



# One Level Opening Bids

Presenter/s

Date

## Basic Rules for Opening 1 of a suit – You also need the correct shape

Bid	HCP	
1NT	15-17	balanced hands
1♠	12 – 19	5+ cards in Spades
1♥	12 – 19	5+ cards in Hearts
1♦	12 – 19	3+ cards in Diamonds & no 5 card major
1♣	12 – 19	3+ cards in Clubs & no 5 card major

# 1 LEVEL OPENING BIDS - Short Club Option













## With

## Bid

- |   |                                    |                 |           |
|---|------------------------------------|-----------------|-----------|
| 1 | Two equal length suits of 5+ cards | The higher suit | If not... |
| 2 | A longest suit of 5+ cards         | That suit       | If not... |
| 3 | Four diamonds                      | 1♦              | If not... |
| 4 | Otherwise                          | 1♣              |           |

*Known as **Short Club** -  
guarantees 4 diamonds if open  
1♦*

# 1 LEVEL OPENING BIDS - What is the Opening Bid?

 A Q 6 5 3 2	 A J 5 2	 K 2
 7 2	 J 8	 A K Q 2
 A 2	 A T 5	 J 9 8 7 5
 A 9 2	 J T 8 5	 9 7

1 

Pass - only 11HCP

1 

 A J 9 5 2	 A 5 2	 9 7 6 5 2
 A Q 8 6 2	 A K 6 2	 A K 8 5
 K 5	 A J 8 5	 T
 4	 9 7	 A Q J

1  - higher of 5 card suits

1 

1 

## What to bid with these suits?

 **A72**  
 **A9**  
 **KT53**  
 **AK53**

Bid

1 

 **A732**  
 **A93**  
 **KT5**  
 **AK5**

Bid

1 

 **A732**  
 **A932**  
 **KT5**  
 **A5**

Bid

1 

What is this?

Add the HCP to the number of cards in the TWO longest suits and if it comes to 20 or more, bid! E.g.

♠ **K Q 8 5 4**  
♥ **Q 7 6**  
♦ **A T 9 5**  
♣ **T**

Only 11 HCP but with 9 cards in 2 suits meets the Rule of 20 ( $11 + 9 = 20$ ), so open 1♠ (planning to rebid 2♦)

## What is the Partnership looking for?

1. To find a **suit fit** – 8+ cards in the **same suit** between both hands. Look for a **MAJOR FIT**
2. Decide the **level** to play the contract by counting the partnerships combined HCP

**Part-score: Fewer than 25 HCP**

**Game: 25+**

# 1 LEVEL OPENING BIDS - Responder's Priority

- With **6+** HCP Responder should bid:
  - ◆ **With a fit raise partner's suit**
  - ◆ Bid own suit at the 1 level if possible eg 1D 1S
  - ◆ If not possible to bid own suit at 1 level bid NT eg 1D 1NT
- With **suit fit** there are 3 choices of level for Responder:
  - ◆ With 6 – 10 TP raise 1 level eg 1H 2H
  - ◆ With 10/11 – 12 TP jump a level eg 1H 3H
  - ◆ With 13+ TP look for game
  - ◆ To bid **Game** you need to have **25+** points in the partnership



# 1 LEVEL OPENING BIDS - Responder's Limit Bids

**LIMIT BID:** Strength & shape of a hand is described within very narrow limits.

## Responder's Limit Raises

- 1♥ – 2♥      6–10 TP    3+ card support
- 3♥      10/11–12 HCP 3+ card support
- 4♥      **Discuss next week**

## Responder's Limit NT Bids

- 1♥ – 1NT    6–10 HCP    denies 3+ support
- 2NT    11–12 HCP    denies 3+ support
- 3NT    13–15 HCP    denies 3+ support

# 1 LEVEL OPENING BIDS - Responder's Bid

Partner Opens 1 

 K652  
 98  
 J84  
 T963

4 HCP  
 +4 spades  
**Pass**

 K652  
 984  
 KJ8  
 J63

6-10 TP  
 + 4 spades  
**Support**  
**Bid 2** 

 K652  
 K94  
 KJ8  
 J63

10/11-12 TP  
 + 4 spades  
**Support**  
**Bid 3** 

These are all examples of **Limit Bids** by Responder

## Priorities:

1. A **Major** suit contract – scores well & you can ruff losers  
4♥ or 4♠ are game contracts in a major = **10 tricks**  
i.e. make 4 where each trick scores  $30 \times 4 = 120$
2. Then a **NT** contract – scores well + fewer tricks for game  
3NT is a game contract = **9 tricks**  
i.e. make 3 where first trick scores 40 and next tricks 30 each =  
 $40 + 30 + 30 = 100$
3. A **Minor** suit contract – scores poorly + more tricks for game  
5♣ or 5♦ is a game contract in a minor = **11 tricks**  
i.e. make 5 where each trick scores  $20 \times 5 = 100$

# 1 LEVEL OPENING BIDS - Summary

- Need 12+ to open. Look to open 1NT first, then a major finally a minor
- Opening a minor does not guarantee length in suit
- Need 6+ HCP to respond, if less Pass
- Need 25+ to make game in NT or a major, more for a minor game
- Introduction to the Limit Bid
- Introduction to Level of Fit
- Starting “do we have game points” maths