

Module 8

Limit Responses to 1 of suit Openers

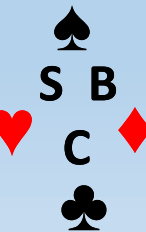
- 1 Revision of Responses to 1NT Opening Bids
- 2 Quiz on Responses to 1NT
- 3 Limit Responses to 1 of a suit Opening bids
- 4 4-6 Playing hands illustrating responses and rebids

Old Sage: *“Bridge is a great comfort in old age,
BUT it helps you get there faster”*



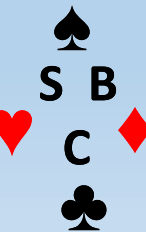
This week's Paddy's Pearl

Kkeep
It
Simple
Stupid



Summary of Bidding over 1NT (Revision)

Opening Bid of 1NT	Responses	
12-14 HCP Balanced hand e.g. 4333, 4432, 5332	Pass	0-10HCP, no long suit
	2♣	Asks whether opener has a 4 card major <i>(See Module 7)</i>
	2♦/2♥/2♠	0-10 HCP, 5+ cards in bid suit <i>Weak bid</i>
	2NT	11/12 HCP, balanced hand <i>Limit Bid</i>
	3♣/3♦	13+ HCP, 6+ cards in bid suit <i>Forcing Bid (3NT or 5 of minor?)</i>
	3♥/3♠	12+ HCP, 5+ cards in bid suit <i>Forcing bid (3NT or 4 of major?)</i>
	3NT/4♥/4♠	Enough for game <i>Sign off</i>



Quiz for Module 7

Q1 Partner opens 1NT, your RHO passes, what is your responsive bid?

a)

♠ 98
♥ KQ6
♦ AJ2
♣ QJ842

Answers: 3NT

b)

♠ Q73
♥ A98
♦ KJ4
♣ J1043

2NT

c)

♠ J73
♥ A98
♦ KJ4
♣ J1043

Pass

d)

♠ 4
♥ AQJ742
♦ A42
♣ J52

Answers: 4♥

e)

♠ 65
♥ AK2
♦ KQJ1062
♣ J6

3NT

f)

♠ 5
♥ 1098732
♦ K62
♣ 843

2♥



Q2. You open 1NT with the following hand

♠	J2
♥	K83
♦	AQ4
♣	K10985

What does your partner mean by the following responses and what do your rebid?

a) 2♠

b) 2NT

c) 4♥

Ans: Weak

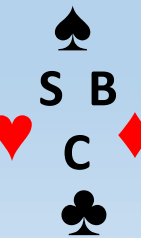
Invitational

Sign off

Pass

3NT

Pass





Responding to an Opening 1♣/1♦/1♥/1♠

Opening the bidding with one of a suit tells partner that:

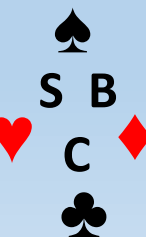
- You have between 13-19 HCP (High Card Points)
- Your hand is *unbalanced*. **OR** *you are too strong to bid 1NT*
- The suit you have bid is your strongest suits.

Opening with 2 suits of the same length

- With two 5 card suits open the higher ranking suit
- With two 4 card suits open: **the major** with one major and one minor,
1♥ with ♦ or ♣, 1♠ with ♦ or ♣.
the lower of two equal ranking suits,
1♥ with ♥ and ♠, 1♣ with ♣ and ♦

Biddable Suits:

- When you bid a suit you are suggesting this should be the possible trump suit.
- The only criteria is the length of the suit. You must have at least 4 cards in the suit.
- **You cannot open or respond in a suit with 3 or less cards**
- **Any** suit of 4 cards or more is a biddable suit.





Rules for Responding to 1♣/1♦/1♥/1♠

1. Pass with 0-5 HCP (pts).
2. Always respond with 6 or more major suit always raise him
3. Without support for partner. Bid a new suit or NT

Types of Response These are **limit bids** with specific point ranges and are **non-forcing**:

Opener can PASS

Weak Responses	6-8 HCP	With 4+ support for partner's suit	2 of partners suit
		Without support for partners suit	1NT
Game Responses	12+ HCP	With support	Raise to Game
		Without support, balanced & stops	3NT
Invitational	10/11HCP	With support	Double Raise of partners suit e.g. 1♠ to 3♠
		without support, balanced & stops	2NT

Opener would normally pass ***weak*** responses: only raise with very strong and/or distributional hand

Opener will normally pass ***game*** responses

Opener will only bid game to ***invitational*** responses if above minimum and/or has distributional hand

Forcing Responses: A response in a new suit is **unlimited** and could be very strong

Opener cannot PASS, he must rebid



Which Suit should you Open?

a)

♠ KQ102
♥ K7
♦ AJ74
♣ Q103

1♠

4 of major &
4 of minor

b)

♠ 2
♥ AQ72
♦ Q8643
♣ AQ4

1♦

longest suit not
strongest

c)

♠ KQ42
♥ AJ74
♦ A3
♣ QJ6

1♥

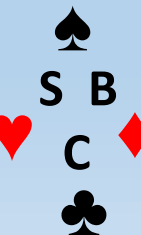
two 4 card
majors

d)

♠ J74
♥ KQ93
♦ A2
♣ AK75

1♥

4 of major &
4 of minor





The First Response

Opener Bids 1♥

a)

♠ K102
♥ 87
♦ QJ64
♣ Q1053

A weak hand, 6-9HCP
no support, **bid 1NT**

b)

♠ Q2
♥ J753
♦ A643
♣ 854

Weak with support
7HCP, **bid 2♥**

c)

♠ J742
♥ 1074
♦ J9864
♣ 7

Weak <6HCP
Pass

d)

♠ A74
♥ KQ104
♦ J862
♣ 95

10HCP, too strong
for 2♥, **bid 3♥**

Opener Bids 1♠

a)

♠ A542
♥ KQ73
♦ K6
♣ 986

8+ trump, 25+HCP
enough for game, **4♠**

b)

♠ 82
♥ KQ9
♦ KQ102
♣ QJ96

26+HCP, no support
all suits stopped, **3NT**

c)

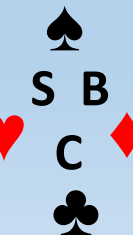
♠ A742
♥ K873
♦ K6
♣ 986

>8HCP, too good for
2♠, not enough for 4♠,
bid 3♠, inviting game

d)

♠ KJ6
♥ AJ3
♦ 862
♣ Q975

11HCP, no support
not enough for 3NT
bid 2NT, inviting game



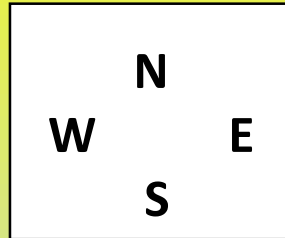


Openers Rebid after a Limit Response - 1

Ex 8.1

♠ 5
♥ AQ1065
♦ QJ65
♣ A87

13HCP



♠ K642
♥ KJ98
♦ 1095
♣ 42

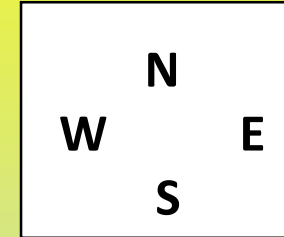
7HCP

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♥	2♥
Pass	

Ex 8.2

♠ AJ98
♥ 106
♦ QJ96
♣ AK7

15HCP



♠ 73
♥ KJ73
♦ 832
♣ Q965

6HCP

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1NT	2NT
Pass	

When responder makes a *limit bid* and opener knows the partnership *cannot make game* – then opener **PASSES**



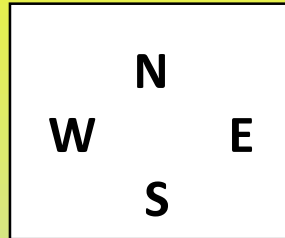


Openers Rebid after a Limit Response - 2

Ex 8.3

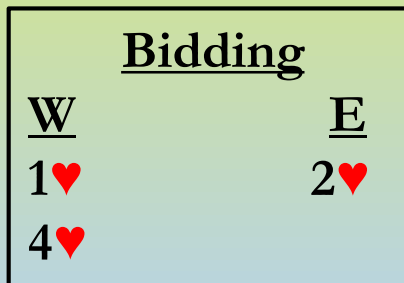
♠ A85
♥ AK632
♦ Q5
♣ KQJ

19HCP



♠ K62
♥ 10987
♦ K1094
♣ 92

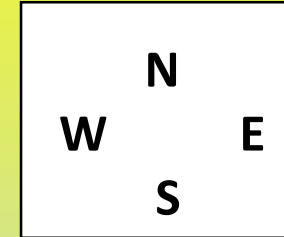
6HCP



Ex 8.4

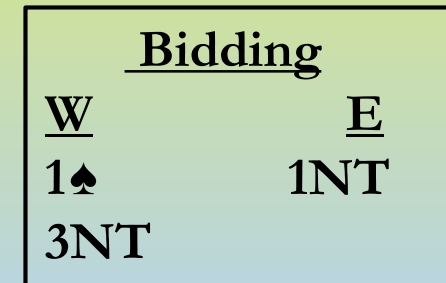
♠ AKJ6
♥ A54
♦ AQ65
♣ J76

19HCP

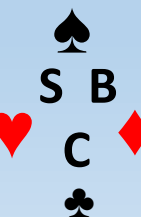


♠ 53
♥ KJ73
♦ J876
♣ Q1092

7HCP



When responder makes a *limit bid* and opener knows the partnership *can make game* – then opener **BIDS GAME**

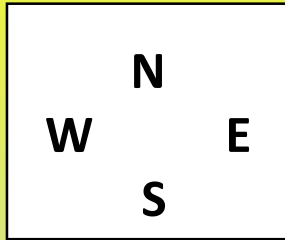




Openers Rebid after a Limit Response - 3

Ex 8.5

♠ 5
♥ AK1065
♦ KJ53
♣ AQ3



♠ 9832
♥ J743
♦ A5
♣ K96

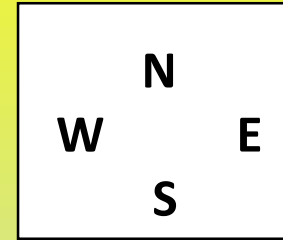
17HCP

8HCP

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♥	2♥
3♦	4♥

Ex 8.6

♠ KQJ6
♥ A6
♦ KJ96
♣ K87



♠ 65
♥ QJ73
♦ 853
♣ QJ102

17HCP

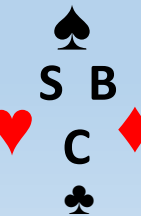
6HCP

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♠	1NT
2NT	Pass

When opener thinks game maybe on, he/she makes an *invitational bid* asking responder to bid game if he/she has maximum

Opener can rebid 3♥, but makes a *game try*
By bidding 3♦ (not intending to play in that suit)
but allowing responder to consider whether his
high cards are useful
With 8pts, maximum limit bid, responder bids 4♥

Opener rebids 2NT, an *invitational* bid
With a minimum of 6HCP East declines
the invitation and PASSES

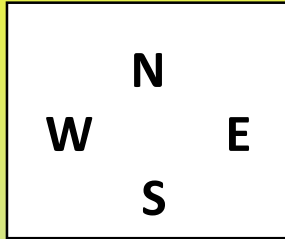




Openers Rebid after a Limit Response - 4

Ex 8.7

♠ AQJ32
♥ 8
♦ A763
♣ Q52



♠ K874
♥ KQ6
♦ K1042
♣ 97

13HCP

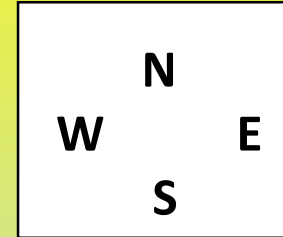
11HCP

<u>Bidding</u>	
<u>W</u>	<u>E</u>
1♠	3♠
Pass	

West has a minimum opener, 13HCP and refuses responders 3♠ *invitational* bid
With ≥ 15 HCP he/she would have bid 4♠

Ex 8.8

♠ A2
♥ A106
♦ QJ1043
♣ KJ3



♠ K103
♥ J73
♦ K74
♣ A976

15HCP

11HCP

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

On this occasion west has enough points to accept easts invitational bid and
Consequently bids game



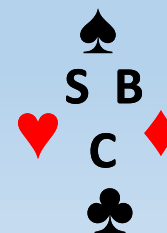
Playing Hands for Module 8

Kkeep
It
Simple
Stupid

Old Sage: *“Bridge is a great comfort in old age,
BUT it helps you get there faster”*



This week's Paddy's Pearl





Dealer: North
Vulnerability:

16pts

♠K952

♥AQ73

♦K5

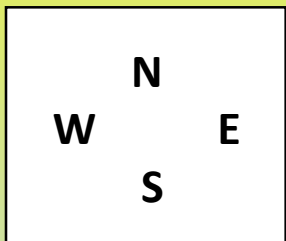
♣A102

♠J873

♥84

♦A9743

♣Q6



♠Q104

♥J96

♦1082

♣KJ75

♠A6

♥K1052

♦QJ6

♣9843

10pts

7pts

7pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♥	p	3♥	p
4♥	p		

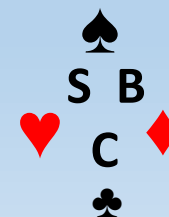
Deal 8.1

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

Bidding: With heart support and 10HCP south makes an invitational bid of 3♥ (6-8pts would have been a limit bid of 2♥). With >15pts North accepts the invitation and bids game, 4♥

Lead: Probably ♣5, 4th highest and *3rd hand should play high ♣Q.*

Card Play: North should take out trump and then play ♦K to establish 2♦ tricks
Should make 10 tricks with 2♠, 3♥, 2♦ and 1♣ tricks and 2 heart *ruffs*





Dealer: East
Vulnerability:

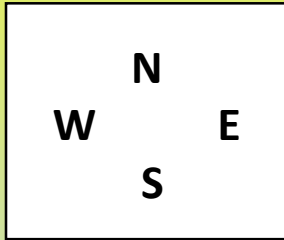
9pts

♠52

♥A976

♦Q104

♣K963



♠K843

♥102

♦A983

♣752

Bidding

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

7pts

♠J106

♥Q854

♦J62

♣QJ4

♠AQ97

♥KJ3

♦K75

♣A108

17pts

7pts

With 23HCP E/W should stop in a **part score** contract.

Bidding: With 17HCP and a balanced hand East is too strong for 1NT, so opens longest suit 1♠, West responds 1NT limit bid and East invites game by bidding 2NT. Not having maximum West *passes*

Lead: Probably ♣3, 4th highest, though 6♥ equally OK. I prefer the ♣3 as the ♦Q and ♥A could become entries to establish the 4th club

Card Play: Having taken the club lead with ♣Q in west declarer should finesse the spades through the ♠AQ, which is wrong, and make the club return and establish the 3 spade tricks, and play ♥K and continue to establish that suit.

Should make 8 tricks with 3♠, 2♥, and 3♣ tricks



Deal 8.2



Dealer: South
Vulnerability:

10pts

♠K106

♥103

♦AK92

♣9753

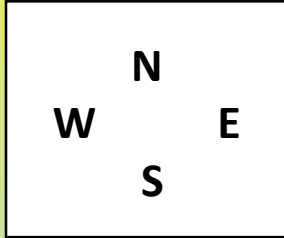
♠AJ853

♥K85

♦7

♣AQJ4

15pts



♠Q742

♥A9642

♦Q63 *11pts*

♣K

♠9

♥QJ7 *4pts*

♦J10854

♣10862

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		p	1♠
p	3♠	p	4♠

Deal 8.3

With 26HCP E/W should expect to be in a game contract.

Bidding: West with 15HCP bids his/her longest suit, 1♠

East with 11 pts and spade support *invites game* with 3♠

With 15pts and a 5-card spade suit West bids game, 4♠

Lead: ♦A is safe lead, promises ♦K and provides an opportunity to see dummy and decide what to continue

Card Play: West takes trick 2 with a diamond ruff leads ♣4 to ♣K to unlock that suit. East plays ♠2 and finesses through ♠AJ and loses to the K.

Whatever is led back West takes lead and eliminates the hearts. Should make 11 tricks with 5♠ (2 of them being ruffs), 2♥, 1♦ and 4♣ tricks





Dealer: West
Vulnerability:

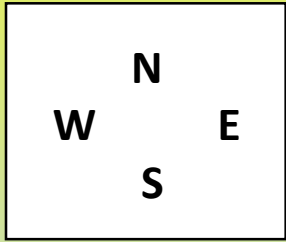
9pts

♠J1092

♥A9

♦87

♣A10942



♠A53

♥87

♦K954

♣KJ87

11pts

7pts

♠Q8

♥Q1032

♦J1032

♣Q53

♠K764

♥KJ654

♦AQ6 13pts

♣6

Although points are split 20HCP each I expect E/W to play in a part score as East is the only one with the points for an opening bid.

Bidding: East opens 1♥ and west bids a limit bid of 2♥ and East being minimum passes

Lead: Awkward lead. Probably ♣7, 4th highest even though you will be concerned about leading from ♣KJ

Card Play: Declarer will take 2nd club with a ruff in East then draw trumps and lose the ♦ finesse through the ♦AQ
Should make 9 tricks with 1♠, 5♥ (one being a ruff), 3♦

Bidding

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

Deal 8.4





Dealer: North
Vulnerability:

16pts

♠A8

♥AK65

♦Q87

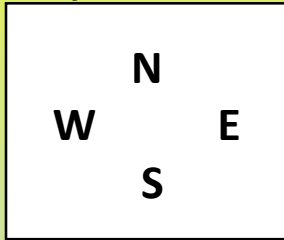
♣QJ86

♠J9542

♥Q107

♦A6

♣952



♠1073

♥J842

♦J532

♣A7

♠KQ6

♥93

♦K1094

♣K1043

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♥	P	2NT	P
3NT	P		

7pts

6pts

11pts

Deal 8.5

N/S with 27HCPs should be in a game contract..

Bidding: East opens 1♥ and west bids a limit/invitational bid of 2NT, showing 11/12pt and obviously denying a 4 card spades suit. East with 16pts and only a 4 card heart suit and flat hand bids game, 3NT.

Lead: West leads 4♠, 4th highest of longest suit, against NT

Card Play: South can count 3♠, and 2♥ tricks and after drawing out the ♣A can see a further 3♣ tricks, so requires to make some diamond tricks to make the contract. After taking the ♠A and retaining control of the other suits eliminate the ♣A. I would expect a spade return which S takes with ♠K. Enter S with ♥A and lead ♦Q and let it run. This eliminates the ♦A and *guarantees 9 tricks.* While the diamond finesse is on, I would not risk taking it, as if it is wrong you would go one back as west still has 2 spade winners. I would draw the clubs and lead the diamonds through E, who has had to find 2 discards. *I suspect you finish making 10 tricks* without finessing, losing only ♦A and J and ♣A





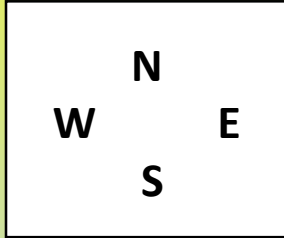
Dealer: East
Vulnerability:

4pts

♠ Q62
♥ 10832
♦ 75
♣ Q843

7pts

♠ 85
♥ QJ64
♦ K103
♣ J962



♠ AK10943
♥ AK5
♦ AJ2
♣ 7

19pts

♠ J7
♥ 97
♦ Q9864
♣ AK105

10pts

E/W with 26HCPs should be in a game contract..

Bidding: East opens 1♠ and W bids a limit bid of 1NT, 6-8HCP and a balanced hand. East knows they have 25-27pts and that West must have at least 2 spades for his bid, so with 8+ spades between them he bids game of 4♠

Lead: South leads ♣A.

Card Play: After *ruffing* the second club in east declarer takes the spades out losing to the ♠Q and making 11 tricks

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♠	p	1NT
p	4♠	All Pass	

Deal 8.6

