

Defensive bidding (i.e. bidding after the opponents have opened)

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| Overcall suit at the 1 Level 5 card suit+ (QJxxx or better) 9pts+ | single raise 8-11pts 3 card support+ double raise 12-15pts 3 card support+ treble raise 16+ 3 card support+ <hr/> 1NT 8-11 stop in opps suit 2NT 12-15 stop in opps suit 3NT 16+ stop in opps suit <hr/> New suit 5 cards 8pts+ (no support) | | |
| Overcall suit at the 2 level (not a jump) 5 card suit+ (QJxxx or better) 11pts+ | single raise 10-13pts 3 card support double raise 14pts+ 3 card support <hr/> 2NT 10-13pts stop in opps suit 3NT 14pts+ stop in opps suit <hr/> New suit 5/6 cards 9pts+ (no support) | | |
| Jump bid suit 6 cards (KJxxxx or better) 6-10pts | singles raise 3 card support weak pre emp <hr/> double raise to game weak (4 cards) or game values (2 cards+) 3NT 16pts+ stop in opps suit | | |
| Bid 1NT Stop in opponent's suit (Ax, Kx, QJx or better) Balanced 15-17pts | 2♦/♥/♠ - weak takeout, fewer than 8pts, 5 cards+ 2♣ is Stayman 2NT 8/9pts 3NT 10pts+ 3♥/♠ 10pts+ 5 card suit | Pass 2♦ Denies 4 card major Bid 3NT with maximum Bid 4♥/♠ with Support, if not bid 3NT | |
| Double (X) Short in opponent's suit Tolerance for unbid suits 12pts+ Note:- A double of 1NT is for penalties (usually 16+pts) | 0-8pts bid own suit at lowest level if opps pass 9-11 jump bid own suit 12pts + double jump 5 card suit <hr/> 1NT 6-9pts stop in opps suit 2NT 10-12pts stop in opps suit 3NT 13pts+ stop in opps suit | 12-14/5 pass unless forced to bid 15+ raise partner suit, if jump bid response. <hr/> ----- A rebid of NT at lowest level now <hr/> shows 18-20 and a stop in opps suit. <hr/> A rebid of a new suit shows 15/6+ with 5/6 card suit. | |

BASIC TACTICS (MP/Pairs Play)

When **Non Vulnerable** compete to the 3 level, be aggressive.

When **Vulnerable** only compete to the 3 level if you have the values to do so (going down can be costly)

CARDING METHODS

Top of Sequence (Best against suit and NT contracts)

4th best from longest suit (Good against NT, but a sequence is better)

2nd best from poor suits (If you have no other choice) Discards: - **High** to Encourage and **Low** to Discourage (**HELD**)

Attitude on partners led suit. i.e. If you want partner to continue playing the suit, play **High** to Encourage and **Low** to Discourage a continuation.

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LESSONS? DROP ME AN EMAIL ☺