

## Responding With Fits

When we open the bidding we have twelve or more High Card Points. More than our fair share. We are hoping that we will have enough points (between our hand and our partner's hand) to bid and make game (25+ Total Points). The other decision besides whether to bid game is which game to try and make. Crucial to this is the discovery of a **fit**. We have a fit if we have eight cards or more in one suit between us and our partner's hand.

**If we find a fit in a major suit (hearts or spades) we should stop looking and play in that suit!**

Accordingly, our bidding should be based on uncovering major suit fits as soon as possible. If we open one of a major, we show five cards or more in that major. If we respond with one of a major, we are showing four or more.

### When Partner Opens One of a Major and We Have a Fit (3+ in our hand)

We should immediately raise our partner's major. With 6-10 Total Points, we should raise to the 2-level. With 11-12 TP, we should raise to the 3-level. With 13 or more TP, we should bid game immediately.

♠ AQ53

♥ 972

♦ T9843

♣ 7

Opposite One Heart  
Respond Two Hearts

♠ AKJ

♥ void

♦ 87642

♣ T9875

Opposite One Spade  
Respond Four Spades

♠ AJT6

♥ 9862

♦ T

♣ KT72

Opposite One Heart  
Respond Three Hearts

♠ AKQ4

♥ QT4

♦ AT983

♣ 2

Opposite One Heart  
Respond 4 No Trumps  
Or just bid six!

### When Partner Opens One of a Minor

We need to remember that our partner might only have three cards in the suit when she opens One of a Minor. That means we cannot be sure we have a fit unless we have **five cards in the suit** ourselves. In addition, if we have a four card major, we should check for a fit there first before we raise our partner's minor. After all, she may have four cards of her own in that major (she couldn't open a four card major) and that will be a major suit fit.

As responder, when our partner opens One-of-a-minor, our priorities should be:

1. Show a four card major if we have one
2. Raise with a fit (five card support) and no four card major
3. Bid the other minor (if we have sufficient points) or bid No Trumps

Bidding a four card major just shows 6 or more HCPs (no need to jump – **this is forcing!**)

Raising a minor to the two level shows 6-10 TP

Raising a minor to the three level shows 11-12 TP

Raising to game in a minor shows 15 or more TP

Responding One No Trump shows 6-10 HCPs, Two No Trumps is 11-12 HCPs and Three No Trumps is 13 or more HCPs.

♠ 9742

♥ 93

♦ KQT92

♣ J5

Opposite 1 Diamond  
Respond 1 Spade

♠ QT

♥ KJ

♦ 9532

♣ KQJ93

Opposite 1 Club  
Bid 3 Clubs or 2NT

♠ Q63

♥ K52

♦ JT92

♣ AKQ

Opposite 1 Diamond  
Respond 3 No Trumps

♠ A63

♥ A985

♦ 6

♣ AKT93

Opposite 1 Club  
Respond 1 Heart