

Bidding Summary

Point Count

High Cards A=4, K=3, Q=2, J=1; These are HCP (High Card Points)
Length: Add 1 Point for each card over 4 in length
Shortness points⁺ only apply to Dummy (i.e. after a fit has been found): Void=5, Singleton=3, Doubleton=3
Honors are A, K, Q, J, and often the Ten (when another honor is present)

Bidding Goals

1. How High? Part-score, Game, Slam

- Less than 25 – part score
- 25+ – Game 4♠, 4♥, or 3NT
- 27+ – Game in 5♠, 5♦
- 28+ – Seek slam, can safely bid to 5-level
- 33+ - Small Slam 6-level
- 37+ - Grand Slam 7-level

2. What Suit? With 8+ card fit play in Major suit contract; with Minor suit fit consider 3NT; Last Resort: Game in Minor.

Priority: Major suit Game, No Trump Game, Minor Suit Game

OPENING BID CHECKLIST

12-21 High Card Points (Priority Order)

1NT – 15-17 & Balanced* hand

2NT – 20-21 & Balanced* Hand

1♠ or 1♥ – Requires 5-card suit

1♣ or 1♦ – Bid longer Minor important as it shows Opening points
– with 3 of each Open 1♣
– with 4 of each Open 1♦

22+ Points Open with 2♣ (Forcing Bid)

1♠ or 1♥ OPENING BIDS

Shows 5+Cards & 12-21 HCP

RESPONDING TO 1♠ or 1♥

0-5 HCP Pass (Consider showing 3-card support with 5 HCP)

6-10* HCP (Priority Order)

- Raise to 2-Level with 3+ Card Support
- New 4+Card suit at 1-Level (Forcing) Indicates less than 3 in Opener's suit
- 1 NT

11-12 HCP (Priority Order)

- Raise to 3-Level with 4-Card Support (Limit Raise)
- New 4+Card Suit non-jump at 2-Level shows 10+HCP. 2♥ over 1♠ requires 5-Card suit.

13+ HCP – Get to Game

- Any New Suit is Forcing (1-Round) Repeat of suit is Non-Forcing

- 2NT as 1st response is Game-force⁺

17+HCP Explore for Slam, use Controls/Ace-Ask; Make forcing bids

OPENERS REBID

12-14 HCP

- Raise Responder's suit with 4+Card Support
- New (lower ranking) 4+Card***
- Rebid your suit with 6+Cards
- 1NT Balanced hand (i.e. none of the above)

15-17 HCP

- Jump Raise Responder's suit with 4+Card Support
- New 4+Card suit (Forcing if at 3-Level)**
- Rebid your suit at 3-Level with 6+Cards

18-20 HCP Bid Game somewhere

- Jump-shift to New suit (Game-Forcing)
- Jump to 2NT** non-Forcing but highly invitational

Note: with some exceptions with less than 10 HCP you should only bid once, and only once. Make the most descriptive bid possible.

N.B. Repeating your own suit is never forcing

* Range is really 6-9 or 10 HCP. 10 is a cusp issue treat bad 10 HCP as 9, good 10 HCP as 11

** Any non-conventional NT bid (any level) is a passable (non-forcing) bid

*** Rebid of higher ranking suit is a Reverse – it indicates 17+HCP

⁺ 2NT as a jump response or non-jump (after interfering overcall) is absolutely forcing to game

1NT or 2NT OPENING BID

1NT Shows 15-17 or 16-18 HCP (by agreement) *Balanced Hand*

2NT Shows 20-21 HCP *Balanced Hand*

When Opener bids 1NT – Responder is in Charge

RESPONDING TO 1NT OPEN

0-9 HCP

- Transfer to 5-Card Major or 6-Card Minor
- Pass

8-9 HCP

- Use Stayman with 4-Card Major
- Raise to 2NT

10-12 HCP

- Transfer to 5-Card Major or 6-Card Minor then bid 3NT
- Transfer to 6-Card Major then bid 4-of-Major
- Stayman with 4-Card Major then 3NT
- 3NT

13+ HCP – Consider Slam Use any of 10-12 responses 1st

RESPONDING TO 2NT OPEN

0-4 HCP

- Transfer to 5-Card Major or 6-Card Minor then Pass
- Pass

5+ HCP

- with 8+ Consider Slam Use any of 10-12 responses 1st
- Transfer to 5-Card Major or 6-Card Minor then bid 3NT
- Stayman(3♣) with 4-Card Major then 3NT
- 3NT

Opener's **STAYMAN**(2♣ or 3♣) **Rebid**

Stayman Question: Do you have a 4-Card Major?

2♦ – Sorry no 4-Card Major

2♥ – I have a 4-Card Hearts suit, I may also have 4-Spades

2♠ – I have a 4-Card Spade suit & less than 4 Hearts

After Stayman Response by Opener, Responder shows:

- Fit by bidding suit at appropriate level
8-9PP - 3-level
10+PP – 4-level (Game)

- No-fit – bid appropriate level of NT
8-9PP - 2NT
10+PP – 3NT (Game)

⁺ Don't apply shortness and length point to same hand

*Balanced means no singleton, no void and at most one doubleton.

1♣ or 1♦ OPENING BIDS

When opening a Minor suit you could have a long suit or you could have as few as 3 cards in the suit. We use minor suits to open when no better option exists.

- Open with longer Minor
- with 3 of each Open 1♣
- with 4 of each Open 1♦

RESPONDING TO 1♣ or 1♦

0-5 HCP Pass

6-10* HCP (Priority Order)

- New 4+Card suit at 1-Level (Forcing) Bid Up-the-Line**
- Raise to 2-Level with 5+ Card Support*
- 1 NT

11-12 HCP (Priority Order)

- Raise to 3-Level with 5+Card Support* (Limit Raise)
- New 4+Card suit (Forcing)

13+ HCP — Get to Game

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OPENERS REBID

12-14 HCP

- Raise Responders suit with 4+Card Support
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- 1NT Balanced hand (i.e. none of the above)

15-17 HCP

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- New 4+Card suit (Forcing if at 3-Level)
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- Jump to 2NT** non-Forcing but highly invitational

*implies no 4-Card Major

**New Minor implies 5-Card suit.

***Rebid of higher ranking suit is a Reverse – it indicates 17+HCP

2♣ OPENING BIDS

This bid is made to show a very Strong hand (22+HCP) There is no implied distribution.

RESPONDING TO 2♣

The standard response to this Opening is 2♦ (waiting) it implies nothing about responder's hand; it is a required bid because the 2♣ is artificial*. Using the standard 2♦ requires a 2nd (negative) bid to show a poor hand.

A better initial response is one that shows the number of or absence of Controls (A's and K's). There are several conventions available for this purpose. For example:

- 2♥ → no controls (i.e. no Ace or King)
- 2♦ → at least 1 control – Game Forcing
- 2♠ → 5+ Spades & 8+ HCP – Game Forcing
- 2NT → 5+ Hearts & 8+ HCP – Game Forcing

REBID BY 2♣ OPENER

- 2NT → 22-24 HCP Balanced Hand
- 3NT → 25+ HCP Balanced Hand
- Any suit shows 5+ Cards & implies unbalanced

PREEMPTIVE BIDS

Opening at 2-, 3-, 4-level is a preemptive bid

A Jump Overcall is also a preemptive bid

2-Level Preemptive shows good** 6-Card suit & 5-10 HCP

3-Level Preemptive shows good** 7-Card suit & 5-10 HCP

4-Level Preemptive shows good** 8-Card suit & 5-10 HCP

RESPONDING TO PREEMPTIVE BID

Preemptive bids are interfering bids used with an eye toward 'going down' 3 tricks. Responder should be able to 'cover' the 3 tricks to advance the preempt. The best suit is likely the preempts' long suit but a new suit is forcing and shows 5+cards.

With a weak hand and poor fit, Pass; poor hand; with a good fit advance preempt to the level equal to number of trump in both hands.

*Artificial bids are bids that do not show a particular suit & are used to show a special feature or force partner to bid. As such they are always absolutely forcing.

** Remember the definition of "good"

**good is defined as 2 of top 3 honors or 3 of top 5 honors!

OVERCALLS

An Overcall is the 1st bid by the opponent of the Opening bidder.

Overcalls **always** promise 5+cards in the overcalled suit and can be made with less than 12HCP (Around 8 HCP is OK).

Advancer (partner of Overcaller) usually shows support for Overcalled suit rather than introducing a new suit.

1NT Overcall promises the same as 1NT Open (15-17 HCP) but here requires a stopper in Opponent's suit(s). Response by Advancer is identical to responses to 1NT Opening.

TAKEOUT DOUBLES

A Takeout (TOD) is a double of a low-level bid made when partner has not bid (except to Pass). It's an Overall.

TOD promises at least Opening points and 4-card support for all unbid suits. 4-card support is ideal but 3-cards with at least 1 honor in that suit is acceptable.

A TOD is called Takeout because it requires a bid by the TOD's Partner or Left-Hand-Opponent.

RESPONDING TO TAKEOUT DOUBLES

Doubler is looking for a suit, but if you have 'no suit' you can bid the suggested level of NT below, if you have a double-stopper in opponent's suit(s).

0-5 HCP Bid as cheaply as possible or Pass (if Opponent has taken you 'off the hook').

6-10 HCP

- Bid as cheaply as possible, try to find a bid even if taken 'off the hook'.
- 1NT

11-12 HCP

- Jump in your best suit – Remember TOD promises support
- 2NT

13+ HCP

- Bid Game in your best suit – Give priority to Major suits
- 3NT

Essential Conventions

Stayman/Transfers *
Takeout Double *
Negative Double *
Michaels Cue Bid
Unusual NoTrump
New Minor Forcing *
Bergen Raises
Gerber/Blackwood
Drury *
Jacoby Trump Raise
Splinter

Important Concepts

Balancing
Losing Trick Count
Law of Total Tricks

