

GREG COLES' BRIDGE CHEAT SHEET

OPENER	RESPONDER
High Card Points: A=4 K=3 Q=2 J=1 Length Points: 5 card suit=1, 6=2, 7=3, 8=4 HCP + Length = Points Responding: Take away the length points, add dummy points. Void=5, singleton=3, doubleton=1.	
Opening: 1) Balanced Hand? Open 1NT with 15-17, 2NT with 20 or 21 2) 22+ points? Open 2♣ 3) 13-21? a) Open longest suit if 5+, with two 5+ suits open higher ranking suit b) Open longer minor c) 4/4 tie in minors - open 1♦, 3/3 tie - open 1♣ 4) If none of the above are true, pass	Responding to 1NT opener: 1) With 0-7 pts: a) transfer to a 5+ card major and pass b) Pass 2) With 8 or 9 pts: a) Transfer to a 5+ card major and either rebid 2NT (exactly 5) or 3 of the major (6+) b) With a 4 card major, bid 2♣ (Stayman). Rebid 2NT without a fit, 3 of the major with a fit. c) Bid 2NT 3) With 10+ points: a) Transfer to a 5+ card major and either rebid 3NT (exactly 5) or 4 of the major (6+) b) With a 4 card major, bid 2♣ (Stayman). Rebid 3NT without a fit, 4 of the major with a fit. c) Bid 3NT
Opener's Follow Ups: 1) If Responder made an invitational bid, go to game with 17. 2) If there is an known 8 card major suit fit, play in the major, otherwise play in NT.	
Opener's Rebids: 1) With a minimum (13-15) we a) raise partner's major by one level with 4 card support (recalculate with Dummy points) b) Bid a new four card suit at the 1 level c) Bid 1NT with a balanced hand d) Bid a 2nd suit at the 2 level (must be lower ranking) e) Rebid a 6+ card suit at cheapest level f) Pass a 1NT or 3NT response. Pass or raise a 2NT response g) If partner raised your suit, pass or raise. 2) With a medium (16-18) we a) raise partner's major by two levels with 4 card support (recalculate with Dummy points) b) Bid a new four card suit at the 1 level c) Bid 2NT with a balanced hand and 18 pts d) Bid a 2nd suit at the 2 level e) Jump rebid a 6+ card suit f) Pass a 3NT response, raise 1NT to 2NT. Raise a 2NT response to 3NT g) If partner raised your suit, raise by one level. 3) With a maximum (19-21) we a) raise partner's major to game with 4 card support (recalculate with Dummy points) b) Jump bid a new four card major c) Bid 2NT with a balanced hand and 19 pts d) Bid a new suit at the 3 level e) Rebid a 7+ major in game f) Raise 1NT or 2NT to 3NT g) If partner raised your suit, bid game (in a major or NT, rarely in a minor).	Responding to 1♦ or 1♣ Opening: (re-evaluate) 1) With 0-5 pts: PASS 2) Bid 4 card+ suits up the line. With two 5+ suits bid the higher ranking first. 3) If balanced, bid NT: 6-9=1NT, 10-12=2NT, 13+=3NT 4) Raise partner's minor suit with 4+. 6-9=2 level, 10-12=3 level 5) Over 1♦ opening, bid 2♣ with 5+ clubs and 10+ pts. 6) If none of the above are true, see #3 but forget about the "balanced" caveat. Responding to 1♠ or 1♥ Opening: (re-evaluate) 1) With a fit (3+ of their major) a) With 0-5 PASS b) With 6-9 raise to 2 level c) With 10-12 raise to 3 level d) With 13+ raise to 4 level. 2) Without a fit we a) Pass with 0-5 pts. b) With 4+ spades, bid 1♠ over 1♥. c) With 10+ pts bid a new suit at the 2 level (2♣ or 2♦ must be 4+ card suit, 2♥ must be 5+ card suit) d) With 6-9 pts bid 1NT.
	Responder's Rebids: Responder assesses what point range Opener has shown and then adds their points to it. Responder now decides are we playing part-score, game or still not sure. 1. Part-score a) Pass b) Bid 1NT c) Bid an old suit at the 2 level d) Bid a new suit at the 2 level lower than our first suit 2) Maybe game a) Bid 2NT b) Bid an old suit at the 3 level c) Bid a new suit. 3) Game a) Bid game b) Bid a new suit. c) DON'T pass or make a non-forcing call.

NEW SUIT BIDS BY RESPONDER ARE FORCING

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