

# Franklin Bridge Club 2025 BRIDGE LESSONS



**Your Teacher:** Maureen Nelson

Email: <u>lessons@franklinbridgeclub.com</u> Website: <u>www.franklinbridgeclub.com</u>

## **Lesson Five**

**Balanced Hands** 



## **Opener's First Bid**

	Points	Description
*	12 - 19	4 + clubs
	12 – 19	4 + diamonds
	12 – 19	4 + hearts
	12 – 19	4 + spades
INT	12 – 14	Balanced hand SPECIAL CASE



## **Basic Rules for Opening INT**

- 12 14 points
- Balanced Hand

# This bid is your FIRST choice from now on



#### What is a balanced hand?

- No singleton or void
- No more than I doubleton
- No 5-card major
- Balanced = 4333, 4432, 2335 shape

# Balanced hands are the most common



#### Is this hand Balanced or Not?

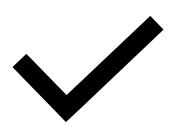






#### YES! Balanced





- No singleton or voidNo more than 1 doubleton
- No 5-card major



#### Is this hand Balanced or Not?

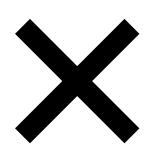






#### No! Not Balanced





- No singleton or void
- No more than 1 doubleton
  - No 5-card major



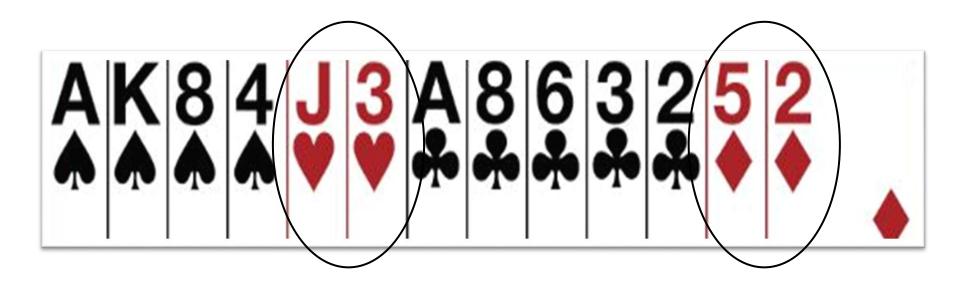
#### Is this hand Balanced or Not?

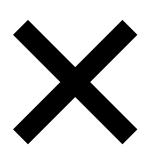






#### No! Not Balanced





- No singleton or void
- No more than 1 doubleton
- No 5-card major



#### Is this hand Balanced or Not?







#### No! Not Balanced





- No singleton or void
- No more than 1 doubleton
- No 5-card major



### What does responder decide to do?

- Have you got enough points to bid or invite to game?
- If so do you want to play in NoTrumps or a suit?

# Responder is the BOSS There are ONLY 2 decisions to make



### Responses to INT - Balanced Hand

- 0 10 points so no GAME possible PASS
- 11 12 points so GAME is possible Bid 2NT
- 13+ points so GAME ON Bid 3NT

Add your points
to partner's
KNOWN 12-14 points



Responder's hand shown below.... 8 HCP only







### Responder PASSES

Responder's hand shown below.... 8 HCP only





not enough
HCP for GAME



Responder's hand shown below.... 13 HCP







### Responder BIDS 3NT

Responder's hand shown below.... 13 HCP





you jointly have enough HCP for GAME



Responder's hand shown below.... 12 HCP







### Responder BIDS 2NT

Responder's hand shown below.... 12 HCP



Bid 2NT

you have almost enough HCP for GAME. Depends if opener has 12,13 or 14



# Responses to INT open and Responder has an Unbalanced Hand

If you have 0-10 points, GAME is not possible, so...

Bid your card suit at the 2-level

This is called a WEAK TAKEOUT

Partner MUST then pass ... YOU ARE THE BOSS

# Add your points to partner's KNOWN 12-14 points



#### Responses to INT open and Responder has an Unbalanced Hand

# 12+ points ... GAME Forcing



• Bid your Sour Card MAJOR at the 3-level

(Opener MUST agree your suit or bid NoTrumps)



• Bid your card MAJOR at the 4-level

OR





card MINOR at the 5-level



Responder's hand shown below.... 9 HCP and 5♥



???



Responder's hand shown below.... 9 HCP and 5♥



Bid 2 Not enough for GAME

**Opener MUST pass** 



Responder's hand shown below.... 9 HCP and 5 •







Responder's hand shown below.... 9 HCP and 5 •



## **Bid 2 Not enough for GAME**

**Opener MUST pass** 



Responder's hand shown below.... 13 HCP and 6 •







Responder's hand shown below.... 13 HCP and 6 •



Bid 4 Enough for GAME AND a known fit in spades

Q: Why is this fit guaranteed?



Responder's hand shown below.... 14 HCP and 5♥







Responder's hand shown below.... 13 HCP and 6 •



Bid 3 Fenough for GAME <u>BUT</u> need to check if there is a heart fit

Opener chooses 3NT or bids 4 v if they have a fit





# Questions?





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