# Play Session 4 - the full auction

## Basic Opening Bid Rules

The order in which you bid your suits is very important. Here are the rules:

* + Longest suit first
  + Lower ranking 4-card suit
  + Higher ranking 5-card suit

**Further Bidding**

Responder needs 6+ **HCP’S** to bid (half of what opener needs to open)

Try to find a fit if possible and remember Game needs **25** points between the two hands. If you do not have a **fit** – bid No Trumps.

You have 3 choices of level; minimum, close to Game and enough for Game. Responder has 3 choices:

* Support bids of partner’s suit – **limit** raise, **not forcing**
* No Trump bids – **limit** bids, **not forcing**
* Bid a new suit – unlimited, **forcing** for 1 round
* Limit bids are very useful as they are specific in strength and length.

**Supporting Partner’s Suit Opening (4+ card support)**

|  |  |  |
| --- | --- | --- |
| 1♥ – 2♥ | 6-9 | 4+ support |
| 3♥ | 10-12 | 4+ support |
| 4♥ | 13 + | 4+ support |

**Opener’s Rebid after a Limit Raise**

|  |  |
| --- | --- |
| After 1♥ – 2♥ |  |
| Pass | 12-15 |
| 3♥ | 16-17 |
| 4♥ | 18-19 |
| After 1♥ – 3♥ |  |
| Pass | 12-13 |
| 4♥ | 14+ |

# **Responder’s new suit bids**

If a limit bid is not possible, Responder can bid a new suit, looking for an alternative fit. A **major** suit fit is by far the best.

It is important to bid your suits in the correct order.

The same rules apply to Responder as they do to Opener.

* Longest suit
* Lower available 4-card suit
* Higher ranking 5-card suit
* Try and keep the bidding as low as possible to give you room to find a **fit.**

# **Responses to the opening bid with NO FIT**

|  |  |  |
| --- | --- | --- |
| * Bid & change suit at 1-level * Bid & change suit at 2-level | 6+  10+ | 4+ suit  4+ suit (**don’t jump**) |
| * Bid 1NT | 6-9 | denies a 4+ card suit at the 1-level |

**Opener’s rebids after a new suit response**

|  |  |
| --- | --- |
| * Support partner's suit | 4+ in that suit |
| * Bid NT | balanced |
| * Bid a new suit | 4+ in the 2nd suit |
| * Rebid long suit | 5+ in the suit |

**Opener supports Responder’s Suit**

It is important to support partner’s suit if possible, particularly in a major

|  |  |  |  |
| --- | --- | --- | --- |
| After 1♥ – 1♠ |  |  |  |
| 2♠ | 12-15 | 4-card support | single raise |
| 3♠ | 16-17 | 4-card support | invitational raise |
| 4♠ | 18-19 | 4-card support | game raise |

# **Opener rebids a new suit – showing an unbalanced hand**

|  |  |
| --- | --- |
| After 1♥ – 1♠ |  |
| 2 new suit | 12-17 |
| 3 new suit | 18-19 |

**Opener rebids their own suit – showing an unbalanced hand**

|  |  |  |
| --- | --- | --- |
| After 1♥ – 1♠ |  |  |
| 2♥ | 12-15 | 5+ suit |
| 3♥ | 16-17 | 6+ suit |
| 4♥ | 18-19 | 6+ suit |

**Opener bids No trumps – showing a balanced hand**

|  |  |
| --- | --- |
| After 1♥ – 1♠ |  |
| 1NT | 15-17 |
| 2NT | 18-19 |

|  |  |
| --- | --- |
| After 1♥ – 2 ♣ |  |
| 2NT | 15-17 |
| 3NT | 18-19 |

# **Responder’s Rebids – the 4th bid of the Auction**

|  |  |  |
| --- | --- | --- |
| Opener's Bid | – | Responder's Bid |
| Opener's Rebid | – | Responder's Rebid |

**Choice of suit or NT**

* Give preference to one of partner’s suits – Major suit if possible
* Bid NT with no fit and strength in the unbid suit(s) (see example below )
* Rebid own 6+ card suit

# **Choice of level**

* After opener’s rebid, responder *should* now indicate their actual strength.
* If you bid 1NT, or support at the 2-level, after you have bid other suits: You *still show* **6-9** 1♣ – 1♥

1♠ – 1NT = 6-9

* If you bid 2NT or support at the 3-level, after you have bid other suit(s): You *still show* **10-12** 1♣ – 1♥

1♠ – 3♠ = 10-12

* If you bid game after you have changed suit:-

You *now show* **13+** 1♣ – 1♥

1♠ – 3NT = 13+

# **The 4th Bid of the Auction**

|  |  |  |
| --- | --- | --- |
| **Opener's Rebid showed** | **Responder Rebid** |  |
| **12-15** | pass **or** 1NT **or** suit preference | 6-9 |
|  | invite | 10-12 |
|  | bid Game | 13+ |
| **16-17** | pass **or** suit preference | 6-7 |
|  | bid Game | 8-9+ |
| **18-19** | bid Game | 6-13 |
|  | think Slam!! | 14+ |