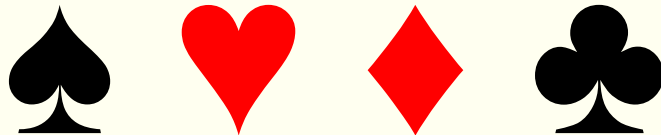


# Week 2

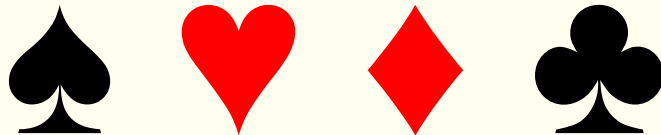
## First Response



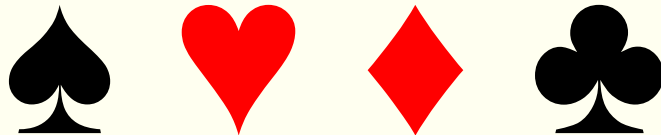
Your partner opens at the one level in a suit and the next hand passes.

Remember, this is what you want to accomplish:

- Discover best trump suit (preferably 8 card major).
- Discover combined strength to choose between part score, game, small slam or grand slam.



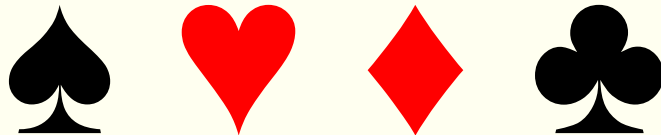
- With a fit for your partner's major suit opening, there are a number of bids that show the fit and describe your strength. If your hand is not in one of these categories, bid a new suit and later clarify the fit.
- In other cases, a high priority is to search for a major suit fit. Bid a new suit if you have one and it is safe to do so.



# Do you have a fit for your partner's suit?

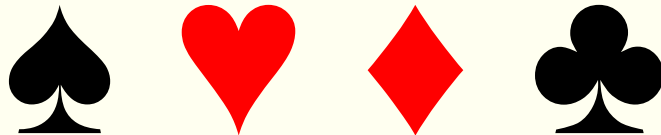
Calculate total points (TP) as the sum of HCP and distribution points

- 1 point for each doubleton
- 3 points for each singleton
- 5 points for each void



# 1♥ or 1♠ Opening; 3+ card support

- Pass with 0-5 TP
- With 6-9 TP, single raise (to 2♥ or 2♠)
- With 10-12 TP, jump raise (to 3♥ or 3♠)
- With 6-9 HCP, 4 card support or more and singleton or void, bid game (4♥ or 4♠)
- *With 12+ HCP, 4 card support, no singleton or void, 2NT (Jacobi)*
- *With 10-13 HCP and a singleton or void, double jump in the singleton or void suit (e.g. 3♠, 4♣, 4♦ after 1♥ opening)-splinter*
- Otherwise bid your best other suit before raising to game later with 13-16 TP (don't bid 2♥ without five hearts)



# 1♥ or 1♠ Opening; 3+ card support

♠ Q 7 6  
♥ 8 7 4 3  
♦ 7 4  
♣ 8 4 3 2

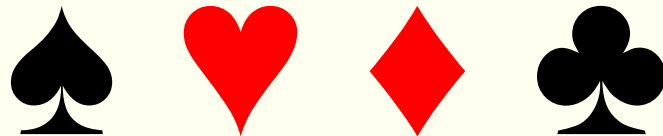
1♥ ???

♠ A 9 3  
♥ Q 9 6  
♦ 9 8  
♣ J 6 5 3 2

1♥ ???

♠ J 9 2  
♥ Q 10 3 2  
♦ 5  
♣ A J 7 4 2

1♠ ???



# 1♥ or 1♠ Opening; 3+ card support

♠ Q 10 8 7  
♥ A K 3 2  
♦ 8 7  
♣ K 10 2

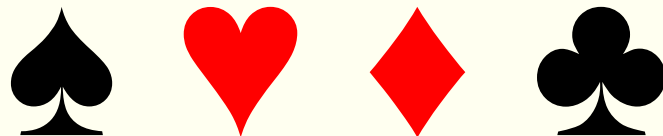
1♠ ???

♠ A 10 5 4  
♥ K J 6 2  
♦ K 10 5 3  
♣ 3

1♥ ???

♠ Q 10 7 3 2  
♥ 7 3  
♦ 4  
♣ K J 6 4 3

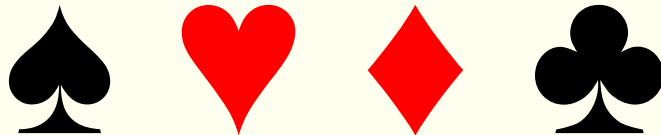
1♠ ???



# 1♥ or 1♠ Opening; <3 card support

- Pass with 0-5 HCP
- With 4+ spades, usually bid 1♠ over partner's 1♥
- With 6-9 HCP, bid 1NT
- With 10+ HCP, bid best suit at two level (with 4-4 bid lower suit, with 5-5 or 6-6 bid higher suit). Only bid 2♥ over 1♠ with five.
- With 12+ HCP and a long minor, you may bid two of the minor even with four spades, when your partner opens 1♥

**A NEW SUIT BID BY RESPONDER IS  
FORCING, UNLESS PASSED HAND**





# 1♥ or 1♠ Opening; <3 card support

♠ Q 7 5 3  
♥ Q 8  
♦ K 7 6 4 3 2  
♣ 5

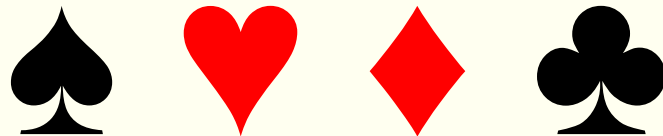
1♥ ???

♠ K 3 2  
♥ 9 3  
♦ A J 7 3  
♣ K 10 6 3

1♥ ???

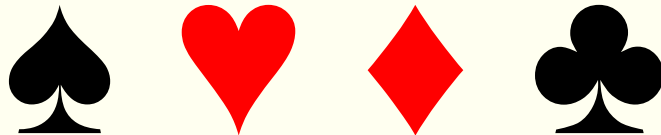
♠ J 6  
♥ 2  
♦ Q 9 8 5 4  
♣ A K J 5 4

1♠ ???



# 1♣ or 1♦ Opening

- With 0-5 HCP. Pass
- With 6-9 HCP, bid longest 4+ card suit at one level; or with 5+ card support, bid two of minor; or bid 1NT
- With 10-12 HCP, if you can bid your longest suit at one level, do so; or with 5+ card support, bid three of minor; or choose between bidding 2♣ over 1♦ and bidding 2NT
- With 13-15 HCP, if you can bid your longest suit at one level, do so; otherwise choose between bidding 2♣ over 1♦ and bidding 3NT
- With 16+ points, may jump in new suit



# 1♣ or 1♦ Opening

♠ Q 8 2  
♥ 9 4 3 2  
♦ K 7 5  
♣ Q 6 2

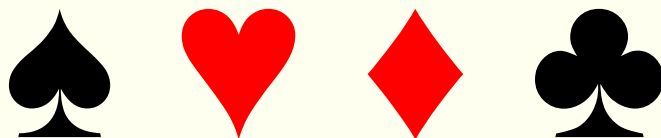
1♦ ???

♠ A Q 9 5  
♥ 8 6  
♦ J 9 7 6 3  
♣ Q 3

1♣ ???

♠ K 4 3  
♥ Q 8 7 4  
♦ 10  
♣ A J 7 6 5

1♦ ???



# 1♣ or 1♦ Opening

♠ 6 5 2  
♥ A Q  
♦ Q 9 8 2  
♣ 8 7 3 2

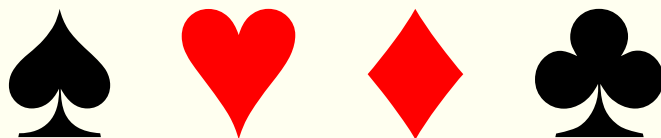
1♦ ???

♠ K 4 2  
♥ 9 2  
♦ 9 8 7  
♣ A 7 6 5 2

1♣ ???

♠ A Q 3  
♥ 9 5  
♦ Q 7 4  
♣ K J 9 7 5

1♦ ???



# 1♣ or 1♦ Opening

♠ A Q 5  
♥ 8 7 5  
♦ A J 5 4  
♣ Q 8 4

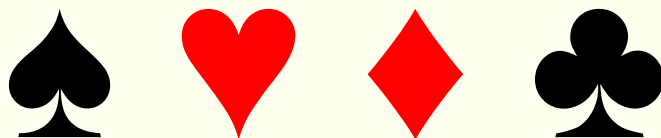
1♦ ???

♠ K 9 6  
♥ 6 3  
♦ A Q J  
♣ A K 7 3 2

1♦ ???

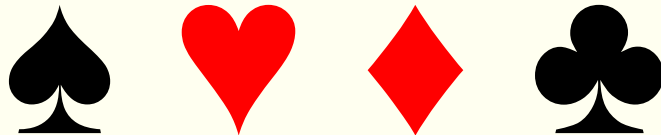
♠ A 2  
♥ K 5  
♦ 8 4  
♣ A Q J 10 9 8 4

1♣ ???



# Passed Hand

- You can lower the 10+ HCP for a 2 level bid
- With a minimum, your partner can pass a new suit.
- 2NT shows 10-11 HCP (no Jacobi)
- Jump in new suit shows five card suit, 10-11 HCP and support for your partner's suit
- 2♣ over 1♥ or 1♠ shows support and 9-11 HCP (Drury)



# Passed Hand

♠ 9 8  
♥ A 9 7  
♦ 8 7 6  
♣ A 7 6 3 2

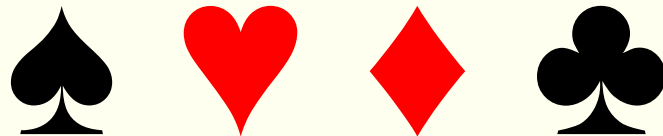
1♦ ???

♠ 9 8 3  
♥ 7 3  
♦ A Q 8 6 4  
♣ K J 10

1♠ ???

♠ K 9 6  
♥ Q 9 7 6  
♦ A Q 2  
♣ 9 3 2

1♠ ???



# Jump Shift

- A jump in a new suit by responder shows a strong hand (16+ HCP), is game forcing and usually made when the final denomination is clear to the responder (their suit, opener's suit, NT)

