



Different types of bids

◦ Limit Bids –

- Fairly narrow point range and describes important features of your hand e.g no trump bids or bidding a suit for the second time. It puts partner in charge of the bidding.

◦ Forcing Bids –

- partner must not pass e.g a change of suit response

◦ Forcing to game bids –

- Neither partner can stop bidding till game is reached e.g a jump shift

What we already know

- Opening 1NT?
- Opening 2NT?



Responding to 1NT/2NT

- Pass – Balanced. 10/2 or less points
- Stayman (4 card major)
- Transfer (5 card ,ajor)
- Invite game (11-12) (3-4)
- Bid game – 13+/5+ points

If you have a balanced hand with 12-14 points you always open 1NT.

- With any other hand between 12-19 points you open the bidding by bidding a suit at the one level.



However there is a BIG difference between a weak opening hand (say 12HCP) and a strong one (16+HCP)

Weak



Strong



Choosing which suit to open

- Always open your longest suit
- With two 5 cards suits always open the higher ranking
- With two 4 card suits open the higher ranking EXCEPT
- When they the 4 card suits are hearts and spades then open hearts first

Handy Hint

- Move slowly up the bidding ladder at first



Openers rebid

- If you have opened the bidding with a fairly weak hand – rule of 20 or 12-15 points you have 4 choices.
- a) You can rebid your own suit at the lowest level available. This means you have at least 5 cards in the suit (preferably 6)
- b) You can bid a new suit which you have 4 cards in (as long as it ranks lower than the first). This gives your partner a choice between suits.
- c) You can support partners suit at the lowest level (you need 4 cards in partner's suit)
- d) You can only PASS if partner has supported your suit or bid no trumps.

• Tips for Opener's Rebid

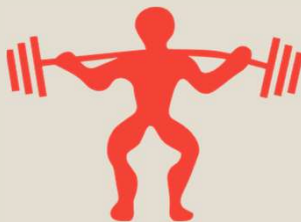


(weak hand)

- ❖ Support partner's suit at the lowest level with at least 4 cards
- ❖ Rebid your own suit at the lowest level with at least 5 cards
- ❖ Bid a new suit lower ranking than the first
- ❖ Bid any 4 card suit at the one level

And now on to strong opening hands

.....
16+ HCP

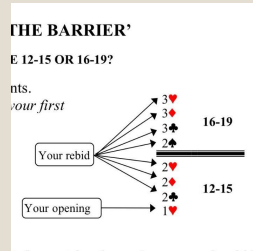


First all about the Barrier

The barrier in bridge is a concept which helps you to describe the strength of your hand to partner. It is used to distinguish between normal (12-15 point) hands and strong hands (16+ points).



If you open 1 of a suit then your barrier for that auction is set at 2 of that suit. So if you open 1♣ then your barrier for that auction is 2♣.



Rebids on strong unbalanced hands (usually 16+ HCP)

- ❖ Jump rebid of your opening suit (6 cards)
- ❖ Jump support your partner's suit (you must have 4 cards in partner's suit)
- ❖ Bid a new suit above the barrier
- ❖ Jump and change suit (18+ HCP+) – game forcing
- ❖ Rebid in no trumps (strong balanced hand)

Challenge (TR19)

CHALLENGE ACCEPTED



with strong Balanced hands . . .

Bid a suit first and the rebid no trumps. This shows your partner you have a balanced hand that is too strong to open 1NT (12-14)

The number of rungs up the bidding ladder shows exactly how strong your hand is.

- ❖ 15-16 points rebid NT at the lowest level
- ❖ 17-18 points rebid NT with a jump
- ❖ 19+ points rebid 3NT



At any level, rebidding no trumps is a limit bid showing a narrow range of points. Partner can decide on the final contract.



When you open 1 diamond and partner responds 1 Heart.
You rebid 2 NT partner knows . . . ?????

Quick Recap – what is meant by the following ? What sort of hand is needed?

- Jump rebid?
- Jump support?
- Reverse bid above the barrier?
- Jump shift?
- Rebid of no trumps?



- Work out HCP partners bid shows you and go for game when you can.