



POWER

Ace = 4 High Card Points;

King = 3 High Card Points

Queen = 2 High Card Points;

Jack = 1 High Card Points

Balanced SHAPE 15-19 HCPs

No Voids, No Singletons, Maximum One Doubleton, No Five Card Major.

15-19 HCPs	♠ A Q J	Not announced or alerted
1 Suit...	♥ A K Q 3	
	♦ 5 2	
	♣ Q 7 6 5	

REPLY TO OPENING 1 Suit

Continuations:

Pass

To Play

1NT

6-9HCP, No four card suit biddable at the one level

1 New Suit

6+HCP, Forcing for one round

2 New Suit

10+HCP, Forcing for one round

Raises

Fit and Strength



Opener's Rebid with Balanced 15-19 HCPs

Example 1

15-16 HCPs 1 Suit...	♠ A J 4 2 ♥ A K Q ♦ 5 2 ♣ Q 7 6 5	Not announced or alerted	
1♣	Pass	1♦	Pass
1NT	Pass	?	

Example 2.1

17-18 HCPs 1 Suit...	♠ A Q J ♥ A K Q 3 ♦ 5 2 ♣ Q 7 6 5	Not announced or alerted	
1♥	Pass	1♠	Pass
2NT	Pass	?	



B3 L03 Bidding Very Strong Balanced Hands NOTES

Example 2.2

17-18 HCPs 1 Suit...	♠ A Q J ♥ A K Q 3 ♦ 5 2 ♣ Q 7 6 5	Not announced or alerted	
1♥	Pass	2♦	Pass
3NT	Pass	?	

Example 3

19 HCPs 1 Suit...	♠ A Q J ♥ A K Q ♦ 5 2 ♣ K 7 6 5 2	Not announced or alerted	
1♣	Pass	1♦	Pass
3NT	Pass	?	



Balanced SHAPE 20+ HCPs

No Voids, No Singleton, Maximum One Doubleton? No Five Card Major? These rules become guidelines.

20-22 HCPs

(Stop) 2NT

Announced

23-24 HCPs

(Stop) 2♣

Alerted

Re-bid 2NT

25-26 HCPs

(Stop) 2♣

Alerted

Re-bid 3NT

27+ HCPs

(Stop) 2♣

Alerted

Re-bid 4NT



REPLY TO OPENING 2NT

Partner has balanced 20-22 HCP. This is a limit bid, so you are now in charge.

Weak Hand

0-2 HCP Pass

One or Both 4 Card Majors

Use Stayman to test for eight-card fit

If no fit, proceed as for balanced hand.

If Stayman finds a fit, then:

3-12 HCP raise to game;

13+ HCP slam try.

One or Both 5 Card Majors

Bid 3H or 3S (or use Transfer)

Partner should choose either 3NT or 4H/S

3-12 HCP, pass the game bid;

13+ HCP slam try.

Long Minor (6 Cards or more)

2-11 HCP Bid 5C or 5D

12+HCP Use Gerber for Slam Try



REPLY TO OPENING 2NT

Balanced Hand with no four+ card major. No Voids, No Singletons & Maximum One Doubleton.

Weak Hand

0-2 HCP Pass



Stronger Hand - Quantitative Slam Bidding

3-10 HCPs	3NT	Combined hand HCP is 24-32 so game in NT is highly probable and slam unlikely.
11-12 HCPs	(Stop) 4NT	Combined hand HCP is 31-34 so game in NT is certain and 6NT slam is possible. Partner is asked to pass if minimum but raise to 6NT if maximum.
13-14 HCPs	(Stop) 6NT	Combined hand HCP is 33-36 so 6NT slam is highly probable. Partner is asked to pass.
15-16 HCPs	(Stop) 5NT	Combined hand HCP is 35-38 so slam is certain. Partner is forced to raise to 6NT if minimum but raise to 7NT if maximum.
17-20 HCPs	(Stop) 7NT	Combined hand HCP is 37-40 so Grand Slam is most likely (one King missing).



REPLY TO 2♣ (Alert)

Weak Hand

With 0-7 HCP Bid 2♦ (Also Alerted)

Stronger Hand

With 8+HCP

- ♣ Bid a feature in your hand
- ♣ Look for partner's re-bid:
- ♣ 2NT or 3NT tells you partner has a balanced hand with 23-24 HCP or 25+ HCP.
- ♣ Taking it further:
 - Use the same logic as above for replies to 2NT
 - But decrease your HCP requirement accordingly.
 - It won't take much for you and partner to be in slam territory!