LESSON 2: STUDENT NOTES

1-Level Opening Bids

The Auction
Each suit has a ranking order. When you make a bid during the auction, you must ensure that it is higher than the previous bid, just as you would in any auction. You are now trying to reach a contract at the best level for your side. The first person to make a bid (not pass) becomes the **OPENER**. Opener’s partner is called the **RESPONDER**.

Ranking of Suits

<table>
<thead>
<tr>
<th>Suit</th>
<th>Symbol</th>
<th>Major or Minor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spades</td>
<td>♠</td>
<td>Major</td>
</tr>
<tr>
<td>Hearts</td>
<td>♥</td>
<td>Major</td>
</tr>
<tr>
<td>Diamonds</td>
<td>♦</td>
<td>Minor</td>
</tr>
<tr>
<td>Clubs</td>
<td>♣</td>
<td>Minor</td>
</tr>
</tbody>
</table>

Spades and Hearts are also called the MAJOR suits. Diamonds and Clubs are also called the MINOR suits.

The Levels of Bidding

- 1♣  1♥  1♠  1NT  2♣  2♥  2♠  2NT ....... 7NT

You must make 6 tricks before you start to score in bridge – therefore:
- 1-level contracts must make 1+6 tricks = 7 tricks
- 2-level contracts must make 2+6 tricks = 8 tricks ... and so on

The lowest bid you can make is 1♣ = 7 tricks
The highest bid you can make is 7NT = 13 tricks

Opener’s 1st Bid

<table>
<thead>
<tr>
<th>Bid</th>
<th>HCP Range</th>
<th>Suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣</td>
<td>12-19</td>
<td>4+ clubs</td>
</tr>
<tr>
<td>1♥</td>
<td>12-19</td>
<td>4+ diamonds</td>
</tr>
<tr>
<td>1♠</td>
<td>12-19</td>
<td>4+ hearts</td>
</tr>
<tr>
<td>1♠</td>
<td>12-19</td>
<td>4+ spades</td>
</tr>
<tr>
<td>1NT</td>
<td>12-14</td>
<td>Balanced Hand (special case)</td>
</tr>
</tbody>
</table>

It is important to bid your suits in the correct order so you can describe your hand accurately to your partner.

Use the following rules:

Basic Opening Bid Rules

- The order in which you bid your suits is very important. Here are the rules:
  - Bid your longest suit or
  - Bid the lower ranking of two 4-card suits or
  - Bid the higher ranking of two 5-card suits

Further Bidding - covered in later lessons

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.
PLAY & DEFENCE TIP

Play of the Hand: Trumps

Suit Contracts - Drawing Trumps
With unbalanced hands it is usually right to play in a suit contract.

Draw trumps
In a suit contract it is usually correct to DRAW TRUMPS before you play anything else.
The usual principles of card play apply:
Contract 4♠ - Lead ♥K
♠10986 ♥AKQJ Win with ♥A and draw trumps first by playing ♥A,
♥A4 ♥632 ♥K and ♥QS. If you play a diamond first, one of the
♦AK6 ♦Q532 opponents might be able to ruff with a small trump.
♠A652 ♥K3 Play diamonds when you have drawn trumps.

Stop drawing trumps when your opponents have none left
– carrying on with the above example
♠6 ♥J You have drawn all the outstanding trumps and
♥4 ♥32 these are the cards you have left.
♦AK6 ♥Q532 If you play the ♥J, you will have none left. Now you
♠A652 ♥K3 will lose two more heart tricks because you can’t ruff
the second one.

If the only trump outstanding is the best one – don’t draw it
Contract 4♠ by East - Lead ♥A
♠A963 ♥K742 South leads the ♥A and then ♥K. Trump that and
♥AQJ42 ♥K5 play ♥A and ♥K.
♦KJ3 ♥Q942 LEAVE ♥Q OUTSTANDING
♠3 ♥1062 Start playing your longest suit, which is hearts –
(remember to play the ♥K first) the player with the
♥Q can trump at any time but you are safe.

If you had played a 3rd round of trumps this would have been the position
– using the same hand as above
♠ – ♥7 Now, you will lose another club and you will go 1
♥AQJ42 ♥K5 down by losing a trump, the ♥A, ♥A and another ♥.
♦KJ3 ♥Q942 If you had left the last trump out when you started
♠ – ♥10 playing hearts, you wouldn't lose another ♥ trick as
there would have been a trump left in your hand.