Response to Pard's opening bid of one of a suit:

- Fewer than 6 points: pass!
- 6 or more you must bid something
- 6 to 10 you are in the minimum range, promising no more than one bid
- 11 to 12 you want to invite pard to game
- 13 or more you want to force to game

Plan what you are going to do:

- Usually bid <u>4-card majors up the line</u>
- Do not make 2 over 1 response without at least 11 points (or really good 10)
- Would you ever respond in a minor suit when you have a 4-card major? Yes, with a big hand and unbalanced shape.
- What would your jump to 2NT mean when your pard opens one of a minor? Usually 11-12 HCP and no 4card major.
- What would your jump to 3NT mean when your pard opens one of a minor? Usually 13-15 HCP with no 4card major.
- What is your second bid likely to be? See <u>response</u> guidelines above.

- What if you have 4 cards on one major and 5 in the other? What if you have 5 cards in each major? Easy, bid the longer suit 1st or spades 1st when 5-5 in the majors. It's a good idea to think through these possible major suit combinations beforehand: 4-4, 5-4, 4-5, 5-5. I often see players get it wrong at the table.
- What is your point range if you respond one-spade to pard's minor suit opening? How many spades do you promise? Answer: Point range <u>6 or more</u>, number of spades <u>4 or more</u>.