



Responding to opening bids of 2 NT and 2

23 April 2019

Opening the bidding with a Balanced Hand

What is a balanced hand?	No voids, i.e. all suits present in hand No singletons No more than one doubleton	Strength needed for game in 3 NT:	25 HCP
Three types of balanced distribution:	5, 3, 3, 2 4, 4, 3, 2 4, 3, 3, 3	Strength needed for slam in 6 NT:	33 HCP

Points:	Less than 12	12 - 14	15 - 19	20 - 22	23 +
Opening bid:	Pass	1 NT *	Bid longest suit at the 1 level	2 NT	2 ♣

* Some players bid a 5 card major suit rather than 1 NT. I do not recommend this.

Responding to opening bids (assuming no intervention)

Opening bid:		1 NT	
Responder hand's contents		Responder hand's strength	Responder's bid
P r i o r i t y o r d e r	Exactly 4 cards in one or both majors	Use 11+ HCP strength (for now)	2 ♣ "Stayman"
	5+ cards in one or both majors	Any strength (for now)	2 ♦ transfer for ♥ s 2 ♥ transfer for ♠ s
	Any other	< 10	Pass
		11 or 12	2 NT (Game invitation)
		13 - 18	3 NT
		19 +	4 NT (Slam invitation)
	...except 6+ cards in a minor	...and < 7	2 ♠

Responding to opening bids (assuming no intervention)

Priority order	Opening bid:	1 NT		2 NT	
	Responder hand's contents	Responder hand's strength	Responder's bid	Responder hand's strength	Responder's bid
	Exactly 4 cards in one or both majors	Use 11+ HCP strength (for now)	2 ♣ "Stayman"	Use 3+ HCP strength (for now)	3 ♣ "Stayman"
	5+ cards in one or both majors	Any strength (for now)	2 ♦ transfer for ♥ s 2 ♥ transfer for ♠ s	Any strength (for now)	3 ♦ transfer for ♥ s 3 ♥ transfer for ♠ s
	Any other	< 10	Pass		Pass
		11 or 12	2 NT (Game invitation)		
		13 - 18	3 NT		
		19 +	4 NT (Slam invitation)		
	...except 6+ cards in a minor	...and < 7	2 ♠	11 +	4 NT (Slam invitation)

Continued play after Stayman

Opening bid:	1 NT		
Responder's bid:	2 ♣		
Opener's rebid:	With 4+ ♥ s (may also have 4+ ♠ s)	With 4+ ♠ s	With neither
	2 ♥	2 ♠	2 ♦
Responder's next bid:	Responder's HCPs	With a major match	Without a major match
	11 - 12	3 ♥ or 3 ♠	2 NT
	13 - 18	4 ♥ or 4 ♠	3 NT
	19+	Explore a slam	

Continued play after Stayman

Opening bid:	1 NT			2 NT		
Responder's bid:	2 ♣			3 ♣		
Opener's rebid:	With 4+ ♥ s (may also have 4+ ♠ s)	With 4+ ♠ s (and not 4+ ♥ s)	With neither	With 4+ ♥ s (may also have 4+ ♠ s)	With 4+ ♠ s (and not 4+ ♥ s)	With neither
	2 ♥	2 ♠	2 ♦	3 ♥	3 ♠	3 ♦
Responder's next bid:	Responder's HCPs	With a major match	Without a major match	Responder's HCPs	With a major match	Without a major match
	11 - 12	3 ♥ or 3 ♠	2 NT	3 -10	4 ♥ or 4 ♠	3 NT
	13 - 18	4 ♥ or 4 ♠	3 NT		3 NT	
	19+	Explore a slam		11+	Explore a slam	
Opener's next bid:	Usually, Opener does not bid again.					
	If Opener has 4+ cards in both majors, responding 2 ♥ , and Responder bids 2 NT or 3 NT , Opener may rebid 3 ♠ or 4 ♠			If Opener has 4+ cards in both majors, responding 3 ♥ , and Responder bids 3 NT , Opener may rebid 4 ♠ .		

Continued play after Transfers

Opening bid:	1 NT		
Responder's bid:	2 ♦ or 2 ♥		
Opener's rebid	2 ♥ or 2 ♠ automatic		
Responder's next bid	HCPs	Cards in longest major	Bid
	< 11	Any	Pass
	11 - 12	5	2 NT
		6+	3 ♥ or 3 ♠
	13+	5	3 NT
		6+	4 ♥ or 4 ♠
Opener's next bid	Opener may raise 2 NT to 3 ♥ or 3 ♠ with 3+ cards in suite Opener may raise 3 NT to 4 ♥ or 4 ♠ with 3+ cards in suite		

Continued play after Transfers

Opening bid:	1 NT			2 NT		
Responder's bid:	2 ♦ or 2 ♥			3 ♦ or 3 ♥		
Opener's rebid	2 ♥ or 2 ♠ automatic			3 ♥ or 3 ♠ automatic		
Responder's next bid	HCPs	Cards in longest major	Bid	HCPs	Cards in longest major	Bid
	< 11	Any	Pass	< 5	Any	Pass
	11 - 12	5	2 NT			
		6+	3 ♥ or 3 ♠			
	13+	5	3 NT	5+	5	3 NT
6+		4 ♥ or 4 ♠	6+		4 ♥ or 4 ♠	
Opener's next bid	Opener may raise 2 NT to 3 ♥ or 3 ♠ with 3+ cards in suite Opener may raise 3 NT to 4 ♥ or 4 ♠ with 3+ cards in suite			Opener may raise 3 NT to 4 ♥ or 4 ♠ with 3+ cards in suite		

Responding to opening bids (assuming no intervention)

Opening bid by partner:	2 ♣			
Meaning either:	A balanced hand with 23 + HCP	An unbalanced hand with 23 + HCP	An unbalanced hand with 9 winning tricks*	
	A 2 ♣ bid by partner is “game forcing” - you both continue to bid until you find a game			
Your response (regardless of shape):	You have < 8 HCP		You have 8 + HCP	
	2 ♦		Bid strongest, longest suit as 2 ♥, 2 ♠, 3 ♣ or 3 ♦	
Next bid by partner:	If balanced	If unbalanced	If balanced	If unbalanced
	2 NT *	2 ♥, 2 ♠, 3 ♣, 3 ♦ or Game in trump contract	3 NT	Game in trump contract

The bidding may continue to explore the possibility of a slam but must reach Game level (unless you have < 2 HCP and partner’s second bid was 2 NT).

*After partner responds **2 NT**, bid as in previous chart

What does “9 winning tricks” mean?

You can win at least 9 immediate tricks with your hand in a trump contract, without:

- any help from partner; and
- without any reasonable likelihood of the opposition stopping you.

You must have at least 16 HCP points to bid **2 ♣** with less than 23 points.