



# Adventures in Bridge

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## Bidding Strong Unbalanced Hands as Opener

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### Strong Balanced Hands Openings and Rebids

- Open/rebid an appropriate number of NT
- Open 2♣ then bid NT (Systems On)

### Strong Unbalanced Hands Openings and Rebids

- *1-Suited Hands*
  - Solid Suits take a lot of tricks – 3NT openings or 3NT rebids.
  - 20+ HCP with 6+card Major suits open 2♣.
  - 18-19 HCP with 6+card suit is a problem hand.
  - 15-17 HCP with 6+card suit – open and jump rebid suit.
- *2-Suited Hands (or 3-Suited Hands)*
  - Whenever possible, AVOID opening 2♣ – it is very difficult to describe 2-suited hands if we open 2♣.
  - *Jump Shifts by Opener*
    - Good 18-22 points, 2 equal length suits OR a longer higher-ranking suit.
    - Game Forcing!
    - Responder's Rebids After Jump Shift
      - Support Opener's Major with 2-card support.
      - Other actions usually show a singleton/void in Opener's primary suit -- including bidding NT.
  - *Reverses by Opener*
    - 17-22 points, 2 suits with the LOWER ranking one longer (primary suit longer).
    - Forcing through Opener's first bid suit at the 3-level.

### Strong Semi-Balanced Hands

- 5422 and 6322 hands are difficult to show. We need to decide early in the auction if we will show these as unbalanced hands or balanced hands.
- *How do we make these decisions?*
  - How to make auction easy? Lean towards balanced when possible.
  - With long minor suits, best to treat as balanced!



## Jump Shift Auctions

### 3-Level Jump Shifts

1♠	1NT	1♠	1NT	1♠	1NT
3♣		3♦		3♥	
1♥	1♠/1NT	1♦	1♥/1♠/1NT	1♣	1♦
3♣/3♦		3♣		2♥/2♠	
1♣	1♥	1♦	1♥		
2♠		2♠			

These jump shift auctions generally show 5+c Major and 4+c minor. The more shape we have, the fewer HCP we need to make a strong jump shift. Remember that strong jump shifts by Opener are completely game forcing.

### Special Case Notes

- With 6331 distribution, a 6-card Major, and a hand too strong to rebid 3M, we make a jump shift into our 3-card minor. With 6-3-2-2 we might even have to jump shift into a 2-card ♣ suit.
- With a 4/1-4-4 we will often open 1♦ and jump shift into 3♣ when we have 18+ points. These large 4441 hands are very difficult to bid – the British call them the “Death Hand” for this reason.
- In some auctions, the jump shift happens at the 2-level – this may require discussion with partner as to whether this is game forcing as well. (Standard is to treat it as game forcing!)

### Good Hand, But Not Enough Values to Jump Shift

If we need a good 18+ points to make a jump shift, then with 12-17 points and the same shape we make only a simple shift – bidding our second suit. This new suit by the opening bidder limits Opener’s hand to 12-17 points and thus is non-forcing. When we as Opener have a maximum (16-17 points), then we will try to show these values by making a third call, showing more shape and/or strength if we have the opportunity.

### Reverse Auctions

1♣	1♥/1♠/1NT	1♣	1♠/1NT	1♣	1NT
2♦		2♥		2♠	
1♦	1♠/1NT	1♦	1NT	1♥	1NT
2♥		2♠		2♠	



## Standard Bidding – More Bidding After a Reverse

The most common reverse auction is a 3-suited one - 1X-1Y-2Z, with the Opener's second suit not a jump and higher-ranking than first bid suit.

- Responder's weakest action is to bid one of Opener's suits – either 3X or 3Z.
- If Responder has a game forcing hand, he can bid 4<sup>th</sup> Suit Game Forcing.
- If Responder rebids his own suit at the 2-level, this is forcing for 1-round and shows a good 5-card suit or longer suit.

○ *Example*

1♦    1♠  
2♥    2♠

## Advanced Bidding – Lebensohl Over Reverses

*For those who already play Lebensohl/Simplesohl over 1NT, this is another application of the 2NT Relay.*

We can adapt a different structure over partner's (Opener's) reverses: We use Lebensohl over Reverses. In this case, all bids above 2NT are natural and game forcing, while 2NT asks Opener to bid to 3♣ (which Opener does with minimum values for their reverse) to show a desire to end the auction at the 3-level.

*Note: All bids below 2NT retain their previous meaning.*

*Example*

1♦    1♠  
2♥    \_\_\_?

- 2NT\* --> 3♣\*    5-7 points, usually hoping to land in a reasonable partscore to be shown next.
- 3♣\*            4<sup>th</sup> Suit Game Forcing (wants to know more about partner's hand), (7+) 8+ pts.
- 3♦             3+c♦, game forcing, 8+ points (good 7 points)
- 3♥             4+c♥, game forcing, 8+ points (good 7 points)
- 3♠             6+c♠, game forcing, 8+ points (good 7 points)
- 3NT            8-10 points, stopper in ♣, only 4-card ♠ suit, minimum game force.

