



## Major Suit Opening

Open 1♥ or 1♠ when:

1. Your hand doesn't meet the requirements to open 1NT or 2NT.
2. You have 12 or more total points
3. You have a 5+ card major suit.
4. If you are 5-5 in the major suits, open 1♠ regardless of relative strength.

Here are some examples of a 1♠ opening bid:

♠ A K Q 9 3   ♥ 9 8 3   ♦ K 7   ♣ 9 7 6

♠ 9 8 7 6 2   ♥ K 5 3   ♦ A 4   ♣ A 6 5

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

♠ T 9 8 7 6   ♥ A K 9 7 4   ♦ K 3   ♣ 4

## Responding with a fit

Once partner opens 1♥ or 1♠ we will support them when we have 3 or more cards in the suit they opened. We know we have an 8 card fit or better in the major suit, as partner promised 5 when they opened the suit and we have 3 to support them. We know where to play, and now we need to figure out how high.

## Dummy Points

When we support our partner's suit, we are telling them we have at least an 8 card fit. We don't add length points, instead we add dummy points, because we know that our shortness is valuable for partner in a suit contract when we have a fit:

- 1 extra point for a doubleton
- 2 extra points for a singleton
- 4 extra points for a void

We then use high card points + dummy points to raise partner (remember an average hand has 10 points):

- Small responding hand (1 trick less than average) raise to the two level
- Medium responding hand (average hand) raise to the three level (an invitation)
- Large responding hand (1 trick more than average) raise to the 4-level (game)

## How High to Bid

We use our bids to describe our hand range to partner. Then using the hand range we can determine how high to bid. Note that Invitational below means that one partner or the other needs to be at the top of their range:

Opener Hand Range	Responder Hand Range	Contract Level
Small	Small	Part Score
Small	Medium	Invitational to game
Small	Large	Game
Medium	Small	Invitational to game
Medium	Medium	Game
Medium	Large	Invitational to slam
Large	Small	Invitational to game
Large	Medium	Game
Large	Large	Slam

## Auction Captain

In every auction one partner or the other is the captain. They are the one who has to make the decision of how high the partnership will bid (or decide to invite partner). The captain will make a bid that asks partner a question about their hand strength, so that the partnership can set the level of the final contract.

## Raise with a fit

When partner opens the bidding with a major suit, responder's first priority is to always raise with 3+ cards in opener's major. This tells partner that we have an 8+ card major suit fit, and now the only question is how high to bid. The rule is to "**Support with support**". Responder should use the following table for how high to support:

Hand Range (HCP + dummy points)	Responder First Bid
0-5	pass
Small (6-9)	raise partner to 2-level
Medium (10-12)	limit raise; jump to 3-level
Large (13-15)	bid 4 of the Major
Extra Large (16+)	Explore slam

## Opener's Second Bid after support

When responder supports your major suit opening, they have told you not only that you have found an 8+ card fit, but they have also told you the size of hand that they have. As Opener, you are now the captain. You will:

- Pass if you are at the right level
- Invite Game or Slam
- Bid Game or Slam

Hand Range	Responder Bid	Opener Second Bid
Small (12-14)	2-level raise	Pass
Bottom of Small (12-13)	3-level raise	Pass (25pts max)
Top of Small (14)	3-level raise	Bid game
Bottom of Medium (15-16)	2-level raise	Pass (25pts max)
Top of Medium (17)	2-level raise	Invite to game by bidding new suit that has length or honors
Medium (15-17)	3-level raise	Bid game
Bottom of Large (18-19)	2-level raise	Invite to game by bidding new suit that has length or honors
Top of Large (20-21)	2-level raise	Bid game
Large (18-21)	3-level raise	Bid game
Large (18-21)	4-level raise	Bid small slam

## Responder Second bid after Supporting

If opener passed, responder will not have a second bid. Opener has decided the proper contract level. If opener bids game or slam, responder will pass. Responder will only have a second bid when opener has invited to game by bidding a new suit. Responder evaluates their hand and decides whether to bid game or not:

Hand Feature	Responder Second Bid
4 card trump support	Bid game
Bottom of point range	Rebid major suit at the 3 level
Top of point range	Bid game
Middle of Point Range	Rebid major suit at the 3 level with Queens and Jacks
Middle of Point Range	Bid game with Aces and Kings