



Hand Evaluation

High Card Points

Ace = 4
King = 3
Queen = 2
Jack = 1

Balanced Hands

No voids
No singletons
No more than one doubleton

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 Score = 0
Clubs ♣/Diamonds ♦ Trick 7 onwards = 20
Hearts ♥/Spades ♠ Trick 7 onwards = 30
No Trumps Trick 7 = 40
 Trick 8 onwards = 30

+ Part score Bonus OR

Contract score less than 100 = 50

Game Bonus !

Contract score 100 or more = 300

Underscore (Contract not met)

Declaring pair get zero

Each undertrick, defence = -50

1NT An Opening Bid Packed with Meaning

High Card Point
12 or 13 or 14

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



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

4♥/♠

Partner:
Pass

Five cards in a major

AND 13+ HCPs

3♥/♠

Partner:
4♥/♠ OR
3NT



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.

Opener Bids Again 1

	North	East	South	West
♠ 9 6 5				
♥ A K J 9 5 2		1♥	Pass	1♠
♦ A 5				
♣ 9 6			2♥	

Up to 14HCP
Five or more Hearts
No other 4-card suit

	North	East	South	West
♠ 9 6 5				
♥ A K J 9 5		1♥	Pass	1♠
♦ A 5 4 3			2♦	
♣ 9				

Up to 14HCP
Five or more Hearts
Four or more Diamonds

	North	East	South	West
♠ Q 9 6 5				
♥ A K J 9 5		1♥	Pass	1♠
♦ A 5				
♣ 9 6			2♠	

Up to 14HCP
Five or more Hearts
Four or more Spades

Partner Opens

1♣/♦/♥/♠

(12-19HCPs, Four or more ♥/♠, longest or equal longest suit)

With 0-5 HCPs



A FIT! 4+ cards in partner's major suit

6-9 HCPs 2♥/♠

10-12 HCPs 3♥/♠

13+ HCPs 4♥/♠

NO FIT

6+ HCPs & 4+cards in a Suit we can
bid at the one level **1NewSuit**

10+ HCPs & 4+cards in a Suit we
bid at the two level **2NewSuit**

Otherwise 1NT
6-9HCPs, Can't Raise,
Can't bid 1 level suit

Opener Bids Again 2

	North	East	South	West
♠ 9 6 5				
♥ A K J 9		1♥	Pass	1♠
♦ A 5				
♣ K 6 5 4			1NT	

15 – 16 HCP
Balanced Hand

	North	East	South	West
♠ 9 6 5				
♥ A K J 9		1♥	Pass	1♠
♦ A 5 4			2NT	
♣ K Q 9				

17 – 18 HCP
Balanced Hand

	North	East	South	West
♠ Q 9 6 5				
♥ A K J 9		1♥	Pass	1♠
♦ A 4				
♣ K Q 9			3NT	

19 HCP
Balanced Hand



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 opener's 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 ~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 ~7) shows four plus cards in the suit; honour at top.

Middle (7~8~9) may be top of doubleton, or singleton.



Laws, Ethics, Customs and Courtesy

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