

# The Foundation System

## Part II. System Practice: Major Suit Bidding

### INTRODUCTION

Partner has opened 1H or 1S. What are our options? Let's review:

**Minimum Raise:** 1NT (forcing), or 1S after a 1H opening, followed by a non-jump bid of opener's major shows 5-6 HCP with 3- or 4-card support, or 5-9 HCP with 2-card support.

**Normal Raise:** A simple raise to the 2-level shows 7-9 HCP with 3- or 4-card support.

**3-Card Limit Raise:** 1NT (forcing) followed by a raise to the 3-level shows 10-11 HCP with 3-card support.

**4-Card Limit Raise:** A raise to the 3-level shows 10-11 HCP with 4-card support.

**3-Card Forcing Raise:** 1NT (forcing) followed by a jump to game in Opener's major shows 3-card support with 13+HCP and denies holding a decent 5+card side suit.

**4-Card Forcing Raise:** 2NT (game forcing) shows 4-card support with 13+HCP and denies holding a decent 5+card side suit.

**Splinter Raise:** A double jump in a new suit (3S, 4C, or 4D over a 1H opening) shows 13-15 HCP with a singleton (or void) in the suit bid and denies a decent 5+card side suit.

**New Suit Raises:** A new suit at the 2-level followed by a non-jump bid of Opener's major shows 10-11 HCP with 3+card support; Opener can pass. If the raise is a jump, it shows 12-15 HCP and is forcing to game. With 16+HCP Responder will bid a new suit before raising.

**Weak Jump Shift:** A jump in a new suit shows 5-9 HCP with a 6+card suit and less than 3-card support; Opener will usually pass.

**Bid and Rebid a New Suit:** This shows 10-12 HCP with a 6+card suit and less than 3-card support, and is not forcing.

**Bid a New Suit and Rebid Another New Suit:** This is forcing to game, shows 13+HCP, and does not confirm or deny support, but 3-card support is likely, and if shown on the next round will confirm a singleton in the fourth suit.

**1NT Followed by a New Suit:** This shows 10-12 HCP with less than 2-card support and no 6+card suit (or a bad 6+card suit such as Jxxxxx).

**1NT Followed by a Pass of a New Suit:** This shows 5-9 HCP with less than 2-card support.

**Pass:** None of the above. Usually 0-4 HCP, or 5HCP with no support and no 6+card suit.

Now, on with the game. Let's get to work!

## QUIZ 1: The First Response

Your Hand	HCP/LTC	Auction	Your Call
(1) ♠ 107 ♥ A10863 ♦ 10852 ♣ Q10	___/___	1S/P/?	___
(2) ♠ Q976 ♥ 7 ♦ Q9762 ♣ 762	___/___	1S/P/?	___
(3) ♠ KJ862 ♥ 96 ♦ Q1076 ♣ 107	___/___	1S/P/?	___
(4) ♠ Q10986 ♥ Q ♦ J986 ♣ A64	___/___	1S/P/?	___
(5) ♠ AK83 ♥ 1065 ♦ AJ ♣ 9743	___/___	1S/P/?	___
(6) ♠ K2 ♥ KQJ10 ♦ AK104 ♣ 862	___/___	1S/P/?	___
(7) ♠ 76 ♥ KJ9874 ♦ K6 ♣ A85	___/___	1S/P/?	___
(8) ♠ 9 ♥ 1082 ♦ KQ1076 ♣ KQ92	___/___	1S/P/?	___
(9) ♠ 852 ♥ Q54 ♦ 64 ♣ QJ1083	___/___	1S/P/?	___
(10) ♠ KQ65 ♥ 52 ♦ AJ3 ♣ J1032	___/___	1S/P/?	___

## QUIZ 1 DISCUSSION

(1) (6/9) [HCP/LTC] This is a straightforward 1NT response. Over 2C or 2D, you'll rebid 2S. You'll raise a 2H rebid, pass over 2S, 2NT, 3S, 3NT, or 4S. Over 3C, you'll rebid 2H, and you'll raise 3D to 4D.

(2) (4/8) With 4 trumps and a singleton, this is worth a raise to 2S despite the meager HCP holding.

(3) (6/8) The fifth trump makes this worth a raise to 3S despite having only 6 HCP. Two of your three third round controls in the side suits, plus the fifth trump should cover three of Opener's 7 losers if Opener is minimum.

(4) (9/8) This is a typical holding for a jump to 4S. If 4S goes down, the opponents would probably have made 4H.

(5) (12/8) This is an absolute maximum for a limit raise to 3S. I would not object strenuously to a 2NT forcing raise here, and would definitely choose that call if the diamonds were 97 and the clubs were AJ43. Avoid the 12 HCP Raise because the weak club suit is unbidable.

(6) (16/6) You can't bid 2H, because that shows a 5-card suit, so bid 2D, and then bid 3H over any minimum rebid by Opener, or try for a slam if Opener makes a stronger rebid.

(7) (11/7) This is about a minimum for a 2H response, but you might have problems finding a suitable rebid if you do, so it is probably best to bid 1NT, and jump to 3H next.

(8) (10/6) Start with 1NT; then pass 2H or 2S, or raise 2C or 2D.

(9) (5/9) Start with 1NT; then pass 2S, or make the cheapest spade bid over anything else.

(10) (11/8) This is a very typical limit raise to 3S.

## QUIZ 2: The First Response

Your Hand	HCP/LTC	Auction	Your Call
(11) ♠ 10873 ♥ 62 ♦ AK73 ♣ J105	___/___	1H/P/?	___
(12) ♠ KJ96 ♥ J3 ♦ Q532 ♣ AJ7	___/___	1H/P/?	___
(13) ♠ 542 ♥ - ♦ KQ84 ♣ QJ9432	___/___	1H/P/?	___
(14) ♠ QJ5 ♥ Q984 ♦ AKJ7 ♣ 52	___/___	1H/P/?	___
(15) ♠ QJ2 ♥ 95 ♦ KJ1087 ♣ AQ4	___/___	1H/P/?	___
(16) ♠ K108 ♥ K65 ♦ AJ6 ♣ Q965	___/___	1H/P/?	___
(17) ♠ J10986543 ♥ 5 ♦ J96 ♣ A	___/___	1H/P/?	___
(18) ♠ 9732 ♥ K52 ♦ K82 ♣ A82	___/___	1H/P/?	___
(19) ♠ KQ876 ♥ A842 ♦ Q ♣ Q73	___/___	1H/P/?	___
(20) ♠ J8 ♥ 8 ♦ KJ108753 ♣ Q42	___/___	1H/P/?	___

## QUIZ 2 DISCUSSION

(11) (8/9) Bid 1S so you can pass a 1NT or 2H rebid. You'll bid 2H over 2C or raise 2D.

(12) (12/8) 1S again, but this time you'll bid 2NT over most rebids except 2S.

(13) (8/6) Bid 1NT. Then you can raise 2D or 3C, or pass any other non-jump rebid.

(14) (13/7) This is a typical minimum 2NT forcing raise. But you won't get excited if Opener shows a singleton.

(15) (13/7) This time we'll bid 2D, expecting to rebid 2NT or 3NT over most rebids.

(16) (13/8) You'll start with 1NT and rebid 4H to show a 3-card game-forcing raise.

(17) (6/7) This is a toughie. 1S, 2S, and 4S are possible. 2S may miss a game if partner passes. 1S lets you hear partner's rebid before deciding how many spades to rebid, but a 2S rebid might miss a game, and a 3S or 4S rebid might convince partner to push to a bad slam, expecting more high card strength. So my vote goes to an immediate 4S (not 3S, which would be a splinter in support of hearts). Partner will know you're weak in high cards, else you would have started with 1S.

(18) (10/9) This is a typical 3-card limit raise. Bid 1NT and rebid 3H. Do not bid 1S; it will just confuse partner about the location of your high cards.

(19) (13/6) A 4D splinter is reasonable here, but leaves partner no room to make a slam try below game, so it's best to start with 1S and bid 4H next. This makes it easier to reach slam if partner has a spade fit.

(20) (7/7) A weak jump shift to 3D is the only choice here, showing a hand which is worthless unless diamonds are trump.

### QUIZ 3: Opener's Rebid

Your Hand	HCP/LTC	Auction	Your Call
(21) ♠ A52 ♥ AKQ87 ♦ J532 ♣ 8	___/___	1H/P/2C/P/?	___
(22) ♠ A ♥ AQ1054 ♦ J8 ♣ A7653	___/___	1H/P/3H/P/?	___
(23) ♠ K93 ♥ KQJ85 ♦ A64 ♣ A7	___/___	1H/P/1NT/P/?	___
(24) ♠ - ♥ AQJ942 ♦ 73 ♣ AK762	___/___	1H/P/1NT/P/?	___
(25) ♠ J953 ♥ AQ1054 ♦ A ♣ KJ6	___/___	1H/P/ 2H/P/?	___
(26) ♠ - ♥ AQJ1064 ♦ Q9 ♣ KQ753	___/___	1H/P/2H/P/?	___
(27) ♠ 62 ♥ AJ1075 ♦ KQJ84 ♣ K	___/___	1H/P/1S/P/?	___
(28) ♠ 105 ♥ AJ742 ♦ AJ ♣ QJ84	___/___	1H/P/2H/P/?	___
(29) ♠ J2 ♥ A9762 ♦ A93 ♣ AJ3	___/___	1H/P/1S/P/?	___
(30) ♠ AJ8 ♥ AQJ94 ♦ K5 ♣ K103	___/___	1H/P/2C/P/?	___

### QUIZ 3 DISCUSSION

(21) (14/6) Bid 2D here. You want to hear partner's rebid before deciding how well you like this hand.

(22) (15/5) Bid 4C here, hoping for a 4D rebid. If not, bid 4S as a further slam try, and then let partner make the final slam decision.

(23) (17/6) A 2NT rebid is perfect here. Partner will need a bit more than a minimum for 3NT, and remember that he might have a 3-card limit raise and rebid 4H.

(24) (14/4) This is an easy 3C rebid. Game is possible in either suit, but might not make if partner has a misfit.

(25) (15/6) Pass is probably the winning call here, but if you want to try for game because your LTC=6, 3C is better than 2S.

(26) (14/4) You'll bid 3C now, and go to 4H if partner signs off in 3H. Only if partner rebids 3D could you even think about a slam here.

(27) (14/6) You'll rebid 2D, of course, and pass a 2H preference. A rebid of 2S would be encouraging, since it becomes more likely that your CK is working, so you'd try 2NT.

(28) (13/7) With LTC=7, you have an easy pass here.

(29) (14/8) Just rebid 1NT here and hope partner doesn't get too ambitious.

(30) (18/6) You have high hopes for this hand, but just rebid 3C for now. Partner must bid again. If he can support hearts, a slam is probable; if not we'll probably play 3NT, but we'd try 3S over a 3D rebid to try for 6C first.

## QUIZ 4: Opener's Rebid

Your Hand	HCP/LTC	Auction	Your Call
(31) ♠ AKJ98 ♥ Q4 ♦ A63 ♣ 973	___/___	1S/P/2D/P/?	___
(32) ♠ AQ973 ♥ K5 ♦ AJ84 ♣ 104	___/___	1S/P/3S/P/?	___
(33) ♠ A9653 ♥ A76 ♦ AJ3 ♣ 64	___/___	1S/P/2S/P/?	___
(34) ♠ KQJ984 ♥ KQ ♦ 73 ♣ 732	___/___	1S/P/2H/P/?	___
(35) ♠ AK9754 ♥ A ♦ 10973 ♣ Q10	___/___	1S/P/1NT/P/?	___
(36) ♠ AKQJ965 ♥ K82 ♦ 6 ♣ A9	___/___	1S/P/1NT/P/?	___
(37) ♠ 98543 ♥ KQJ ♦ A4 ♣ A73	___/___	1S/P/2S/P/?	___
(38) ♠ A109654 ♥ KJ ♦ Q8 ♣ K97	___/___	1S/P/3S/P/?	___
(39) ♠ AK752 ♥ 6 ♦ J64 ♣ KQ104	___/___	1S/P/2H/P/?	___
(40) ♠ AJ8653 ♥ K6 ♦ Q96 ♣ K9	___/___	1S/P/2C/P/?	___

## QUIZ 4 DISCUSSION

(31) (14/8) Raise to 3D. Our target is 3NT or 4S, but don't be surprised if 4S goes down.

(32) (14/6) This is easy. Bid 4S and expect to make it most of the time.

(33) (13/8) With LTC=8, you want to pass anything that's not forcing, so pass here.

(34) (11/7) Your minimum opening has now become respectable. Rebid 2S now, and bid 3H if possible on the next round.

(35) (13/6) A simple rebid of 2S is right here, to show the 6th spade. A 2D rebid might lead partner to think something like Qx in diamonds was useful.

(36) (17/4) Now you're wishing you had opened 2C, since there is no reasonable forcing bid here. Your choice is 4S or 3NT. I'd choose 3NT, but I might regret it.

(37) (14/7) Just pass here. Don't panic and bid 2NT because your spades are so weak. That would show at least a king more than you have.

(38) (13/7) Normally, you'd pass with LTC=7, but here the 6th spade makes 4S appealing. You'll have 10 trumps, so the Law of Total Tricks says that 4S is OK.

(39) (13/6) Some pundits claim that you can't bid 3C here because it's a reverse and you only have 13 HCP. I don't buy that argument. It's the 2H bid that makes you have to bid 3C instead of 2C, so the 2H bidder has to anticipate such a rebid and know in advance how he will respond to it. So make the natural 3C bid and let partner carry on.

(40) (13/6) Your choices are 2S and 2NT. Both are reasonable. My vote goes to 2S, but it's a close decision. If partner has a singleton spade, you'll wish you'd tried 2NT.

## QUIZ 5: Responder's Rebid

Your Hand	HCP/LTC	Auction	Your Call
(41) ♠ 975 ♥ K32 ♦ 76 ♣ AJ643	___/___	1H/P/2H/P/3C/P/?	___
(42) ♠ K94 ♥ A62 ♦ 976543 ♣ A	___/___	1H/P/1NT/P/2H/P/?	___
(43) ♠ K753 ♥ Q104 ♦ J96 ♣ QJ8	___/___	1H/P/1S/P/1NT/P/?	___
(44) ♠ AQ108743 ♥ - ♦ 7642 ♣ Q3	___/___	1H/P/1S/P/2D/P/?	___
(45) ♠ Q8 ♥ 1052 ♦ QJ3 ♣ KQJ73	___/___	1H/P/2C/P/2D/P/?	___
(46) ♠ AQ3 ♥ K4 ♦ Q8732 ♣ 863	___/___	1H/P/1NT/P/2D/P/?	___
(47) ♠ AQ75 ♥ K753 ♦ K3 ♣ A87	___/___	1H/P/2NT/P/3S/P/?	___
(48) ♠ 3 ♥ K105 ♦ AKJ7654 ♣ J9	___/___	1H/P/2D/P/2H/P/?	___
(49) ♠ A98 ♥ 65 ♦ A5 ♣ AJ10852	___/___	1H/P/2C/P/2D/P/?	___
(50) ♠ 1094 ♥ 43 ♦ KJ10976 ♣ K9	___/___	1H/P/1NT/P/2H/P/?	___

## QUIZ 5 DISCUSSION

- (41) (8/9) With double fit, bid 4C to accept, showing great clubs and only a 3-card raise.
- (42) (11/7) You intended to show a 3-card limit raise via 3H, but you cover at least 3, perhaps 4 or 5, of his losers, and pard has a 6th heart, so bid 4H instead.
- (43) (9/9) Passing 1NT is tempting, but with possible weakness in spades and diamonds, it is best to bid 2H here.
- (44) (8/6) The only likely game is 4S, so rebid 2S here. You'll play 3D if pard bids 2NT next, and you'll wish you had started with a weak jump shift to 2S.
- (45) (11/8) This was a minimum 2C bid, so just bid 2H here, and try 3NT if partner responds 2S or 2NT, since 9 tricks might be easier than 10.
- (46) (11/7) 3NT is the most likely game, and the way to get there is to bid 2S. You've already denied 4 spades, so pard knows you want him to bid 3NT with a club stopper. If he doesn't, you'll play some number of diamonds.
- (47) (16/6) To your balanced forcing raise, pard has shown a singleton spade, so show some enthusiasm with a 4C cue-bid. Slam is probable.
- (48) (12/6) 3H here is absolutely forcing, and is better than 4H in case pard is able to bid 4C or 4D. We'll probably settle in 4H, but give pard a chance to make a slam try.
- (49) (13/7) You have to bid 2S here (4th suit forcing) and hope you'll know what to do after you hear pard's next bid.
- (50) (7/8) You weren't strong enough to bid 2D and then 3D. You bid 3D here to show a weak hand that will play better in diamonds than in hearts.

## QUIZ 6: Responder's Rebid

Your Hand	HCP/LTC	Auction	Your Call
(51) ♠ KJ ♥ 10732 ♦ A85 ♣ K1098	___/___	1S/P/1NT/P/2C/P/?	___
(52) ♠ 97 ♥ AQJ975 ♦ 872 ♣ Q9	___/___	1S/P/1NT/P/2D/P/?	___
(53) ♠ Q ♥ Q1086 ♦ AQ94 ♣ Q1093	___/___	1S/P/1NT/P/2H/P/?	___
(54) ♠ A82 ♥ 1063 ♦ J108 ♣ 9432	___/___	1S/P/1NT/P/3D/P/?	___
(55) ♠ Q652 ♥ A65 ♦ 109 ♣ QJ75	___/___	1S/P/2S/P/3H/P/?	___
(56) ♠ Q1092 ♥ J3 ♦ AQ4 ♣ QJ73	___/___	1S/P/2NT/P/3S/P/?	___
(57) ♠ A83 ♥ A86 ♦ 987 ♣ Q984	___/___	1S/P/1NT/P/2D/P/?	___
(58) ♠ Q ♥ AK65 ♦ AQJ108 ♣ J94	___/___	1S/P/2D/P/3C/P/?	___
(59) ♠ Q ♥ 1093 ♦ A10542 ♣ A1095	___/___	1S/P/1NT/P/2H/P/?	___
(60) ♠ 5 ♥ A1098652 ♦ A97 ♣ 108	___/___	1S/P/1NT/P/2C/P/?	___

## QUIZ 6 DISCUSSION

(51) (11/8) Too strong for 2S or 3C; too weak for 4C; need 3 spades for 3S. So best compromise is 2NT. Then raise either black suit, or pass 3NT.

(52) (9/8) Bid 2H. You'd bid 2S if your hearts were weaker, since it guarantees no more than xx, but with weak spades and good hearts, show the hearts instead.

(53) (12/6) This is an easy 4H call, but don't be surprised if it makes as many tricks in NT.

(54) (5/11) You bid 1NT to show a (very) weak raise, so show it. Bid 3S and relax.

(55) (9/8) You were almost worth 3S on the first round, so bid 4S here, even though your club honors may not be pulling their weight.

(56) (12/7) Pard has no singleton yet is still at least mildly interested in slam. You have a dead minimum 2NT call, so just bid 4S and let him make another try if he's not turned off.

(57) (10/9) Because of the poor LTC, you should have just bid 2S last round. Now your CQ is of doubtful value, so forget the 3-card limit raise, and just bid 2S here.

(58) (17/6) 3H here would not show hearts, so bid 3NT. If there's a slam, pard won't pass.

(59) (10/8) 2S shows at least xx, and 3D shows a better suit, so you must pass or bid 2NT. My vote goes to Pass, since your aces suggest play in a suit rather than NT.

(60) (8/7) A three bears hand. Too strong for 2H; too weak for 4H; but 3H is "just right". The hand must play in some number of hearts. You want pard to raise with as little as Kx. This time you're in luck. Pard has ♠KQJ97 ♥KQ7 ♦Q8 ♣Q54 and the opening leader has the DK so can't beat you with a diamond lead.