

The background of the cover features abstract, overlapping shapes in shades of red and grey. A prominent, large, irregular red shape is positioned in the upper left and center, while a large, dark grey shape is in the lower right. The overall composition is modern and minimalist.

WHAT DO THESE BIDS MEAN?

A BRIEF BIDDING REVIEW

Timothy LeVan

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(no voids, no singletons, not more than one doubleton).	
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Introduction

What Do These Bids Mean? is a Standard American (not 2/1) brief bidding review for Novices and Early Intermediate players. All examples show only bids – you practice **visualizing** what two, then all four, players hold. What did they bid? What might they have bid, but didn't? What do their bids show? What do they deny? Are they forcing?

Stayman and Jacoby transfers are the only two conventions used.

Each chapter begins with a **Summary** of a concept.

Examples follow – often with multiple possible bids by the final bidder – clarifying each bid's required distribution and point-count ranges to show minimum, medium, or maximum hands.

What Do These Bids Mean? gives detailed explanations of each bid, and notes if it's Forcing or Not Forcing, and why.

Thoughts give additional ideas on the bidding sequence. Progressively, *negative* inferences are noted, based on what *might have* but *was not* bid.

Quiz Questions & Answers follow each section – fifteen pages in all. South's actual hand is shown, with the bidding up to South's pivotal next bid.

Final Test Deals – four sets of nine deals – follow major sections. Four players each choose a direction: N/S/E/W, bid an entire deal, then look at the **Full Deal** and the **Suggested Bidding**. Was your bidding the same?

Not Sure? Notes refer to previous examples, and text pages.

Individuals and partnerships seeking to clarify these fundamental bidding messages will find this book helpful.

The Overall Picture for Opening Bids

0-12 Points = Pass or bid *Preemptively*

6-10 Points =

= Bid 2♦/♥/♠ *Preemptive* (with a good* 6-card suit)

= 3♣/♦/♥/♠ *Preemptive* (shows a good* 7-card suit)

= 4♣/♦/♥/♠ *Preemptive* (shows a good* 8-card suit)

= 5♣/♦ *Preemptive* (shows a good* 9+card suit)

*good means 2 of top 3, or 3 of top 5 honors

12-21 Points = Bid 1 of a suit (♥/♠ with 5+, ♣/♦ with 3+)

15-17 HCPs *balanced* hand = Bid 1NT

18-19 Points *balanced* hand = Bid 1 of a suit; planning to

Jump in NT (too strong for 1NT, too weak for 2NT)

20-21 HCPs *balanced* hand = Bid 2NT

22+ Points any distribution = Bid 2♣ (forcing); then

rebid your 5-card or longer suit (forcing),

or show a balanced hand (*not* forcing) with:

22-24 Points = 2NT

25-27 Points = 3NT

28-30 Points = 4NT

(etc. by 3-point ranges)

Opener's Balanced Hand Bids

12-14 – Open One of a Suit, rebid 1NT

15-17 – Open 1NT

18-19 – Open One of a Suit, jump in Notrump

20-21 – Open 2NT

22-24 – Open 2♣, rebid 2NT

25-27 – Open 2♣, rebid 3NT

28-30 – Open 2♣, rebid 4NT,

(etc. by 3-point ranges)

Review of the Basics

Counting Total Points

Total Points equal both:

High Card Points: A/K/Q/J = 4/3/2/1 points, and

Length Points: 5/6/7/8-card suits = add 1/2/3/4 points

Total Points needed for Partscore, Game & Slam

Partscore = fewer than 26 points

Notrump Game = about 25 points

Major (♥/♠) Game = about 26 points

Minor (♣/♦) Game = about 29 points

Small Slam = about 33 points

Grand Slam = about 37 points

Dummy Points – with 3+ card support for Opener's Suit,

Responder adds:

Void = 5 points

Singleton = 3 points

Doubleton = 1 point

Hand Evaluation (suits only)*

<u>Opener</u>	<u>Strength</u>	<u>Responder</u>
12 to 15	Minimum	6 to 9
16 to 18	Medium	10 to 12
19 to 21	Maximum	13+

Two Minimum Hands = Partscore

Two Medium Hands = Game

Two Maximum Hands = Slam

A Minimum + Medium pair **may** explore for Game

A Medium + Maximum pair **may** explore for Slam

*some partnerships may have slightly different point count ranges.

Responder's Bids to Opening 1NT Point Range Chart

Standard Bids

0-7 *balanced* Points = Pass

8-9 *balanced* Points = 2NT* (asks Opener to Pass or Bid 3NT)

10-15 *balanced* Points = 3NT

Quantitative Bids (by 2-Point Ranges)

16-17 *balanced* Points = 4NT* (asks Opener to Pass or Bid 6NT)

18-19 *balanced* Points = 6NT

20-21 *balanced* Points = 5NT* (asks Opener to Bid 6NT or 7NT)

22+ *balanced* Points = 7NT

*Responder's 2NT, 4NT, and 5NT bids ask Opener to further describe his 1NT hand:

- 15 points is minimum
- 16 points requires judgment**
- 17 points is maximum

Note: When both partners have *balanced* hands, it's the "quantity" of points that determines how high to bid (hence "Quantitative" Bids).

**16-Point Hands Requiring Judgment

- How do I know if my 16 point hand is 'good' or 'bad'?
- Do I *upgrade* or *downgrade* my 16-point hand?

Possible considerations may be:

- If your honor cards are working together in the same suits, perhaps *upgrade* your hand.
- If your honor cards are split up in different suits, perhaps *downgrade* your hand.
- If you have a good 5-card minor suit, perhaps *upgrade* your hand.

FIRST SEAT – Opener Bids

Part One – Opening BALANCED Hands, Responses & Rebids (opponents pass)

Opener Minimum

12-14 balanced points – Open One of a Suit, rebid 1NT

Examples #1-2

Quiz Questions & Answers

Opener Medium

15-17 balanced points – Open 1NT*

(no voids, no singletons, not more than one doubleton).

*In this book, we do not open 1NT with a 5-card major suit.

Balanced Hand Responder Bids

- 0-7 balanced points
- 8-9 balanced points
Example #3
- 10-15 balanced points
Example #4

Quantitative Bids

- 16-22+ balanced points
Examples #5-8
Quiz Questions & Answers

Unbalanced Hand Responder Bids

- Stayman – Examples #9-16
Quiz Questions & Answers
- Jacoby Transfers – Examples #17-21
- Relay to the Minors – Example #22
Quiz Questions & Answers
- Showing 5-4 or 5-5 in the Majors – Examples #23-26
Quiz Questions & Answers

Opener Maximum

18-19 balanced points – Open One of a Suit, *jump* in NT

Examples #27-30

20-21 balanced points – Open 2NT

Examples #31-36

Quiz Questions & Answers

22+ points – Open 2♣ – **Only** forcing Opening Bid

Examples #37-40

Quiz Questions & Answers

Final Test Deals #1-9

Example #1

West	North	East	South
	1♣	Pass	1♦/1♥/1♠
Pass	1NT	Pass	Pass
Pass			

What Do These Bids Mean?

1♣. No 1NT, no 5-card major, clubs is longer minor, 12-21 points.

1♦/1♥/1♠. All forcing.

1♦. 4+ diamonds, 6+ points. Forcing.

1♥. 4+ hearts, 6+ points. Forcing.

1♠. 4+ spades, 6+ points. Forcing.

1NT. 12-14 balanced points, no fit with partner. Not forcing.

Thoughts

Minimum 12-14 point opening hand, no fit with partner's suit.

Example #2

West	North	East	South
	1♣	Pass	1NT
Pass	Pass	Pass	

What Do These Bids Mean?

1♣. No 1NT, no 5-card major, clubs is longer minor, 12-21 points.

1NT. 6-9 balanced points, no 4+ card major. Not forcing.

Pass.

Thoughts

With minimum 12-14 balanced points, 1NT looks fine!

First Seat, Part One – Quiz Questions

Balanced Minimum Opener Rebids

a. South: ♠ K4 ♥ K765 ♦ J109 ♣ AQ82

	West	North	East	South
				1♣
Pass	1♦		Pass	???

b. South: ♠ QJ102 ♥ K4 ♦ A1098 ♣ Q109

	West	North	East	South
				1♦
Pass	1♥		Pass	???

c. South: ♠ KJ106 ♥ Q7 ♦ Q97 ♣ A986

	West	North	East	South
				1♣
Pass	1♠		Pass	???

d. South: ♠ Q102 ♥ KQ4 ♦ Q973 ♣ A65

	West	North	East	South
				1♦
Pass	1NT		Pass	???

e. South: ♠ K102 ♥ KQ4 ♦ Q73 ♣ A965

	West	North	East	South
				1♣
Pass	3NT		Pass	???

f. South: ♠ K72 ♥ KQ7 ♦ AJ93 ♣ 1064

	West	North	East	South
				1♦
Pass	2NT		Pass	???

First Seat, Part One – Quiz Answers

Balanced Minimum Opener Rebids

- a. **1♥**. North's **1♦** is forcing. Even with a minimum balanced hand, you search for an 8-card major fit. North might also have four hearts. Your **minimum** level rebid is not forcing. If North rebids **1♠**, you'll rebid **1NT**. If North rebids **1NT**, you'll pass.
- b. **1♠**. North's **1♥** is forcing. Again, you search for an 8-card major fit. Your **minimum** level rebid is not forcing. North might also have four spades. If North rebids **1NT**, pass.
- c. **2♠**. North's **1♠** is forcing. Finding your 8-card major fit, your minimum level raise shows four spades and a minimum 12-15 point hand. If North invites with **3♠**, you'll pass. If North rebids **4♠**, you'll also pass.
- d. **Pass**. North shows 6-9 balanced points with no 4-card major. Notrump rebids are not forcing because they limit your hand. **1NT** is where South wanted to be, so passes.
- e. **Pass**. North shows 13+ balanced points – not forcing. With nothing extra, you pass.
- f. **Pass**. North shows 10-12 balanced points – invitational, but not forcing. With nothing extra, South passes.

Example #3

West	North	East	South
	1NT	Pass	2NT
Pass	Pass/3NT		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

In this book, we do not open 1NT with a 5-card major suit.

2NT. 8-9 balanced points, with no 4-card or longer major suit. Responder's 2NT bid asks 1NT Opener to Pass or bid 3NT.

Pass/3NT.

Pass shows 15 or a bad 16 points.

3NT shows a good 16 points, or 17 points.

Thoughts

We will return to this 8-9 balanced point 2NT response throughout all of Chapter One.

Responder's 2NT bid asks 1NT Opener to further describe his 1NT hand:

- 15 points is minimum (Pass)
- 16 points requires judgment (Pass or bid 3NT)
- 17 points is maximum (bid 3NT)

Example #4

West	North	East	South
	1NT	Pass	3NT
Pass	Pass		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

3NT. 10-15 balanced points, with no 4-card or longer major.

Pass. After opening 1NT, responder places the contract. Only responder's bids of 2NT, 4NT or 5NT ask opener to further describe his 1NT hand.

Thoughts

We will return to this 10-15 balanced point 3NT response throughout all of Chapter One.

Example #5

West	North	East	South
	1NT	Pass	4NT
Pass	Pass/6NT		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

4NT. 16-17 balanced points, with no 4-card or longer major.

Pass/6NT.

Pass shows 15 or a bad 16 points.

6NT shows a good 16 points, or 17 points.

Thoughts

Responder's 4NT Quantitative Bid asks 1NT Opener to further describe his 1NT hand:

- 15 points is minimum (Pass)
- 16 points requires judgment (Pass or bid 6NT)
- 17 points is maximum (bid 6NT)

Example #6

West	North	East	South
	1NT	Pass	6NT
Pass	Pass		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

6NT. 18-19 balanced points, with no 4-card or longer major.

Pass. Responder has placed the contract; opener passes.

Thoughts

Responder's 6NT Quantitative Bid does not ask for any further information from opener.

Example #7

West	North	East	South
	1NT	Pass	5NT
Pass	6NT/7NT		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

5NT. 20-21 balanced points, with no 4-card or longer major.

6NT/7NT.

6NT shows 15 or a bad 16 points.

7NT shows a good 16 points, or 17 points.

Thoughts

Responder's 5NT Quantitative Bid asks 1NT Opener to further describe his 1NT hand:

- 15 points is minimum (bid 6NT)
- 16 points requires judgment (bid 6NT or 7NT)
- 17 points is maximum (bid 7NT)

Example #8

West	North	East	South
	1NT	Pass	7NT
Pass	Pass!		

What Do These Bids Mean?

1NT. 15-17 balanced high-card points.

6NT. 22+ balanced points.

Pass. Responder has placed the contract; opener passes.

Thoughts

What else can opener do after partner bids 7NT?