



## The Responder's change of suit

### The change of suit.

Without a fit in your partner's major, you can announce strength in another suit:

- at 1 level with a minimum of 5HCP and at least 4 cards,
- at 2 level with 10HCP or more,

NB ! After a 1 spade opening, the response of 2 hearts promises 5 cards. In the minors 4 cards are enough. All the changes of suit are forcing.

S	W	N	E
		1 ♥	Pass
Pass			

  

5	4	3	K	3	J	5	4	3	J	5	3	2
♠	♠	♠	♥	♥	♣	♣	♣	♣	♣	♦	♦	♦

Problem E2204 With 5HCP and a heart doubleton, **PASS** is the bid that most often pays off.

S	W	N	E
		1 ♠	Pass
Pass			

  

6	5	3	7	5	3	10	5	2	A	6	5	3
♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

Problem E2327 **PASS** If you don't want to disappoint your partner, refrain from responding with a 4333 hand that only contains an ace.



## The Responder's change of suit

### The change of suit at 1 level.

You will need a minimum of 5HCP and a 4 card suit for this forcing bid. After a minor opening:

- with 4 cards in both spades and hearts, begin by announcing the hearts.
- with 5 cards in both spades and hearts, begin by announcing the spades.

S	W	N	E
		1 ♦	Pass
1 ♥	Pass		



Problem E2102 1 ♥ With 4 cards in both spades and hearts, begin by announcing the hearts. If your partner has 4 spades, he will tell you!

S	W	N	E
		1 ♦	Pass
1 ♠			



Problem E2105 1 ♠ With 5 cards in both majors, always start with the spades. With a strong hand you will be able to call the hearts with a jump.



## The Responder's change of suit

### The Responder's change of suit 2/1 (without jump)

You need:

- 10HCP or more
- 4 cards in the minors
- 5 cards if the suit is a major

This bid is forcing and autoforcing which means that the Opener is obliged to reply and the Responder is also obliged to provide another bid. After this sequence the side usually goes to game (but not always, particularly if the Opener has a very weak hand).

S	W	N	E
		1 ♦	Pass
2 ♣			

  

4 ♠	3 ♠	6 ♥	4 ♥	3 ♥	A ♣	K ♣	Q ♣	10 ♣	9 ♣	J ♦	10 ♦	9 ♦
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Problem E2112 2 ♣ A change of suit 2/1 with this steel plated suit of 6 cards and 10HCP



## The Responder's change of suit

**With a jump : careful, this bid isn't recommended for advanced players**

This bid is the strongest that The Responder can announce : You need approx 16HCP and a very strong suit with a minimum of 6 cards.

Obviously this bid is game forcing. Careful, few players use this bid to show their strength. In fact, it's not at all frequent so it's not very useful.(See Level 3 tips). Players use this to bid both majors with a weak hand

S	W	N	E
		1 ♣	Pass
1 ♦			



Problem E2023 2 ♦ The change of suit with a single jump describes a one-suiter hand of at least 6 magnificent cards and 15-16HCP.