

## HIGH CARD POINT COUNT (HCP)

A = 4    K = 3    Q = 2    J = 1

Add all HCP then add total number of cards in two longest suits. Open the bidding with a total of 20 or more. Add 1 point for every card after 4 to total HCP and classify opening hands as follows:

Minimum hand    to 15 or 16 points

Medium hand    16 or 17-18 points

Maximum hand    19+ points

25-26 points required for game (3NT, 4♥, 4♠)

29 points required for game (5♣, 5♦)

33 points required for slam

37 points required for grand slam

## OPENING NO TRUMP BIDS

1NT 15-17 HCP    (Hands should be balanced)

2NT 20-21 HCP    no six card suit, no singleton,

3NT 24-26 HCP    not two doubletons

### Responses to 1 NT Opening

2NT with 8-9 points and no 4 card major

3NT with 10-15 points and no 4 card major

4NT with 16-17 points and no 4 card major

(quantitative raise – not Ace asking)

6NT with 18+ points and no 4 card major

### Suit responses to 1NT Opening

**0 - 7 points**    PASS

**8+ points** and a 4 card major, bid 2♣ (Stayman). It is artificial and asks “Do you have a 4 card major?”.

Opener will rebid 2♦ with no 4 card major; he will rebid 2♥ with 4 hearts or he will rebid 2♠ with 4 spades

**10+ points you must get to game.** Make a forcing bid or bid game directly.



## GUIDE FOR WHICH SUIT TO OPEN (IN ORDER)

1. With two 5 card suits – open highest rank

2. With one 5 card suit – open it

3. With two 4 card minors – open 1♦

4. With one 4 card minor – open it

5. With three ♣ – open 1♣

6. With three ♦ – open 1♦

### Responses to opening suit bid WITH support

Add short (dummy) points if raising partner's suit:

Void = 3-5 points, singleton = 3 points, doubleton = 1.

Raise partner's suit with 3 card support in major, 4 card support in ♦ and 5 card support in ♣.

**6-10 points** bid two of suit

**11-12 points** bid three of suit

**13-15 points** bid four of suit

### Responses to opening suit bid with NO support

**6-10 points** bid any suit with 4+ or NT at one level;

**11-12 points (in order)** bid any 4+ suit at 1 level; bid

2♣ or 2♦ with 4+ or bid 2♥ with 5+ or bid 2NT;

**13+ points (in order)** bid any 4+ suit at 1 level; bid

2♣ or 2♦ with 4+ or 2♥ with 5+ or bid 3NT.

### Rebids by opener

Minimum hand: pass single raise, bid 1NT or bid new lower ranking suit at cheapest level.

Medium hand: extend your raised suit to 3 of suit, bid any new suit at cheapest level or 2NT (inviting to game)

Maximum hand: bid 4 of raised suit, jump one level in a new suit (forcing) or bid 3NT

**NOTE:** Any new suit bid by an un-passed responder is forcing.

**NOTE:** Rebidding your suit (that partner has not supported) shows 6 of that suit.

## PREEMPTIVE BIDS

Open 2♦, 2♥, 2♠ with 6 cards and 6-10 HCP.

Open 3♣, 3♦, 3♥, 3♠ with 7 cards and 6-9 HCP.  
(Should be a good suit with 2 of top 3 or 3 of top 5 if vulnerable)

### Responses to partner's preemptive bid:

With a weak hand and 3 of suit, raise 1 level. You need a very strong hand to bid a new suit (forcing) or raise to game.

## 2 CLUBS OPENING (STRONG)

2♣ opening promises a strong hand of 22+ points.

### Responses to 2 Clubs opening bid

**0-7 points** bid 2♦ waiting for opener to further describe his hand

**8+ points** bid five card suit or 2NT with no 5 card suit.

## ROMAN KEY CARD BLACKWOOD (1430)

Key Cards are the 4 Aces and the King of trump

After a trump fit is found, 4NT asks partner how many Key Cards are held:

A response of 5♣ shows 1 or 4 key cards

A response of 5♦ shows 3 or 0 key cards

A response of 5♥ shows 2 key cards w/out queen

A response of 5♠ shows 2 key cards with queen

**Then:** 5NT asks for number of Kings (not including trump king).

## GERBER CONVENTION (ACE ASKING)

After an opening bid of 1NT or 2NT or a natural response of 1NT or 2NT, a jump to 4♣ is Gerber, asking partner how many aces are held:

A response of 4♦ shows 0 or 4 aces

A response of 4♥ shows 1 ace

A response of 4♠ shows 2 aces

A response of 4NT shows 3 aces

**Then:** 5♣ asks for the number of Kings.



Duplicate  
Bridge Club