



Hand Evaluation

Ace=**4**; King=**3**; Queen=**2**; Jack=**1** High Card Points (**HCPs**)

Suits ranks highest to lowest: Spades; Hearts; Diamonds; Clubs.

Spades and Hearts are the Major Suits.

Diamonds and Clubs are the Minor Suits.

Balanced: No Void; No Singleton; 0 or 1 Doubleton; No 5-Card Major.

Opening Bids

With less than twelve HCPs: PASS.

1NT Opening

If your hand has **12, 13 or 14** and is balanced, open 1NT.

1 of a suit opening

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

If you hold a suit longer than all others, open 1 of that suit.

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

With two, or three, four-card suits in your hand, if one of them is hearts, open 1 heart, otherwise open one of the lowest ranking suit.
(This is an area for much debate in bridge!)



Respond to Partner's 1NT Opening Balanced Hand

With **0 to 10**: PASS.

With no four-card heart suit and no four-card spade suit

With **11 or 12**: raise to 2NT.

With **13 or more**: raise to 3NT.

With either a four-card heart suit or a four-card spade suit, or both

Reply 2♣ (Stayman) asking for a fit, opener responds:

- | | | |
|-----------|--------------------------------------|---|
| 2♦ | No Four-Card Major | Re-bid 2NT with 11 or 12, Otherwise 3NT |
| 2♥ | Four Hearts and possibly four spades | With no fit, Re-bid 2NT with 11 or 12, Otherwise 3NT. With fit raise to 3 with 11 or 12, Otherwise 4. |
| 2♠ | Four spades and not four hearts | With no fit, Re-bid 2NT with 11 or 12, Otherwise 3NT. With fit raise to 3 with 11 or 12, Otherwise 4. |

Unbalanced Hand

- | | | |
|-------------------|-----------------|------------------------------|
| 11 or more | Six-Card Major | Raise to 4 of the major |
| 13 or more | Five-Card Major | Raise to 3 of the major |
| 0 to 10 | Five+ Card Suit | Weak Take Out: 2 of the suit |



Responding to Partner's 1 of a Suit Opening e.g. 1♥

0 to 5		PASS
6 to 9	With 4+ cards in the same major e.g. ♥ Q J 3 2	Raise to 2 of the major e.g. 2♥
10 to 12		Jump Raise to 3 of the major e.g. 3♥
13 plus		Jump Raise to 4 of the major e.g. 4♥
Less than four cards in the opening suit		
6 plus	With 4+ in another suit	Reply new suit at one-level e.g. 1♠
~9, 10 plus	With 4+ cards in a suit	Reply new suit at two-level e.g. 2♣
6 to 9	None of the above	Reply with 1NT

Re-bidding after a limit raise

Estimate the total HCP in the two hands.

Pass if game is not on.

Raise to game if game is on.

Invitational raise if game depends on the responder's strength.

Re-bidding after a 1NT Reply

Estimate the total HCP in the two hands.

Pass if game is not on and opening hand was 5:3:3:2.



Opener's Re-bid over change of suit - balanced

N	E	W	S
	1♦	Pass	1♠
Pass	1NT		

1NT shows **15-16**;

N	E	W	S
	1♦	Pass	1♠
Pass	2NT		

2NT shows **17-18**;

N	E	W	S
	1♦	Pass	1♠
Pass	3NT		

3NT shows **19**.

After new suit at two-level 2NT shows **15-17**; 3NT shows **18-19**.

Opener's Re-bid over change of suit – non balanced

Opener must bid again. With six cards in the suit and no second four-card suit:

A raise to 2 of the suit shows **12 to 14**;

Jump to 3 of the suit shows **15 to 19**.

With five cards in the suit and a second four-card suit:

With **12 to 14**HCP, bid the second suit at the two level **ONLY** if this bid is lower than 2 of your first suit. Otherwise repeat your first suit at the two level;

With **15 to 19**, bid 2 of your second suit **IF** that bid is higher than two of your first suit. Otherwise jump bid second suit.



Responder's Second Bid (re-bid)

Responder estimates total points.

N	E	W	S
	1♦	Pass	1♠
Pass	1NT	Pass	?

Opener's re-bid No Trumps

If game on, and balanced, raise in NT's/suit to game. If no game, pass if balanced, or raise suit with best fit. If game on, and six+-card suit, raise/repeat suit at game level.

N	E	W	S
	1♦	Pass	1♠
Pass	2♦/2♠	Pass	?

Opener Raises openers suit or raises responder suit at the next level

Pass if no game;
Bid certain game; Invitational bid otherwise.

N	E	W	S
	1♦	Pass	1♠
Pass	3♦/3♠	Pass	?

Opener Raises openers suit or raises responders' suit with a skip bid

Pass if no game; Bid certain game; or else Invitational bid.

N	E	W	S
	1♦	Pass	1♠
Pass	2♣	Pass	?

Opener Bids Third suit below two opened suit

If game is on, bid it. If invitational values make invitational raise. Or show preference by passing the second opener's second suit or raising the first to the two level.

N	E	W	S
	1♦	Pass	1♠
Pass	2♥	Pass	?

Opener Bids Third suit at level above opening suit at the two level

Responder is required to bid once more.
Bid to tell opener more about the hand.



Simple Overcalls

At least five cards in a quality suit.

Quality = no of cards + no of honours = 7+

Overcall at the one level with at least 8 hcps.

At the two level with at least 10 hcps.

Advance (raise) simple overcalls with 3 in the suit and 9+ HCPs

Overcalling 1NT shows balanced hand 16-18 hcps AND stop in opener's suit.

Jump Overcalls

Intermediate = six cards in a quality suit with 11-15 hcps.

Double Suit Opening for Take Out

With shortage in opening suit and 11+ hcps, double.

With intervening Pass, partner must bid. Show best suit at level for normal response with fit. With opening suit and 7+ hcps, bid no trumps.

Double 1NT for "Business"

With balanced hand 16-18 HCPs, double.



Defending 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.

Choosing cards to follow suit or discard

High card (7-10 "pip") Encourages partner to return the discarded card's suit.

Low card (2-5 "pip") Discourages.

General

Second hand plays low.

Third hand plays high.

Third hand high is a sequence of touching values, play the lowest.



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 open 1NT and partner responds 2♣ you are playing face to face at a table, you must say "Stayman" out loud, before the next opponent bids. If you are playing online, use Alert button. 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.

Don't criticise partner. Don't offer unsolicited advice. Don't gloat over good results or sulk over bad ones.

NOT IN USE

Transfers; Asking for Aces; Non-natural overcalls, Cue bids, Splinter Bids