



LESSON 2

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

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 (Special Case)

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:

- Longest suit
- Lower ranking 4-card suit
- Higher ranking 5-card suit

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.

Make your best guess.

TIP 1: PLAY & DEFENCE

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, ♠K and ♠QS. If you play a diamond first, one of the opponents might be able to ruff with a small trump. Play diamonds when you have drawn trumps.
♥ A4	♥ 632	
♦ 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. 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.
♥ 4	♥ 32	
♦ 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. LEAVE THE ♠Q OUTSTANDING. 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.
♥ AQJ42	♥ K5	
♦ KJ3	♦ Q942	
♣ 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 ♣. 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.
♥ AQJ42	♥ K5	
♦ KJ3	♦ Q942	
♣ –	♣ 10	