

## MAJOR SUIT FITS

**SUPPORT WITH SUPPORT**  
**Opener's Rebids**  
**Unbalanced Hands**

# Bridge Clinic

*with the Monroes*

Major Suit opening bids of 1♥ or 1♠ are the priority if the hand is not suitable for opening 1NT. The shape of the hand can be either balanced or unbalanced, with a wide range of strength. Shape and strength are communicated in the bidding conversation.

MAJOR SUIT OPENING BIDS		
SHAPE	Balanced Hand 5-card Major	Unbalanced Hand 5-card or longer Major
STRENGTH	12 - 14 HCP or 18 - 19 HCP	13 - 21 Valuation Points

With two 5-card suits  
 Open the **Higher Ranking** suit  
 Count HCP + Length Points

### OPENER'S STRENGTH

12 - 16 = Minimum  
 17 - 18 = Invitational  
 19 - 21 = Maximum

### The Objectives

At every turn to bid, focus on exchanging information to help determine:

- Do we have an 8-card or better major suit fit?
- Do we have enough combined points for the game bonus (26) or more?

**Opener's Rebid** (the 2<sup>nd</sup> bid by Opener) is often the most important and defining bid made during the auction. Inferences are made based on the choice of rebid. When a suit is opened at the One Level, there is little known about the shape and strength of Opener's hand. Opener clarifies the shape and strength of the hand as precisely as possible as the auction progresses.

<b>OPENER CLARIFIES SHAPE</b>	<b>NT Rebid</b>	<b>BALANCED</b> SHAPE & <b>DEFINED</b> STRENGTH TENDS TO DENY SHORTNESS
	<b>Suit Rebid</b>	<b>UNBALANCED</b> SHAPE & <b>NARROWED</b> STRENGTH TENDS TO DENY BALANCE • INFERS SHORTNESS

RESPONDER'S STRENGTH	6 - 10 = Minimum 11 - 12 = Invitational 13+ = Get to Game!	DUMMY POINTS	
		3-card Support	4-card support
With an 8-card or better Fit - Count HCP + "Dummy" Points	Doubleton	1 Point	1 Point
	Singleton	2 Points	3 Points
	Void	3 Points	4-5 Points

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## MAJOR SUIT FITS

### SUPPORT WITH SUPPORT Opener's Rebids Unbalanced Hands

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OPENING BID	RESPONDER'S BID New Suit at 1-level <b>FORCING</b> 4-CARDS OR LONGER 6+ POINTS (UPH)		
	OPENER'S REBID – UNBALANCED HAND SUPPORT WITH SUPPORT • SHOW THE SHAPE, FIT, AND STRENGTH		
	12-16 Minimum <b>NOT FORCING</b>	(16)17-18 = Invite <b>NOT FORCING</b>	19-21 = Maximum <b>GAME FORCING</b>
<b>Raise Responder's Suit</b> • 4-card Support • HCP+Dummy Points	<b>Non-Jump</b> Raise to 2-Level	<b>Jump</b> Raise to 3-Level	<b>Jump</b> Raise to 4-Level/Game
<b>Rebid Original Suit</b> 6+ Cards	<b>Non-Jump</b> Rebid	<b>Jump</b> Rebid at 3-Level	<b>Bid Game</b> 3NT or 4♥ or 4♠
<b>Bid a New Suit</b> <b>Lower</b> Ranking	<b>Non-Jump</b> New Suit Cheapest Level • 4+ Cards		<b>JUMP SHIFT</b> <b>JUMP</b> bid new <b>Lower-Ranking</b> Suit
<b>Bid a New Suit</b> <b>Higher</b> Ranking	N/A	<b>REVERSE • ONE ROUND FORCING</b> <b>NON-JUMP</b> bid new <b>Higher Ranking</b> Suit Two Suits of Unequal Length 1 <sup>st</sup> suit longer (5+) than 2 <sup>nd</sup> suit (4+)	

### RESPONDER'S BIDS • RAISE OPENER'S MAJOR SUIT (STANDARD AGREEMENTS)

RESPONDER	3-CARD SUPPORT	4-CARD SUPPORT	5-CARD SUPPORT
<b>0-5</b> points	Pass	Pass	<b>Jump</b> Raise to the 4-Level (preemptive raise)
<b>6-9</b> (10) (single raise)	Raise to the 2-Level	Raise to the 2-Level	
(10) <b>11-12</b> (limit raise)	Bid a New Suit, then raise to 2-or-3-level (show points) <b>2/1</b> Bid 1NT Forcing	<b>Jump</b> Raise to the 3-Level	
<b>13+</b> points (forcing raise)	Bid a New Suit, then get to game <b>2/1</b> New suit at the 2-level is <b>Game Force</b>	Bid a New Suit, then get to game <b>OPT</b> Jacoby 2NT <b>OPT</b> Splinter Raise	

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# Support Your Partner

## Simple Raise

**Board 1**  
South Deals

♠ A 8 4 2 ♥ 7 6 3 ♦ 8 6 4 2 ♣ K 6	<table border="1" style="margin: auto;"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ 10 7 6 5 ♥ J 2 ♦ K Q 7 ♣ Q 10 7 3	♠ Q ♥ A K 10 9 5 4 ♦ A 5 3 ♣ A 8 4
	N											
W		E										
	S											

West	North	East	South
Pass	2♥ <sup>1</sup>	Pass	4♥ <sup>2</sup>
All pass			
1. 3-4 card support, 6-10 Points			
2. 19+ points			

**Contract:** 4♥ South, 10 Tricks  
**Lead:** ♦ J, Top of solid sequence  
**Losers:** 1-♥, 2-♦, 2-♣ = 5.

**Play:** Win the ♦ A and draw two rounds of trump, saving one in dummy to ruff a ♣. Win the ♣ K, high card from the short side first, then the ♣ A and ruff a ♣.

## Limit Raise

**Board 2**  
South Deals

♠ 3 ♥ Q 8 3 2 ♦ A 9 ♣ J 10 9 4 3 2	<table border="1" style="margin: auto;"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ K 5 ♥ 6 5 ♦ 10 7 4 3 ♣ A K 8 7 6	♠ A J 10 8 7 6 ♥ A K J 7 ♦ 8 5 ♣ Q
	N											
W		E										
	S											

West	North	East	South
Pass	3♠ <sup>1</sup>	Pass	4♠ <sup>2</sup>
All pass			
1. 4-♠s, 11-12 Support Points			
2. Extra ♠, extra point			

**Contract:** 4♠ South, 10 Tricks  
**Lead:** ♣ J, Top of sequence  
**Losers:** 1-♠, 1-♥, 1-♦, 1-♣ = 4.

**Play:** West wins the ♣ K and leads the ♥ 6, top of a doubleton. South wins the ♥ A and leads a ♦ toward the ♦ KQJ. If West wins there will be three winning ♦s, enough to discard two ♥s. The ♠ K will be finessed as soon as dummy is entered.

## Responder's Suit

**Board 3**  
North Deals

♠ 9 2 ♥ A Q 10 ♦ J 10 7 6 ♣ 10 5 3 2	<table border="1" style="margin: auto;"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ K Q 8 7 ♥ 9 6 3 ♦ A Q ♣ A Q J 9	♠ 10 3 ♥ 8 5 4 2 ♦ 8 5 3 2 ♣ 8 6 4
	N											
W		E										
	S											

West	North	East	South
Pass	1♣	Pass	1♠ <sup>1</sup>
Pass	4♠ <sup>2</sup>	Pass	4NT
Pass	5♥	Pass	6♠
All pass			
1. 3-4 ♠s, 6-10 Points			
2. 4-♠s, 19+ Points			

**Contract:** 6♠ South, 12 Tricks  
**Lead:** ♦ J, Top of 2-card sequence, passive  
**Losers:** 3-♥ = 3.

**Play:** South wins the ♦ A, draws trump, wins the ♣s (♣ K first) and discards two ♥s. South Loses only one ♥.

**Board 4**  
South Deals

♠ Q 6 3 ♥ Q 9 4 ♦ K 3 2 ♣ A Q 6 4	<table border="1" style="margin: auto;"> <tr><td> </td><td>N</td><td> </td></tr> <tr><td>W</td><td> </td><td>E</td></tr> <tr><td> </td><td>S</td><td> </td></tr> </table>		N		W		E		S		♠ A 9 8 2 ♥ A 6 5 3 ♦ Q J 4 ♣ J 9	♠ J 4 ♥ J 10 7 2 ♦ 10 8 7 6 5 ♣ 8 2
	N											
W		E										
	S											

West	North	East	South
Pass	1♥ <sup>1</sup>	Pass	1♣ <sup>2</sup>
Pass	4♠ <sup>3</sup>	All pass	
1. 6+ Points, 4+♥s			
2. 4-♠s, 12-18 Points			
3. 4-♠s, 13-15 Points			

**Contract:** 4♠ South, 10 Tricks  
**Lead:** ♥ 4, Best of bad leads  
**Losers:** 2-♠, 1-♦, 2-♣ = 5.

**Play:** South wins the ♥ A. Two trump are played ending in dummy and a ♣ finesses East, it loses to the ♣ Q. The ♥ A wins and ♣s are led again, forcing the ♣ A. South's ♣s win, discarding two ♦s and South's ♦ 9 is ruffed in dummy.