#### Hand Evaluation

**High Card Points** Ace = 4 King = 3 Queen = 2

**Balanced Hands** 

No singletons

No more than

one doubleton

Jack

No voids

Void - No cards in a suit Singleton - One card in a suit Doubleton - Two cards in a suit

Two hands with 8+ hearts/spades And Joint High Card Points = 25+ Likely win 10 tricks with trumps

**Two Balanced Hands** 

Joint High Card Points = 25+ Likely win 9 tricks in no trumps

# **Scoring Points**

Meet or Exceed Contract Trickscore Tricks won 1 - 6 Clubs P/Diamonds Trick 7 onwards = 20 Hearts \(\forall / \) Spades \(\infty \) Trick 7 onwards = 30 No Trumps

+ Part score Bonus OR

Contract score less than 100 =50

Game Bonus!

Contract score 100 or more =300

Underscore (Contract not met)

Trick 8 onwards = 30

Declaring pair get zero

Each undertrick, defence = -50

An Opening **Bid Packed** with Meaning

> **High Card Point** 12 or 13 or 14

#### Distribution

Distribution				
xxxx		XXXX		mmmmm
XXX	OR	XXXX	OR	XXX
XXX		XX		XX
XXX		XXX		XXX

No voids, No singletons, No more than one doubleton and No five-card Major

# Partner Opens 1NT

With a **balanced** hand:

No voids, No Singletons 0 or 1 Doubleton No five-card major

Response

0-10 HCPs



11-12 HCPs

2NT

13-18 HCPs STOP! 3NT



# Partner Opens 1NT

With five+ cards in a suit

AND 0-10 HCPs

2♣/♦/♥/♠

Partner: Pass

Six+ cards in a major

AND 11+ HCPs

Partner: Pass

STOP! 4♥/♠

Five cards in a major

AND 13+ HCPs STOP! 3 ♥ / ♠

Partner: 4♥/♠ OR 3NT

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#### Opening Bids

With less than twelve HCPs: PASS.

#### **1NT Opening**

12, 13 or 14 and balanced, open 1NT.

#### 1 of a suit opening

With 12 or more HCPs, open one of a suit.

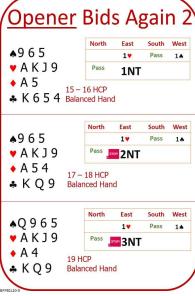
With a suit longer than all others, open 1 of that suit.

With two 5-card suits, or two 6-card suits, open 1 higher-ranking suit.

With two four-card suits, if one is hearts, open 1 heart, otherwise open 1 of the lowest ranking suit.







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# Responder's Second Bid (re-bid)

Opener's Rebid indicates high card point range and shape.

Responder assesses the chances of game (25+HCPs between the two hands) AND the best contract denomination.

Responder passes if no game and able to support/tolerate current denomination.

Responder bids openers first suit at next level to agree part-scoring contract.

Responder raises to game to sign off in best game contract.

Responder raises to three level to "invite" when close to game, but not certain..

# **Opening Leads**

## **Against No Trumps**

Honour (A-10) shows two touching honours below & denies the one

above.

Small (2-6  $\sim$ 7) promises four plus cards in the suit; honour at top.

Middle (7~8~9) discourages return of the suit.

## **Against Trump Contract**

Honour (A-10) shows touching honour below and none above.

Small  $(2-6 \sim 7)$  shows four plus cards in the suit; honour at top.

Middle  $(7\sim8\sim9)$  may be top of doubleton, or singleton.



If partner opens the bidding with 1NT, and you are playing face to face at

a table, you must say "Twelve to Fourteen" out loud, before the next

opponent bids. If you are playing online, type the words into the chat

line.

If you are playing face to face at a table, when you make a "skip" bid, put

the STOP card on the table, put the bid on the table, wait ten seconds,

put the STOP card away.

## NOT IN USE

Stayman;

Transfers;

Asking for Aces;

Overcalls:

Doubles;

**Vulnerable Scoring**