

Beginners' Lesson 5 - Responder's Limited Bids & Opener's Rebids ♠♥♦♣

Board 1
North Deals
None Vul

♠ A 8 7
 ♥ A K 7 4 3
 ♦ Q J 6
 ♣ A 10

♠ 6 5 2
 ♥ 9 5 2
 ♦ A 7 4 2
 ♣ Q 9 8

♠ Q 10 9 3
 ♥ 8 6
 ♦ K 10 5 3
 ♣ J 7 4

♠ K J 4
 ♥ Q J 10
 ♦ 9 8
 ♣ K 6 5 3 2

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| Pass | 1 ♥ | Pass | 3 ♥ |
| Lead: ♦ 3 | 4 ♥ | All pass | |

North opens 1♥ & South invites game with 3♥ promising 10/11-12, 1 shortage point (sp) for ♦ doubleton & 3+ ♥s. North, with 18 HCP, accepts the invitation & bids 4♥.

Theme: Draw trumps, Finesse
Lead: ♦3 (low from honour)
Losers: 1♠ 3♦ (worst case)
Winners: 2♠ 5♥ 2♣
Play: The lead helps promote a ♦ winner in North's hand so no need to ruff in Dummy. When N/S gain the lead draw trumps. Later lead ♠7 to South's ♠J (finesse) - it wins & now make 11 tricks

Board 3
South Deals
None Vul

♠ A J 3
 ♥ 10 7 2
 ♦ K 4 2
 ♣ 9 7 6 3

♠ Q 10 2
 ♥ Q J 5 3
 ♦ Q J 10
 ♣ 8 5 2

♠ K 8 7 6
 ♥ A 8 4
 ♦ 9 7
 ♣ Q J 10 4

♠ 9 5 4
 ♥ K 9 6
 ♦ A 8 6 5 3
 ♣ A K

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|-------------|--------------|-------------|--------------|
| West | North | East | South |
| Pass | 1 NT | All pass | 1 ♦ |
| Lead: ♣ Q | | | |

North has no support for ♦s, not enough points to bid at 2 level, so bids 1NT showing 6-10 HCP & no 4 card major.

Theme: Length, finesse
Lead: ♣Q (top of 3 card seq.)
Winners: 1♠ 2♦ 2♣
Play: Win the lead & immediately play ♦A & ♦K & then a 3rd ♦ - noting ♦s split 3:2. Now N/S will win 4♦ tricks making 7 winners. Try the ♥K finesse for an 8th trick - lead ♥2 from South towards ♥K.

Board 2
East Deals
None Vul

♠ 10 9 5
 ♥ 6 5 3
 ♦ K J 9 6
 ♣ Q 9 7

♠ J 7 4
 ♥ 9 8 4 2
 ♦ Q 7 5 4
 ♣ K 10

♠ 8 6 3
 ♥ A K Q J 10
 ♦ A
 ♣ A 4 3 2

♠ A K Q 2
 ♥ 7
 ♦ 10 8 3 2
 ♣ J 8 6 5

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| 2 ♥ | Pass | 1 ♥ | Pass |
| Lead: ♠ A | | 4 ♥ | All pass |

West 2♥ shows a fit & 6-10 HCP. East has 18 HCP & a good hand (5 losers) & bids game

Theme: Don't draw all trumps, ruff in short hand
Lead: ♠A (promising ♠K)
Losers: 3♠ 3♣ (but ruff)
Winners: 5♥ 1♦ 2♣ = 8
Play: N/S win first 3♣ tricks. Declarer wins lead & draws 2 rounds of trumps only as need to ruff 2 ♣ tricks in Dummy. Play 2 rounds of ♣s ending in East, play ♦A & then ruff a 3rd ♣. Get back to hand by ruffing a ♦ & lead another ♣ (ruff high so don't get over ruffed)

Board 4
West Deals
None Vul

♠ 10 2
 ♥ Q J 6 3
 ♦ Q 7
 ♣ Q J 10 7 2

♠ A J 8 7 6 5
 ♥ A 10 4
 ♦ A 8 3
 ♣ 8

♠ K 4
 ♥ 7 5 2
 ♦ K 9 5 4 2
 ♣ K 9 3

♠ Q 9 3
 ♥ K 9 8
 ♦ J 10 6
 ♣ A 6 5 4

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| 1 ♠ | Pass | 1 NT | Pass |
| 2 ♠ | All pass | | |
| Lead: ♣ Q | | | |

East has 9 HCP so needs to bid but cannot support ♠s, & not enough pts to bid at 2 level, so bids 1NT. West repeats ♠s to show 6 in the suit & 12-15 HCP

Theme: Finesse, discard losers on a winners
Lead: ♣Q - (top of seq.)
Losers: 1♠ 2♥ 1♦ 1♣
Winners: 2♠ 1♥ 2♦
Play: Can try ♠K but it loses to ♣A. If South returns a ♣ West can ruff. Then a low ♠ to ♠K, returning ♠4 & intend to play ♠J if South

Board 5
North Deals
 None Vul

♠ K 5
 ♥ Q J 10 8 7 4
 ♦ A Q 4
 ♣ 7 4

♠ Q J 8 7 6
 ♥ A 9
 ♦ 8 5
 ♣ 8 5 3 2

♠ A 9 3 2
 ♥ 6 5
 ♦ K 10 7
 ♣ J 10 9 6

♠ 10 4
 ♥ K 3 2
 ♦ J 9 6 3 2
 ♣ A K Q

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| Pass | 1♥ | Pass | 2♦ |
| All pass | 2♥ | Pass | 4♥ |
| Lead: ♣ J | | | |

With a strong hand South bids ♦s knowing can show fit in ♥s later. North's ♥ rebid shows 6 cards in the suit

Theme: do not draw trumps, discard a loser on a winner

Lead: ♠J (top of seq.)

Losers: 2♠ 1♥ 1♦ 0♣ = 4

Winners: 0♠ 0♥ 1♦ 3♣

Play: We can discard a losing ♠ on a club. Should we draw trumps - NO E/W win & play on ♠s? So play 3 rounds of ♣s discarding ♠5 from North. Now draw trumps & can later try ♦ finesse which fails.

Board 6
East Deals
 None Vul

♠ J 9 7 3 2
 ♥ 9 7 2
 ♦ Q 8
 ♣ A K 4

♠ K 6 4
 ♥ 6 5 4
 ♦ 10 6
 ♣ Q J 10 9 3

♠ A Q 5
 ♥ A K J
 ♦ A J 7 4
 ♣ 8 7 5

♠ 10 8
 ♥ Q 10 8 3
 ♦ K 9 5 3 2
 ♣ 6 2

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| 1 NT | Pass | 1♦ | Pass |
| Lead: ♠ 3 | | 3 NT | All pass |

plays low. If West still has ♥A at this time E/W can deliberately lose first ♦, win next trick; play ♦A & then ♦K & use East's winning ♦s to discard ♥ losers

West bids INT to show 6-10 HCP but no fit & no 4 card major. East has 19 HCP & balanced - enough for game

Theme: Force out ♣s, entries

Lead: ♠3 (4th highest)

Winners: 3♠ 2♥ 1♦ 0♣

Play: Need to win 3♣ tricks but note West needs to keep ♠K as an entry to access winning ♣s once ♠A & ♠K have been forced out. Note also E/W have 2 stoppers in the other suits so safe to play ♣s. Win lead in East & play ♣s

Board 7 ♠ 9 4 2
South Deals ♥ A K 8
None Vul ♦ 9 6 2
 ♣ 9 5 4 3

| | | | |
|---|---|--|---|
| ♠ J 10 8 5 ♥ 7 ♦ K 8 7 4 ♣ Q 8 7 2 | <div style="border: 1px solid black; padding: 5px; margin: 0 auto; width: 60px; height: 60px; display: flex; flex-direction: column; align-items: center; justify-content: center;"> <div style="display: flex; justify-content: space-between; width: 100%;">N W</div> <div style="display: flex; justify-content: space-between; width: 100%;">E S</div> </div> | ♠ K Q 7 6 ♥ J 10 6 2 ♦ 5 3 ♣ A 10 6 | ♠ A 3 ♥ Q 9 5 4 3 ♦ A Q J 10 ♣ K J |
|---|---|--|---|

| | | | |
|------------------|--------------|-------------|--------------|
| West | North | East | South |
| Pass | 2 ♥ | Pass | 3 ♥ |
| All pass | | | |
| Lead: ♣ 2 | | | |

With 2 doubletons South cannot open 1NT so bids 1♥. North shows a fit & 6-10 HCP, South, with 17 HCP, invites North to bid game if maximum. North has only 7 HCP so passes

Theme: Finesse, don't draw last trump

Lead: ♣2 (promising honour)

Losers: 1♠ 1♥ (if bad break) 1♦ 2♣

Winners: 1♠ 3♥ 1♦ 0♣ = 5

Play: If ♥s break 3:2 will get 2 extra ♥ tricks, can try a ♦ finesse & ♣ finesse. However, the lead allows ♣K to become a winner. Win the lead & draw 3 rounds of trumps ending in North (note 4:1 split). Now try ♦ finesse. Lead ♦2 towards ♦Q finesse, it fails, but now have an extra 2♦ winners. Note East can ruff a ♦ with last trump but this then gives us an extra ♥ trick. Makes 9 tricks

Board 8 ♠ 10 4 3
West Deals ♥ A J 4 2
None Vul ♦ K J 10 5
 ♣ 8 7

| | | | |
|--|---|---|---|
| ♠ K Q 8 ♥ Q 8 5 ♦ 7 2 ♣ A 6 5 4 2 | <div style="border: 1px solid black; padding: 5px; margin: 0 auto; width: 60px; height: 60px; display: flex; flex-direction: column; align-items: center; justify-content: center;"> <div style="display: flex; justify-content: space-between; width: 100%;">N W</div> <div style="display: flex; justify-content: space-between; width: 100%;">E S</div> </div> | ♠ 9 7 6 2 ♥ K 3 ♦ A 9 6 ♣ K Q J 10 | ♠ A J 5 ♥ 10 9 7 6 ♦ Q 8 4 3 ♣ 9 3 |
|--|---|---|---|

| | | | |
|-------------------|--------------|-------------|--------------|
| West | North | East | South |
| Pass | Pass | 1 ♣ | Pass |
| All pass | | | |
| Lead: ♥ 10 | | | |

Need 5 in a suit to support a minor opening. West with 10/11-12HCP & 5♣s raises to the 3 level.

Theme: Draw trumps, ruffing, finesse

Lead: ♥10 (top of seq.)

Losers: 2♠ 2♥ 1♦ 0♣
 (Count losers from hand with most trumps, eg Dummy)

Winners: 1♦ 5♣

Play: To the lead of ♥10, North should play low keeping the ♥A over Dummy's ♥Q, so East wins win ♥K. Draw trumps - only 2 rounds needed. Look to ruff a ♥ in East (gains an extra trick) & a ♦ in West. If playing ♠s lead low from East to West's ♠KQ - can win 2 ♠ tricks this way.

Board 9 ♠ A K 6 5 2
 North Deals ♥ K 3 2
 None Vul ♦ A 6 4
 ♣ 3 2

| | | |
|--------------|--|-------------|
| ♠ 9 8 | | ♠ Q 10 |
| ♥ Q J 10 8 4 | | ♥ A 9 7 5 |
| ♦ J 10 5 | | ♦ Q 9 7 3 2 |
| ♣ A 10 8 | | ♣ J 9 |

♠ J 7 4 3
 ♥ 6
 ♦ K 8
 ♣ K Q 7 6 5 4

| | | | |
|-------------|--------------|-------------|--------------|
| West | North | East | South |
| | 1 ♠ | Pass | 4 ♠ |

All pass

Class Hand - Shortage Points

With a fit, a singleton ♥ (3sp) & doubleton ♦ (1sp) & 9 HCP = 13 total points - enough for game