.

Lead: East should lead ♠3, (4th highest card of longest suit against a NT contract)

Card Play: ♥ and ♦ are the “work suits” to be established while N/S have some control in the other suits. Take first trick in dummy with ♠A. You can count 2♠, 3♥ (once ace has been eliminated) and 1♣, hence you must make 2♦ tricks or 2♣ to make the contract. So take the ♦ finesse, as if wrong at least you will have taken away E entry. On spade return only take the ♠K on 3rd round to ensure that W cannot lead spades again. Lead ♥K to eliminate the ♥A. You should only make 7 tricks against good defence. Losing 3♠ tricks, ♥A, ♦K and ♣A

You don't make all contracts





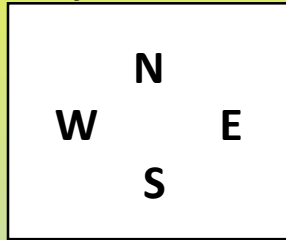
Dealer: North
Vulnerability:

13pts

♠A873
♥AQ653
♦75
♣QJ

♠52
♥107
♦KQJ106
♣9852

6pts



♠6
♥KJ842
♦832
♣A764

8pts

♠KQJ1094
♥9
♦A94
♣K103

13pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♥	p	2♠	p
4♠	All Pass		

Deal 10.5

With 26HCP N/S should be in a game contract..

Bidding: Being unbalanced N opens 1♥, longest suit and 13+HCPs
South's response of 2♠, a jump-shift in anew suit, shows 13-27HCP and a good 6 card suit.

Knowing game is on with 4 card ♠ support North bids 4♠

Lead: W leads ♦K, top of an honour sequence

Card Play: This should be straight forward making 11 tricks 7♠ tricks (one being a ruff of the 3rd diamond) , 1♥, 1♦ and 2♣ tricks. If East fails to return a diamond when in with ♣A this will allow declarer to make 12 tricks as the losing diamond will be discarded on the 3rd club

You must have a very good reason for not leading back opener's lead e.g. you don't have any.





Dealer: East
Vulnerability:

With 27HCP E/W should be in a game contract..

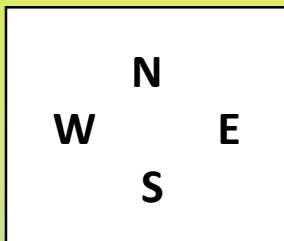
9pts

♠Q652

♥97

♦1094

♣AK105



♠J97

♥QJ1032

♦65

♣943

♠AK1043

♥K85

♦2

♣QJ87

4pts

13pts

♠8

♥A64

♦AKQJ873

♣62

14pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♠	p	3♦
p	3NT	All Pass	

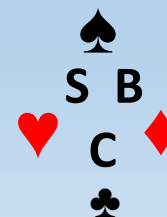
Bidding: With unbalanced hand and 13HCP East bids 1♠ his/her longest suit.

Wests 3♦ response is a *jump shift* showing a solid 6 card ♦ suit and 13-27HCPs.

With no ♦ support and stops in the other suits knowing they have game East bids 3NT, which W passes as she has a *minimum* jump shift

Lead: ♥Q top of an honour sequence, hoping to find W with ♥K and partner with Ace

Card Play: Should be straight forward making 11 tricks, 2♠, 2♥, and 7♦ tricks



Deal 10.6