

## **Rules for Responding to an Opening Bid of One of a Suit**

After a player opens the bidding their partner becomes 'Responder'. Responder has a different set of rules. Responder will bid if they have 6 points. The priority of what bid is chosen in responding changes dependent on whether partner opened one in a major suit or one in a minor suit.

### **Partner has Opened 1♣:**

- 6+ points and a five card major bid your major. If you have five hearts and five spades; bid 1♠
- 6+ points and a four card major bid your major. If you have four hearts and four spades; bid 1♥
- 6-10 points and a balanced hand with no 4 card or longer major bid 1NT
- 11-12 points and a balanced hand with no 4 card or longer major bid 2NT
- 13-15 points and a balanced hand with no 4 card or longer major bid 3NT
- 6-9 points and five or more clubs (a 'fit') bid 2♣
- 10-12 points and five or more clubs (a 'fit') bid 3♣
- 6+ points and four or more diamonds with an unbalanced hand bid 1♦

### **Partner has Opened 1♦:**

- 6+ points and a five card major bid your major. If you have five hearts and five spades; bid 1♠
- 6+ points and a four card major bid your major. If you have four hearts and four spades; bid 1♥
- 6-9 points no 4 card or longer major and no diamond fit bid 1NT
- 6-10 points and a balanced hand with no 4 card or longer major bid 1NT
- 11-12 points and a balanced hand with no 4 card or longer major bid 2NT
- 13-15 points and a balanced hand with no 4 card or longer major bid 3NT
- 6-9 points and five or more diamonds (a 'fit') bid 2♦
- 10-12 points and five or more diamonds (a 'fit') bid 3♦
- 10+ points and four or more clubs and an unbalanced hand bid 2♣

### Partner has Opened 1♥:

With 3+ cards in partner's major (a 'fit'):

- 6-9 points raise partner's major to 2♥
- 10-12 points raise partner's major to 3♥
- 13+ points bid a new suit and raise partner's major to Game at your next bid
- Less than 7 points, five or more cards in partner's major and a singleton or void in another suit (this is called a 'Weak Freak') raise partner's major to 4♥

Without a fit for partner's major:

- 6+ points and four or more spades bid 1♠
- 6-9 points bid 1NT
- 10 points and a balanced hand bid 1NT
- 10+ points and an unbalanced hand or a good five card or longer suit bid your suit at the two level
- 11-12 points and a balanced hand bid 2NT
- 13-15 points and a balanced hand bid 3NT
- 16+ points and a balanced hand bid a new suit

### Partner has Opened 1♠:

With 3+ cards in partner's major (a 'fit'):

- 6-9 points raise partner's major to 2♠
- 10-12 points raise partner's major to 3♠
- 13+ points bid a new suit and raise partner's major to Game at your next bid
- Less than 7 points, five or more cards in partner's major and a singleton or void in another suit (this is called a 'Weak Freak') raise partner's major to 4♠

Without a fit for partner's major:

- 6-9 points bid 1NT
- 10 points and a balanced hand bid 1NT
- 10+ points and five or more hearts bid 2♥
- 10+ points and an unbalanced hand or a good five card or longer suit bid your suit at the two level
- 11-12 points and a balanced hand bid 2NT
- 13-15 points and a balanced hand bid 3NT
- 16+ points and a balanced hand bid a new suit

