

RESPONDING

RESPONDING to 1-of-a-suit (E.G. 1♥)

With 4-card SUPPORT for opener's suit

INCLUDE DISTRIBUTION

5-9 2♥

10-12 3♥

13+ 4♥

Note: show a major suit before supporting a minor suit.

Without SUPPORT

0-5 PASS

6-9 bid suit at 1-level or 1NT

Always show a suit at 1-level if you can

10+ show a suit at 1-level or 2-level

16+ 6-card suit JUMP

RESPONDING to 1NT

2♣ STAYMAN

2♦/2♥/2♠ WEAK

2NT 11-12 Balanced

3♣/3♦ STRONG 6+cards

3♥/3♠ STRONG 5+cards

3NT 13-18 GAME

4NT 19-20 Invites SLAM

0-10 NO GAME: with no 5-card suit PASS

Bid five-card at two-level (except clubs)

11-12 CHANCE FOR GAME: bid 2NT or use Stayman then INVITE game.

13+ GAME is ON: Bid long suit at 3-level, 3NT or use Stayman then bid GAME.

STAYMAN 2♣

Responding to 1NT: if you hold a 4-card major & 11+pts you can use Stayman to find a fit.

RESPONSES:

2♦ no 4-card major

2♥ 4 hearts

2♠ 4 spades, but NOT 4 hearts

RESPONDING to STRONG Openings

2♣: MUST respond. 2♦ is the negative = fewer than 7pts. Otherwise bid naturally

2♦/2♥/2♠: MUST respond. 2NT is negative = fewer than 8pts, otherwise bid naturally.

RESPONDING to WEAK pre-empts

Without SUPPORT you need 16+pts to bid.

With SUPPORT bid on.

RESPONDERS SECOND BID

You should know how many points your partner has, so assess the final level:

25pts for game; 30 pts & a fit for slam or

33 balanced points for slam.

BLACKWOOD 4NT When trying for slam in a suit use Blackwood to count aces:

5♣ 0 or 4 aces 5♦ 1 ace

5♥ 2 aces 5♠ 3 aces

OPENING THE BIDDING

BALANCED or UNBALANCED

BALANCED HAND = No void or singleton and not more than one doubleton.

0-11 PASS

12-14 1NT (except with good 5-card major)

15-17 Open suit then rebid lowest NT

18-19 Open suit then rebid jump in NT

20-22 2NT

23-24 Open 2♣ then rebid 2NT

UNBALANCED

0-11 PASS unless 7+ card suit (pre-empt)

12-19 Open longest suit

20+ use a STRONG OPENING

Two or more suits to choose from:

5-5 Bid higher ranking suit

4-4 Bid the MAJOR. Both majors bid 1♥
Both minors bid 1♣.

4-4-4 Red suit singleton: open suit below.

Black suit singleton: open middle suit.

STRONG OPENINGS

2♣ 23+ any shape or GAME in hand

2♦/♥/♠ 20+ total points (8 playing tricks)

2NT 20-22 balanced (or semi-balanced)

PRE-EMPTIVE OPENINGS

7+ CARDS 5-10pts OPEN at 3-level.

8+ CARDS 5-10pts OPEN at 4-level.

REBIDDING

Rebidding after NEW SUIT: you MUST bid.

4-card SUPPORT for partner's suit:(1♣-1♥)

12-14 single raise 2♥

15-17 jump raise 3♥

18-19 game raise 4♥

BALANCED – use table above.

UNBALANCED

12-15 bid 2nd suit if you can but MUST NOT bid above 2-of-opened-suit. (1♥-2♣-2♦)

16-19 bid 2nd suit if you have one, but try to bid ABOVE 2-of-opened suit. (1♥-2♣-3♦)

REBIDDING after 1NT response

12-16: NO GAME

Bid 2nd suit if you can but MUST NOT bid above 2-of-opened-suit.

Rebid 6-card suit, but PASS with 5-card suit

17-18: 2NT

19: 3NT

REBIDDING after SUPPORT

How much has partner showed (see responder's tables). Add your points to his INCLUDE DISTRIBUTION

25+ go for game; 30+ try for slam