### **MAJOR SUIT FITS**

## SUPPORT WITH SUPPORT **Opener's Rebids**

**Unbalanced Hands** 



with the Mourges

Major Suit opening bids of  $1 \vee$  or  $1 \wedge$  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                   | <b>Balanced Hand</b><br>5-card Major | <b>Unbalanced Hand</b><br>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<br>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.

| ODENED | OPENER NT Rebid | BALANCED SHAPE & DEFINED STRENGTH        |
|--------|-----------------|--|
|        |                 | TENDS TO DENY SHORTNESS                  |
| SHAPE  | Suit            | UNBALANCED SHAPE & NARROWED STRENGTH     |
|        | Rebid           | TENDS TO DENY BALANCE ● INFERS SHORTNESS |

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

## **MAJOR SUIT FITS**

# SUPPORT WITH SUPPORT **Opener's Rebids**

**Unbalanced Hands** 

# **Bridge Clinic**

with the Mouroes

| OPENING BID   | 1* 1* 1V   | <b>1</b> ♠ New Suit at          | NDER'S BID 1-level FORCING GER 6+ POINTS (UPH) |
|---|--|---------------------------------|--|
|   | OPENER'S REBID - UNBALANCED HAND SUPPORT WITH SUPPORT • SHOW THE SHAPE, FIT, AND STRENGTH    |                                 |  |
|   | 12-16 Minimum Not Forcing  | (16)17-18 = Invite Not Forcing  | 19-21 = Maximum GAME FORCING                   |
| Raise Responder's Suit  4-card Support HCP+Dummy Points | <b>Non-Jump</b><br>Raise to 2-Level  | <b>Jump</b> Raise to 3-Level    | <b>Jump</b> Raise to<br>4-Level/Game           |
| Rebid Original Suit<br>6+ Cards                         | Non-Jump Rebid   | <b>Jump</b> Rebid<br>at 3-Level | <b>Bid Game</b><br>3NT or 4♥ or 4♠             |
| Bid a New Suit<br>Lower Ranking                         | Non-Jump New Suit<br>Cheapest Level • 4+ Cards   |                                 | JUMP SHIFT JUMP bid new Lower-Ranking Suit     |
| Bid a New Suit<br>Higher Ranking                        | REVERSE • ONE ROUND FORCING NON-JUMP bid new Higher Ranking Suit Two Suits of Unequal Length |                                 | <b>Higher Ranking</b> Suit                     |

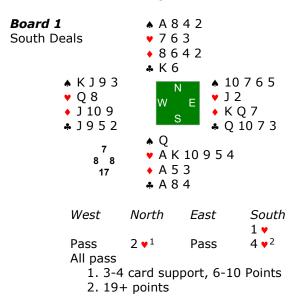
## RESPONDER'S BIDS • RAISE OPENER'S MAJOR SUIT (STANDARD AGREEMENTS)

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

1<sup>st</sup> suit longer (5+) than 2<sup>nd</sup> suit (4+)

#### **Support Your Partner**

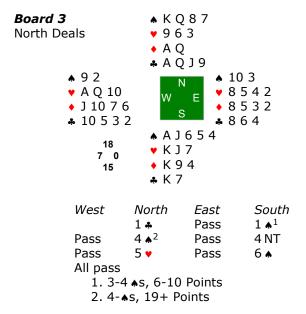
#### **Simple Raise**



**Contract:** 4 **v** South, 10 Tricks **Lead:** • J, Top of solid sequence **Losers:** 1-**v**, 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 ♣.

#### Responder's Suit



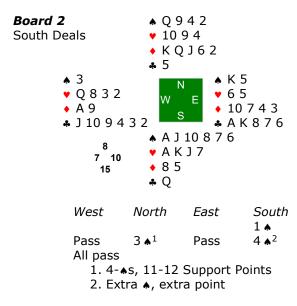
Contract: 6 ▲ South, 12 Tricks

**Lead:** ◆ J, Top of 2-card sequence, passive

**Losers:** 3-♥ = 3.

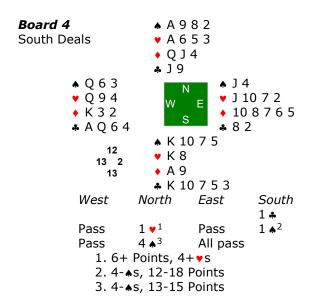
**Play:** South wins the ◆ A, draws trump, wins the ♣s (♣ K first) and discards two ▼s. South Loses only one ▼.

#### **Limit Raise**



**Contract:**  $4 \blacktriangle$  South, 10 Tricks **Lead:**  $\clubsuit$  J, Top of sequence **Losers:**  $1-\spadesuit$ ,  $1-\Psi$ ,  $1-\Phi$ ,  $1-\Phi$  = 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.



**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.