



# Reponder's second bid after opener has shown support to responder's first suit

## Reponder's second bid after opener has shown support to his Major

By his support bid, the opener shows his strength and distribution :

- With a first zone hand he'll show support at the lowest level possible
- With a 2nd zone hand he'll jump in your suit : which also shows he could not open 1NT because he had an irregular hand....
- With a regular 3rd zone hand he will bid 4 in the Major : In general, he regular hand will make it impossible to make a slam.
- With an irregular 3rd zone hand he'll use a Splinter .. and you'll know if his shrtness is well located in view of your hand.

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	3 ♥	Pass
Pass			



Quiz 1

,E9404,1,Problème E9404 Here, The opener is fitted with a 2nd zone hand

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	2 ♥	Pass
4 ♥			



Quiz 2

,E9403,1,Problème E9403 Here, The opener is fitted with a first zone hand



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## Reponder's second bid after opener has shown support to his suit

Most of the time after the opener has shown support, you'll know if your camp has to values to go for game or slam.

- The location of the HCP of the camp, the distribution and the presence of Aces are key factors in bidding for game more important than the direct HCP count
- After a 2 level support by the opener the 3 level repetition of the suit is not a proposal to go to game but rather a prolongation of the bid to discourage a wake-up bid by the opps !
- After support at the 3 level by the opener bid for game if your honors are in the right suits and you distribution favorable
- only use trial bids if you do need more information to determine if game is feasible

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	2 ♠	Pass
4 ♠			

A	10	7	6	4	5	9	8	A	J	10	9	7
♠	♠	♠	♠	♠	♥	♣	♣	♦	♦	♦	♦	♦

Problem E9404 the 7HCP are in the wrong suits and not worth much ! Ici you must pass.

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	3 ♠	Pass
4 ♠			

A	10	9	8	6	4	J	10	7	5	7	3	2
♠	♠	♠	♠	♠	♥	♣	♣	♣	♣	♦	♦	♦

Problem E9407 5HCP only ... but all effective and 9 cards in Trump, 1 ace & 1 singleton, bid game !



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## Support trial bids in a suit

It should only be used when more information is required to assert whether or not game is possible (for slams, you'll use the generalized 2NT trial bid). Do not forget that trial bids also give valuable information your opponents will use in their lead and play ....and defense.

- If you risk losing too many tricks upfront in a suit without complementary values from partner, bid three in that suit (as a trial bid) Si vo
- If your partner has the required complement he'll bid for game.
- If not he'll go back to the chosen suit at the 3 level

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

S	W	N	E
		1 ♦	Pass
1 ♠	Pass	2 ♠	Pass
3 ♣	Pass	4 ♠	Pass
Pass			

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

Problem E9406 with out complements in ♣ you will lose too many tricks upfront in that suit ! bid 3 ♣ as trial bid.

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

S	W	N	E
1 ♦	Pass	1 ♠	Pass
2 ♠	Pass	3 ♣	Pass
4 ♠	Pass	Pass	Pass

K	Q	10	7	8	7	6	3	A	K	J	10	8
♠	♠	♠	♠	♥	♥	♥	♥	♣	♦	♦	♦	♦

Problem E9412 With the ace of ♣ South will answer favourably his partner's question and bid 4 ♠



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## AAfter a splinter by opener

The opener has a 3rd zone irregular hand and good support... a slam is possible

- If the shortness of the opener happens to be in a suit with no wasted honors the slam appears likely... bid your controls
- If not, conclude the bidding at game level The slam may still be on if opener has a great hand

S	W	N	E
		1 ♦	Pass
1 ♥	Pass	4 ♣	Pass
4 ♥			



Problem E9409 4 ♥ Your partner has a singleton in your strong suit : bad news... conclude by bidding game !

S	W	N	E
		1 ♣	Pass
1 ♠	Pass	4 ♦	Pass
4 NT			



Problem E9410 The singleton of your partner is ideally located, you have all the controls, check the number of keycards of your partner and conclude !