

Standard American

F Forcing Bids

NF Non-Forcing

(may be passed)

Total Points (TP): High Card Points + Length Pts OR
High Card Pts + Shortage Pts (when FIT has been found)

Competitive Bidding		Response (Advancer)	
Overcalls	8+ HCP at the 1-level, 12+ HCP at the 2-level, and 5+ cards, and “good” suit (2 of top 3 honours, or 3 of top 5)^{NF}	With fit (3+card support) 0-5 TP Pass 6-10 Raise a level ^{NF} 11-13 Jump raise ^{NF} 14+ Bid game	No Fit (Non Forcing) 0-7 TP Pass 8+ Bid new suit ^{NF} 8-11 1NT (with stopper in opponents’ suit)
	1NT requires 15-17 HCP <u>and</u> cover in opponents’ suit	14+ Bid game	
Takeout Doubles	12+ HCP, no 5 card suit, 3+ cards in other suits, max 2 cards in opener’s suit. ^F	0-8 HCP bid longest suit (prefer a major) at cheapest level	
	16+ HCP, any shape	9-11 jump bid longest suit 12+ jump to game	

Main Conventions (add these when ready, they are not essential)

Stayman after a 1 or 2 NT opening	2♣^F Holding 8+HCP, a 4-card major & a shortage Asks Opener if they have a 4-card major	Opener's Rebid: 2♦ ^F with no major (alert) 2♥ ^F with 4 cards (may also have 4 spades) 2♠ ^F with 4 cards	Responder's Rebid: Fit: 8-9 TP raise to 3 10+ bid game No Fit: 8/9 2NT 10+ 3NT	
	3♣^F can be used after 2NT, with 5+ HCP	Responses at 3 level	Bid game depending on fit	
Transfers after a 1 or 2 NT opening	Bid the suit below the suit you hold to show 5+ cards 2♦^F requesting hearts (alert) 2♥^F requesting spades (alert)	Opener's Rebid: 2♥ over 2♦ (ie bid partner's actual suit) 2♠ over 2♥ (ie bid partner's actual suit)	5 card major 0-7 TP Pass 8-9 2NT 10+ 3NT	6+ card major 0-7 TP Pass 8-9 3 major 10+ game
	After 2NT, bid 3♦ or 3♥	As above, but at the 3-level	Game with 5+ TP	
Weak Opening Bids	2♦/♥/♠ to show weak hands, with: 6 cards in suit - a good suit (2 of top 3, or 3 of top 5) 6-10 HCP Also: open 3 of any suit with 7 cards in the suit and 4 of a suit with 8 cards	Responses: - No support - Pass - If weak then bid 3-level with 3 trumps or 4 level with 4 trumps - Game with 16+HCP & 2+ trumps in a major - New suit with 16+HCP & good 5+ card suit		
Strong Opening Bids	2♠^F shows 22+ TP	Responses: 2♥/2♠/3♠/3♦^F: 8+HCP & good 5+ card suit 2♦^F "waiting"	Opener's rebids after 2♦: 5+ card suit 2NT if balanced (22-24)	
Blackwood	4NT^F Ace ask, only after fit is found.	Responses: 5♣ = 0 or 4 (Aces) 5♦ = 1 5♥ = 2 5♠ = 3	If your side has all aces, then 5NT asks for Kings.	

Play of the Hand		
Planning	Opening Leads – Against NT	Opening Leads – Against Suits
A - Count your winners (and losers in a suit contract) Decide how many need to be developed B – Decide how to develop extra tricks: In NT: a) Promotion b) Length c) Finesse In suits (as above, and): d) Trumping losers e) Discarding losers on winners C – Consider the order of play, eg: Which hand do you need to be in? Do you have entries to reach your winners? Do you need to draw trumps or wait?	- If partner has bid, lead their suit, else ... - Top of 3+ card sequence (promotion) 4th highest of longest and strongest (length) - Avoid suits that have been bid by dummy and (especially) declarer - If bidding goes 1NT – 3NT, lean towards a major It is okay to lead low from a suit headed by an Ace in NT	- If partner has bid, lead their suit, else ... - Top of 2+ card sequence (promotion) - A singleton if unbid or partner might have Ace 4th highest of longest and strongest (length) - Avoid suits that have been bid by dummy and (especially) declarer - A trump if declarer might be relying on ruffs Lead low if you have an honour in the suit, higher otherwise (low-like) Lead high then low from a doubleton Avoid leading low from a suit headed by an Ace