LESSON 3: STUDENT NOTES

Opening 1 of a Suit

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
- Notrumps NT
- Spades ♠ Spades and Hearts are also called the MAJOR suits
- Hearts ♥
- Diamonds ♦ Diamonds and Clubs are also called the MINOR suits
- Clubs ♣

The Levels of Bidding
- 1♣ 1♦ 1♥ 1♠ 1NT 2♣ 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
- 1♣ 12-19 4+ clubs
- 1♦ 12-19 4+ diamonds
- 1♥ 12-19 4+ hearts
- 1♠ 12-19 4+ spades
- 1NT 12-14 Balanced Hand (previous lesson)

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.
**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, ♥️K and ♠️QS. If you play a diamond first, one of the opponents might be able to ruff with a small trump. |
| ♥️ A4 | ♥️ 632 | Play diamonds when you have drawn trumps. |
| ♦️ AK6 | ♦️ Q532 | |
| ♣️ A652 | ♣️ K3 | |

**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 these are the cards you have left. |
| ♥️ 4 | ♥️ 32 | If you play the ♥️J, you will have none left. Now you will lose two more heart tricks because you can’t ruff the second one. |
| ♦️ AK6 | ♦️ Q532 | |
| ♣️ A652 | ♣️ K3 | |

**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 play ♠️A and ♠️K. |
| ♥️ AQJ42 | ♥️ K5 | **LEAVE ♠️Q OUTSTANDING** |
| ♦️ KJ3 | ♦️ Q942 | 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. |
| ♣️ 3 | ♣️ 1062 | |

**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 down by losing a trump, the ♠️A, ♠️A and another ♠️. |
| ♥️ AQJ42 | ♥️ K5 | If you had left the last trump out when you started playing hearts, you wouldn't lose another ♠️ trick as there would have been a trump left in your hand. |
| ♦️ KJ3 | ♦️ Q942 | |
| ♣️ – | ♣️ 10 | |