

The game contracts are 3NT, 4♥, 4♠, 5♣ and 5♦. You need about 25 HCP to make game in no trumps or a major suit, with an 8+ card fit required for the latter.

## Opening Bids

Is your hand balanced (no void, no singleton, no more than one doubleton) or unbalanced?

### Balanced

0–11	12–14	15–19	20–22	23+
pass	1NT	1 of a suit, rebid NT	2NT	2♣

### Unbalanced

0–10	11–21	22+
pass or preempt	1 of a suit	2♣

Open your longest suit. With two 5-card suits open the higher ranking, with two 4-card suits open the lower.

## Responses to 1 of a Suit

6+ HCP are required to respond at the 1 level and 10+ HCP are required to respond at the 2 level.

We have the following options in order of priority (suits require 4+ cards):

- Support partner's major
- Show your own major
- Show or support a minor
- 1NT "dustbin" with 6–9 (not necessarily balanced), no support or space to show a suit
- 2NT with 10–12 balanced and stoppers in the other three suits; 3NT as for 2NT with 13+

When introducing a new suit bid at the lowest level available. When supporting, use the following table (using an opening bid of 1♥ as an example):

0–5	6–9	10–12	13+
pass	2♥	3♥	2NT*

This 2NT is the **Jacoby** convention, which we will deal with in more detail later.

## Responses to 1NT

Do you have 5+ cards in a major suit? If yes, then we **transfer** by bidding the suit below our major, which forces our partner to bid the suit we want (e.g. 1NT - 2♦ - 2♥ with hearts). On your next bid:

0–10	11–12, 5 cards	11–12, 6+ cards	13+, 5 cards	13+, 6+ cards
pass	2NT	3♥ or 3♠	3NT	4♥ or 4♠

Otherwise with 4 cards in a major suit, we do the following:

0–10	11+
pass	Stayman 2♣

Without 4+ cards in a major suit:

0–10	11–12	13+
pass	2NT	3NT

## Responses to 2 Level Opening Bids

### Opening bid of 2♣

0–7	8+ unbalanced with a good suit	8+ balanced
2♦	2♥, 2♠, 3♣ or 3♦	2NT

Without a reasonable suit, bid 2♦ even with 8+ points.

### Opening bid of 2NT

We use the same responses as for the 1NT opening, so transfers and Stayman at the 3 level. However there is no invitation to game, and remember that game only requires 4 HCP or so.

## Opener's Rebid (after 1 level opening bids)

If partner supported our opening major, then we must consider whether we may have the points for game and bid on or pass accordingly. If partner has bid a new major which we can support then we do the same.

Otherwise, we proceed as follows:

### Balanced

If balanced with 15–19 and partner bid 1 of a suit:

15–17	18–19
1NT	2NT

If partner bids at the 2-level we rebid 2NT either way. This is forcing to game.

If partner responded with 1NT, 2NT or supported your opening minor suit he has made a **limit bid**, and it's up to you to assess whether game is possible.

### Unbalanced

With a weak hand (11–15 HCP) we avoid bidding above 2 of the opener suit. A jump to 3 of the opening suit, or a new suit above 2 of the opening suit (a **reverse**) shows 16+ HCP.

We have the following options, listed in order of priority:

- Show a new 5+ card major
- Rebid a 6+ card major
- Show a new 4 card major
- Rebid a 6+ card minor
- Show a new minor or support partner's minor
- Rebid a 5 card suit (major or minor)