

The Global Bidding System

International Standard Bridge

Volume I

THE OPENING AND THE FIRST DEFENSIVE BID

Gérard Neron

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FOREWORD

Why a book on bridge? Bridge is an extremely interesting and captivating world that deserves to be explored, but it is a victim of its own "grandeur," that is, a lack of harmonization. This Achilles' heel is the main cause of disinterest in this mentally stimulating activity. There are several books that teach bridge, but none of them offer a consensus on a complete and effective bidding system, even at the basic level.

So, why would this book be better, you might ask?

By analyzing the literature and exploring the bridge community, we can see that the many works dealing with bridge have either a very general and shallow approach, or a very specific, therefore partial, approach that often contradicts other information provided by other authors. In short, the teaching of advanced bridge is inconsistent and tendentiously closed-minded. I don't claim to know the truth, but I do claim that the truth can reveal itself, particularly when the principles of logic and common sense, and why not, scientific methodology, are respected.

Thus, the primary goal of this book is to demonstrate that it is an accessible activity for anyone who wants it, even though bridge is a surprisingly ingenious card game where chance has virtually no impact.

We must stop believing that only gifted individuals can master this game or, worse, that it takes decades to learn to play well.

It is the usual teaching method that causes this false belief and gives the impression that bridge is impossible for a "normal" person to master. Indeed, it is customary to teach beginners differently under the pretext that bridge is too complicated; and that later on, there will be different rules for players depending on their motivation, personality, talent, etc.

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However, in this Book, there will be only one truth! Whether you are a beginner, intermediate, advanced player, or a player eager to compete at the highest levels, you will be able to understand and, consequently, learn rationally.

This Book aims to provide sound knowledge while developing your judgment and analytical skills. The logical principles are always based on the same foundations, which will lead to memorization by reasoned association instead of rote memorization. Thus, you will be able to make decisions with discernment, making you a player free from any dogmatic approach.

INTRODUCTION

To avoid making the text too long, I will assume you have a minimum level of knowledge. The required basic knowledge should be elementary, namely: card values, vulnerability, the bidding scale, the basic principles for calculating the score of a partial or game contract, in Major, Minor, and No Trump...

The uniqueness of the teaching method employed is characterized by the fact that the **information will never be divided into arbitrary compartments**; that is, there will not be one technical approach for the "less good" players, another technical approach for those who are a little more gifted, or yet another for those with a particular personality type, etc.

In other words, the teaching of knowledge, or the teaching method used in this book, is not intended to be linear and enumerative. That is, it is a collection of information that is more or less interrelated. Rather, each piece of data is studied both horizontally, which corresponds to the diversity of situations (QUANTITATIVE ASPECT, i.e., the frequency, or incidence, of the auction). And vertically, which corresponds to the competitive potential of a given situation (QUALITATIVE ASPECT, i.e., the effectiveness of the auction).

Thus, in one plane, each auction will have a single meaning, and in the other plane, the space occupied by this meaning will be allocated based on its yield, i.e., the product of frequency and effectiveness. Each field of knowledge (or domain) will be very well defined to effectively cover the greatest number of eventualities. And, these domains will be established in such a way as to leave no "vacant territory" while avoiding overlap between them.

Thus, there will be no repetition, duplication, or possible confusion. The language of auctions must be adopted without compromise to reap all its benefits. And finally, you will be able to find a partner, and end the stubbornness!

GENERAL NOTIONS

There are indeed an astronomical number of different deals, 52 cards, that are possible if we calculate like lotteries, or 8×10^{67} possibilities. Therefore, theoretically, no two deals are ever exactly the same. However, each player has 13 cards; the odds of discovering the 6 best cards in their partner's hand in a single attempt are the equivalent of a 6/39 lottery. That's 1 in 1.62 million.

Despite everything, could it be possible that the supposed scientific logic of bridge is just smoke and mirrors? And that, ultimately, bridge is similar to poker!

Is there really a method, an effective language, if there are a near-infinite number of possibilities?

Let's first say that the goal of bridge isn't to guess all the cards dealt on the first try; that would be pure lottery! In other words, unlike lotteries or casino games, each player must work with the cards they hold to detect associations or combinations based on their complementarity with their teammate's hand, while respecting the logic of the auction.

Thus, to return to our allegory, the goal is not to map the deal in "high definition" but rather to effectively identify the interesting relationships (images) that chance can create on both sides of the team. To master chance as much as possible in bridge, it would be necessary to be able to detect between 30,000 and 50,000 interesting images. Indeed, lower cards have no influence, ordinary hands don't need to be described in detail, precision doesn't need to be absolute, there are several possible betting rounds, and opponents also reveal their hand... This number of hands roughly corresponds to a 1 in 3^{10} chance. This objective is realistic and very effective compared to the Standard system, while being based on pure logic. Therefore, no innate talent is required.

The logical consequence of this observation therefore implies the need to construct a legal language through auctions that is sufficiently structured and user-friendly to easily allow to identify the best bridge hands with sufficient quality definition (*adequate number of pixels for a potentially useful image*).

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The first question to answer is: "*How effective is the standard bidding language?*"

The basic Standard system can only describe a few thousand valid hands. This is certainly enough to understand that bridge is not a game of chance.

However, this relative effectiveness still leaves room for a great deal of improvisation and intuition. Hence the common impression that bridge is a game of intuition, similar to poker, or reserved for those with mental arithmetic skills. But, if we think about it, we must instead admit that it is necessary to improve the effectiveness of the bidding language if we want to prevent bridge from becoming a game of chance and cheating.

The problem in uniting the intuitive and rational players is to arrive at a language that achieves consensus while being efficient and user-friendly. The rational and highly self-critical approach used to develop the proposed system has succeeded in making bridge an activity based, as its original creation intended, on honor and knowledge rather than chance or innate talent.

In short, the overall International Standard Bridge bidding system increases the effectiveness of the Standard system tenfold at the Major Fifth while respecting as much as possible this system developed following the evolution of bridge over almost two centuries.

Language:

The bidding dialogue must be considered a true language. Bridge is too complex to be summarized by simple algorithms. This is what makes this game interesting because hard work and common sense are the keys to success in bridge.

Success in bridge is therefore accessible to anyone with the open-mindedness to learn a new language capable of legally describing the cards held and assessing the potential for combined play within their team.

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What does an **auction language** actually consist of?

The alphabet:

The game of bridge allows communication while respecting a hierarchical protocol that uses a very limited vocabulary. Each word in this vocabulary is made up of three types of letters. First, there are:

- the numbers, seven in number;
- the five suits, namely Clubs, Diamonds, Hearts, Spades, and No Trump;
- and the "letter-words," namely Double, Redouble, and Pass.

There are therefore 15 different letters to compose a vocabulary "word."

The vocabulary:

This 15-letter "alphabet" is used to compose a vocabulary of exactly 38 words or auctions, or: $(7 \times 5) + 3$. A word (auction) must always be composed of two different letters (a number and a suit), otherwise, it must be composed of a "letter-word."

This *vocabulary*, or **basic bidding language**, is designed to best describe a set of 13 cards randomly dealt to each player. Each team of two players must use this language exclusively to reduce the element of chance and decide on the best "deal," that is, to attempt to achieve the highest possible score based on the value of the deck held.

Sentences:

That's all well and good! But the question now is whether it's really possible to speak (communicate) effectively with "38 words" if one can only use one-word "sentences" per round of bidding while still having to follow an ascending order?

Could bridge be reduced to a simple skill in playing cards?

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This is indeed the case for players who consider the bidding stage to be simply a necessary step. In other words, a simple scenario to determine which team will have the chance to win the auction.

However, the ingenuity of bridge is such that the right to announce bids can become a real dialogue, since it is completely legal to speak in a tongue-in-cheek manner! This is the opposite of the non-verbal language that many believe to be the norm, since it is simply a matter of feeling, as in poker.

The key:

To play smoothly and in a friendly atmosphere, mathematical expressions other than simple arithmetic must be avoided. The real key to developing a language is the concept of bidding context.

It is the context present at the time of the auction in each bidding situation (resulting from the different announcements made by all the players) that will allow a meaning (sentence) to be assigned to the announced bid.

Simply put, the definition of a bid depends on the context in which it is declared.

This key is inherent in the Standard system. The global Bridge Standard International system is the logical extension of this system, allowing for a tenfold increase in the number of possible descriptions. Instead of a few thousand, it will be possible to describe tens of thousands of interesting hands in a team.

The system:

There are three dimensions present in a bid:

- suit,
- distribution,
- and the quantitative value of the hand.

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These three dimensions are processed as a block of information (a packet, would be the computer term). It is this packet that is transmitted through the "transmission line" that constitutes the bidding scale.

The International Standard Bridge system covers all possible deals (hands) with high precision, without leaving any gaps or overlapping, while maintaining a harmonious and synchronized language in quantitative terms (scoring). Therefore, it can be described as a comprehensive bidding system.

The "leitmotif" of the system taught will therefore be the following: A single image for each description and a single description for each image.

It is therefore realistic to claim that bridge is not a game of chance if you take the opportunity to learn a sophisticated language. You can be convinced that it is possible to excel at it because bridge is a true sport whose demands are primarily technical (knowledge) and not innate talent. We must stop believing that simply adding up isolated conventions is enough to play bridge effectively, under the pretext that it's a game based on near-infinite probabilities, which requires a high IQ and the temperament of a poker player to perform well.

The basics of bridge:

The scoring system at the origin of bridge is the Goren system. The Ace is worth 4 points, the King 3 points, the Queen 2 points, and the Jack 1 point. There are therefore 10 possible points per suit, for a total of 40 points.

These points are used to assess the chances of having an advantage over the opponent. Theoretically, with more than half the points, one should win the pledged contract; and the higher the score, the more tricks one can win. This scoring system was the first building block to allow the establishment, based on the wagers to win the auctions, of a second-degree legal language.

There is always a **dealer** and he is the first to speak. He will be named, in this book,

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according to the position of the right to speak, i.e. player #1; the player #3 will be the teammate. The player #2 and player Player #4 will be the opponents.

The hand distribution will be presented as in reality, by the four cardinal points: North, East, South, and West. North will always be at the top, East on the right, South at the bottom, and West on the left. To simplify the presentation of hands, the top line will show Spades, below them Hearts, then Diamonds and Clubs.

The dealer speaks first and, if he doesn't have a good hand, declares Pass. Each player declares in turn. The first player to have a good hand will announce a bid; this player is called the Opener. Their partner becomes the Responder.

The opposing team enters the defense in terms of bidding. This nuance is an important concept because the language will not be exactly the same, even though it has the same foundations as for the offensive team. This is partly why the teaching of the overall system will address defensive language simultaneously with that of the offensive team.

When the contract is established by either team, the player who first named the contract suit is called declarer. Their partner will be dummy after the player to declarer's left plays the first card, the lead. The latter and their partner become the defenders of the contract.

The bidding language is therefore divided into offensive bidding and defensive bidding. Subsequently, the declarer of the trump (or no-trump) suit of the team that concluded the bidding will play the card, while their partner will be dummy. The team that did not win the bidding will find itself on contract defense and must attempt to defeat the contract of the team that won the bidding; these two players are called contract defenders.

It is therefore possible that the team that opened the bidding will ultimately find itself on contract defense if the team on defense of the bidding wins the said auction.

Unless otherwise specified, the isolated use of the word "defensive" or "defender" will systematically refer to the notion of defensive bidding, given that this is clearly the subject of this Book.

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The contract defense is a different skill, just like card play. These two skills each require specific training, but are less complex.

Everything is in place, the cards are dealt, and the first thing to do is evaluate the hand regardless of the position occupied.

Over the years, a different category of points has been added to the Goren system: Length Points. This is logical because length points add power to the hand regardless of the distribution (balanced or unbalanced).

This is why we should talk about the Honor-Length Scoring Evaluation system, or **HL system**. This system consists of first counting all the Honor Points (HP), then adding the Length Points (LP), which consists of adding ONE POINT for each card in a color (suit) that has more than FOUR.

This more advanced system, which recognizes a value for the distribution, is the **BASIC system**. Unless otherwise indicated, this scoring system should be used as a priority; this is essential to avoid a loss of logic and potentially causing irreparable confusion in the short and long term. Therefore, whenever scoring is expressed without specifications, the HL scoring system, i.e., the Honor-Length system, will be used.

The bridge language used is the Standard system associated with the **Major Fifth Opening protocol at level 1**, which is recognized as the most efficient and user-friendly. This set of rules will be used as a general basis so that the development of the proposed bidding language will reach the greatest number of bridge players while being easier to understand.

Several countries claim to have their own specific system, which complicates matters for any serious amateur. In any case, it is completely pointless to make comparisons and demonstrate the superiority or inferiority of this or that system, or of this or that convention, or to seek to explain what belongs to this or that system. Why?

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Because it's the worst possible way to try to standardize bidding language. In fact, it's impossible to assess the value of a convention based on its individual performance. Any rule or convention occupies a significant space in the bidding scale. This means it inevitably interferes with potential bids that would be more useful in other circumstances.

Concretely, you need to choose a system that is as close as possible to the Standard, yet designed to accurately and efficiently analyze as many interesting deals (hands) as possible, while also being easy to use. And above all, you need a system that is flawlessly logical to avoid any possible confusion and that is free from dogmas or unfounded truths. This is what the system taught offers you.

"Giving one's trust must lead to understanding and autonomy, while faith..."

In conclusion, it is illusory to believe that, in order to improve at bridge, it is enough to incorporate conventions here and there, from left to right... To avoid endless and pointless discussions, or to no longer have to resign oneself to stagnation by not finding a partner with the same knowledge, one must adopt a system based on Standard rules that methodically covers all possible situations with the same logic and whose information is structured and readily available.

The basis of the *INTERNATIONAL STANDARD BRIDGE SYSTEM*:

How is the International Standard Bridge system different?

The Goren system and its Honor-Length extension remain the foundation of bridge. The same is true for the Standard Opening Protocol to the Major Fifth at level 1. However, while strictly respecting these two foundations, I must humbly admit that three small improvements are absolutely necessary. These additional clarifications will have a significant impact on creating a logical, harmonized, synchronized, and efficient language.

These three improvements are very concrete concepts and necessary for the development of the system being taught. Here are a brief summary of these three clarifications.

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In order of discovery, there is "the bid that no longer exists." This concept is explained in Chapter 2 (Volume II). The other concept is that of the specified suit (or specified suit). This concept is incorporated into Hand Evaluation, and its explanation is therefore addressed in the first Theme of this Chapter.

The third concept is the last, discovered after thousands of hours of play and thousands more hours of developing the system taught. This detail was the stumbling block that prevented the synchronization of the scoring. This concept may seem trivial, but since it touches on the foundations of bridge, I can assure you of its relevance and its lack of negative impact. Here it is.

This concept is the Complement. It was published in the 2003 edition of Volume I. It's not essential to know it, but this concept is the final word that resolves the eternal question of whether or not to open the auction with 11 or 12 HL points, or that avoids making revaluations at every opportunity and without a rational basis.

"Complement" to the Honor-Length Evaluation System

The evaluation of a hand must be very precise. Therefore, to avoid any miscommunication, a valid yet simple evaluation method must be clearly established.

From the start, the HL system must be fully respected and applied until the nature of the contract is decided. This system is an excellent evaluation method despite its apparent simplicity because the addition of length points truly takes into account the distributive value of a bridge hand without needing to know whether the contract will be concluded in trump or no-trump.

The HL Evaluation technique therefore possesses proven mathematical effectiveness, being both simple and objective; that is, it leaves no room for intuition.

However, a large number of advanced players more or less follow this system and adjust it according to their feelings. And the worst part is, they're not necessarily wrong!

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Would it be possible to specifically improve this method without complicating matters, and above all, to decide once and for all whether it's worth performing a true RE-EVALUATION of the hand?

The need to improve the accuracy of the Evaluation is felt by many bridge players, but we definitely need to find an objective, compatible, and meaningful criterion to officially resolve the issue of borderline hands, such as opening hands of 11-12 points; or those that straddle two categories of hands, for both offensive and defensive hands, for declarer and respondent.

Too many players imagine that finding a short hand is what provides added value. This is partially true, but it is completely incompatible with the HL system, which contains an INTRINSIC DISTRIBUTIVE VALUE based on the length of the suits and which is valid regardless of the final contract.

It should be kept in mind that points for short suits have a negative value when there is no fit and the contract is concluded with No Trump or is played with an invalid fit. Any modification to the HL System must not alter or modify the value of the HCPs and PLs; otherwise, the harmony of the rules would be ruined.

The solution is the Complement because it is entirely relevant to Evaluation regardless of the type of contract and does not alter or duplicate HL points; moreover, the value of this addition does not depend on short suits.

This Complement perfectly respects the nature of the Honor-Length Evaluation system and allows for the inclusion of a real value, among other things, in the famous two-suited hands, without creating contradictions or confusion with the relevance of Hand Revaluation.

The **Complement** is now an integral part of the HL system and must be systematically added, when it occurs, to the Honor and Length points count. Its definition is as follows:

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PRINCIPLE 1.1:0 THE COMPLEMENT

For evaluating ALL bridge hands, balanced or unbalanced, it must be added ONE HONOR POINT when there is:

- at most one half-losing Queen, or one losing Jack, and**
- the presence of four low Honors, namely Jacks, 10s, and 9s combined with an 8 of the same suit (color).**

This concept may seem superfluous, but be convinced of its relevance despite its apparent simplicity. The rationale behind it is very well thought-out and will allow for harmonious reasoning and synchronized scoring of all types of hands in all contexts.

Examples will be presented throughout the various exercises so that you can truly appreciate the relevance of this addition to the HL system.

1.1

OPENING AT LEVEL 1 TO COLOR

Let's play, here's your hand.

Ex. 1.1:1

	Q 10 7 5 4
	A 9 5
	J 9 8
	K Q

You have 12 Point of Honneur (PH) + 1 point of length (PL), you can open the bidding, but what should you say?

The Major Fifth Opening is defined as follows:

PRINCIPLE 1.1:1 DEFINITION OF THE MAJOR FIFTH OPENING

It consists of opening the bidding:

- at level 1,
- in a Major suit containing at least 5 cards,
- and with a score of 13 to 21 HL.

In the absence of a suit at least fifth in a Major, the bidding is then opened at level 1 in a minor suit, respecting Principle 1.1:2.

The strength, or quality, of the major or minor color is irrelevant; the color is said to be "anonymous."

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When the score is adequate, between 13 and 21 points, but there are not at least five cards in a major suit, care must be taken to examine the distribution of cards in BOTH minor suits before declaring to open the bidding.

PRINCIPLE 1.1:2 DECLARING A MINOR SUIT OPENING

If the two minor suits are of different lengths, the LONGEST suit must be bid.

If the two minor suits are of the same length, the bidding must be opened:

- **at 1 Club, if both minor suits are THIRD,**
- **at 1 Diamond, if both minor suits are FOURTH.**

This definition of the Standard Major Fifth Opening covers many situations, but there are, of course, situations that go beyond this scope. It may very well happen that there are two suits, or suites, of good length in a hand with a sufficient score to open the bidding.

Here is the complement to this definition, which will establish the order of priority for bidding when there are two fifth-ranked or longer suites.

PRINCIPLE 1.1:3 PRIORITY FOR OPENING IN THE PRESENCE OF TWO SUITS

In the presence of:

- A) A Major fifth and a Minor fifth, priority must be given to the MAJOR.**
- B) Two Major fifths, or two Minor fifths:**
 - **If the hand is minimal (13 to 17 HL), the MOST EXPENSIVE suit must be chosen;**
 - **If the hand is maximal (18 and 21 HL), the best suite must be declared, regardless of its cost. Therefore, if the best suit is cheaper, then you must redeclare to JUMP to indicate that the score is maximum** *(the concept of opener's redeclaration is part of Chapter 2, point 2.4.1).*

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- C) A MAJOR FIFTH and an UNSPECIFIED MAJOR SIXTH** (the concept of "*specified color*" is explained in the next point):
- ▶ **If the hand is minimal (13 to 17 HL), the MORE EXPENSIVE suit must be chosen;**
 - ▶ **If the hand is maximal (18 and 21 HL), the best suit must be declared, regardless of its cost.** *If the two suits have roughly the same potential, the CHEAPER one must be chosen when the hand is maximal to avoid having to rebid.*
- D) A MAJOR FIFTH and a SPECIFIED minor SIXTH but with a minimal score (13 to 17 points): the MAJOR must be given priority.**
- E With 5 Diamonds and 4 Clubs:**
Open with Diamonds regardless of the score and rebid Clubs (jumping if necessary when the hand is at its highest) or repeat Diamonds if the hand is at its lowest, the suit is valid, and the Clubs are very low.
- F) With 5 Clubs and 4 Diamonds:**
- ⇒ **If the quality of the 4 Diamonds are higher than the 5 Clubs and:**
 - ▶ **If the hand is at its lowest, bid Diamonds first;** this describes a *two-suited minimum hand* and avoids only having the option of repeating Clubs when the hand is at its lowest.
 - ▶ **Or if the hand is at its highest, bid Clubs first and rebid Diamonds** (which describes a maximum score).
 - ⇒ **If the 4 Diamond cards are inferior to the 5 Club cards and:**
 - ▶ **if the hand is minimal, open the bidding in Clubs and, if necessary, rebid in Clubs;**
 - ▶ **or if the hand is maximal, always bid in Clubs first and rebid in Diamonds** because opener's bid of a second, higher-value suit asserts a maximum score.

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G) A SPECIFIED COLOR SIXTH opening suit and another LONG SUIT:

Priority must be given to the *SPECIFIED COLOR* (Major or Minor) even if there is another Major fifth or sixth suit, and a JUMP REPEAT must be made if the score is maximum.

There is a natural logic underlying these principles. When there are two valid suits, **the first color (suit) announced is generally the best suit.**

Let's look at some examples of opening hands:

Ex. 1.1:2

K	10
J	8 6 5 2
A	Q 9
K	J 8

There are 14 PH and 1 PL with a Major fifth suit; the bidding should open by announcing **1 Heart**.

Ex. 1.1:3

K	J 8 5
10	8 6
A	K Q
J	9 8

There are still 14 PH but no fifth suit, so you must bid "the best of the minors" according to the opening rules, so **1 Club**!

The 1st-level minor opening is a true description. It describes a score between 13 and 21 points while asserting a relatively specific distribution, namely:

- **the absence of a major fifth, and**
- **at least 3 cards in a minor suit**, but there is no guarantee that there will be more than three.

There is no point blocking the bidding scale with such a distribution; you must let your partner speak.

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Ex. 1.1:4

K J 8 5
A K 10 6
J 9 7
Q 4

You must open to **1 Diamond** with this 14-point hand without a fifth Major suit.

According to protocol, it is absolutely forbidden to bid *1 Heart* with a fourth suit, even if it is of very good quality (this would be trying to play on several boards simultaneously). In this case (no major fifth), there are always at least 3 cards to bid a minor suit in an opening.

The *1 Diamond* opening guarantees 3 or more cards, not 4 cards automatically, as some believe. It is true that this opening contains 4 cards more often than the *1 Club* opening. The *1 Diamond* opening is indeed a little less risky than the *1 Club* opening, but no more.

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Ex. 1.1:4

R V 8 5
A R 10 6
V 9 7
D 4

Vous devez ouvrir à **1 Carreau** avec cette main de 14 points sans couleur Majeure cinquième.

Il est absolument interdit techniquement selon le protocole d'annoncer à *1 Cœur* avec une suite quatrième même si elle est de très bonne qualité (ce serait vouloir jouer sur plusieurs tableaux simultanément). *Il doit toujours y avoir 3 cartes pour annoncer un couleur mineure en Ouverture.*

L'ouverture à 1 Carreau garantit **3** cartes et plus et non 4 cartes automatiquement, comme certains le pensent. Il est vrai que cette ouverture contient plus souvent 4 cartes que l'ouverture à 1 Trèfle. L'ouverture à 1 Carreau est effectivement un peu moins risquée que l'ouverture à 1 Trèfle mais sans plus.

PRACTICE SECTION 1.1

Ex. 1.1:5 **You are the first player to bid. What do you declare with each of the following hands?**

a) A Q 5
9 5 4 3 2
J 9 8 4
K Q

b) A 4
9 5 4 3 2
A Q J 7 6
2

c) 9 5 4 3 2
A Q 9 5 4
J
K Q

d) Q 5 4 3 2
A Q 9 5 4
A
K Q

e) A K
9 5 4 3 2
A K Q J 4
2

ANSWERS:

- a) 1 Heart:** 13 points, there is a fifth suit in Major, (See **Pr. 1.1:1**).
- b) 1 Heart:** 13 points; the major suit must be prioritized when there is a major fifth suit and another minor suit (V. **Pr. 1.1:1** and **1.1:3 A**).
- c) 1 Spade:** 14 points; there are two major fifth suits; the most expensive one must be prioritized, not the most beautiful one, when the hand is minimal (V. **Pr. 1.1:3 B**).
- d) 1 Heart:** 19 points; there are two major fifth suits; the most beautiful one may be declared even if it is less expensive because the hand is maximal (V. **Pr. 1.1:3 B**).
- e) 1 Heart:** 19 points. You must first declare the Major suit (see **Pr. 1.1:1** and **1.1:3 A**) when the second fifth suit is a minor one, as it is possible to redeclare the minor suit on the next round; in this case, it must be done quickly because the hand is at its maximum.

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Ex. 1.1:6 Your opponent on the right has Passed, you are the second player to declare, what do you announce with each of the following hands?

a) R D
9 4 3
V 9 8 4
A R D 2

b) A 4
R 2
A 7 6 3
D 10 4 3 2

c) R
D 10 9 5 4
D V 7 5 3 2
R

d) D 5 4 3 2
4
A
R D 10 8 6 5

e) A R 4 3 2

A D
R 10 9 8 6 5

f) R 9 4 3 2

A 7
A R 10 8 6 5

ANSWERS:

a) 1 Diamond: 1 5 points, the hand is balanced but does not reach 16 points, you must open in a minor suit according to **Principle 1.1:2** and not attempt to bid the best suit.

b) 1 Club: 14 points, there is no major suit to bid, you must bid the longest minor suit (see **Pr. 1.1:2**).

c) 1 Heart: 14 points, there is a fifth major suit and the six-card minor suit does not have two high honors, **Pr. 1.1:3 D** applies.

d) 1 Spade! 14 points, there is indeed a minor sixth suit specified, but the score is minimal; the major suit must be prioritized according to **Pr. 1.1:3 D**.

e) 1 Spade: 19 points, the hand is maximal, but the minor sixth suit is not specified (V. **Pr. 1.1:3 D**).

f) 1 Spade: With one more point, this pointless hand of 17 HL points would fall into the maximal category. The specified sixth color in Clubs would then trigger the jump rebid convention, which would reduce the risk of playing No Trump in the event of a Club misfit; it would then be possible to apply **Pr. 1.1:3 G**, which recommends bidding this suit first, i.e., **1 Club**.

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Ex. 1.1:7 Your partner and your opponent on the right have Passed, you are the third player to declare, what do you announce with each of the following hands?

a) R D
A V
V 9 8 4 3
A R D 2

b) A 4
R 2
A D 7 6
10 6 4 3 2

c) A R
R V
A D 7 6
10 6 4 3 2

d) V
9 6
V 9 8 4 3
A R D 6 2

e) D
A V
V 9 8 7 4
A R D 6 2

f) R 5

R D 6 4 3
R 8 7 4 3 2

ANSWERS:

a) Diamonds: 21 points (See **Pr. 1.1:3 E**), you may have to rebid the club suit because the score is maximum.

b) 1 Diamond: 14 points, the diamond suit is very interesting and the club suit is weak. You must apply **Pr. 1.1:3 F** and not Standard **Principle 1.1:2** because this principle does not describe this type of two-suited hand. It would be very dangerous to restrict yourself to rebid clubs if you blindly followed the Standard rule.

c) 1 Club: 18 points, the hand is at its highest, simply apply **Pr. 1.1:2** and **1.1:3 F**.

d) 1 Diamond: 13 points, there are two fifth suits, the most expensive one must be chosen because the hand is at its lowest, and it will then be possible to bid the second suit in the next round (**V. Pr. 1.1:3 B**).

e) 1 Club: 19 points, the fifth suit in Clubs is of very good quality compared to the fifth suit in Diamonds, so it must be bid first (**V. Pr. 1.1:3 B**) because the hand is at its highest, and it is then permissible to bid again in the next round.

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a suit more expensive than the opening suit. This approach clearly asserts that Clubs are superior to Diamonds, thus increasing the chances of finding a better fit.

f) 1 Diamond: 14 points. In the presence of a minor fifth and another unspecified minor sixth, simply consider them to be two minor fifths and apply **Pr. 1.1:3 B**.

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