

## OPENING BIDS

### BALANCED HANDS

4-3-3-3, 4-4-3-2, 2-3-3-5  
No void. No singleton. Not 2 doubletons.

12-14	1NT
15/16	Open 1 of suit*
17/19	Open 1 of suit*
20-22	2NT (Balanced or semi balanced)
23+	2♣ (Forcing to game)

\*: Open higher of touching 4 card suits, **except** with both majors: open Heart

### TWO SUITED HANDS

5-4-2-2, 6-4-2-1, 5-5-2-1 etc. (unbalanced)

12+	5/4, 6-5 etc. <b>Open 1 of a suit</b> 5/5 etc. (longest & highest ranking)
23+	2♣ (Forcing to game)
5-9	2♦2♥2♠ Open weak 2 (6 card suit)

### SINGLE SUITED HANDS

6-3-2-2, 6-3-3-1, 7-3-2-1 etc (unbalanced)

12+	<b>Open 1 of a suit</b>
23+	2♣ (Forcing to game)
5-9	2♦2♥2♠ Open weak 2 (6 card suit) Open 3 of a suit (7 card suit) Open 4 of a suit (8 card suit)

### 4 - 4 - 4 - 1 HANDS

12-19	With a 'black' singleton: Bid middle of 3 'touching suits' eg singleton S bid 1D With a 'red' singleton: Bid the suit below eg singleton H bid 1D
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### DISTRIBUTIONAL POINTS

**Length Points** (used before a fit is found)  
Add 1 extra point for 5 card suit.  
2 extra points for 6 card suit.

**Shortage points** (used when a fit is found)  
Revalue your hand by adding to HCPs.  
Void = 5 Singleton = 3 Doubleton = 1

## REBIDS

### with BALANCED HANDS

15-16	Rebid in NTs at the lowest level. assuming no fit	1♦ - 1♥ 1NT 1♦ - 2♣ 2NT
17-18	Pass, if partner bids 1NT. Rebid in NTs at a higher level. e.g.	1♦ - 1♥ 2NT
19	Bid 2NT, if partner bids 1NT. Your rebid can be 3NT	

### with TWO SUITED HANDS

12-15	In this point range, do NOT rebid higher than 2 of your opening suit. Bid a 2nd suit if it is <b>below</b> this barrier. e.g.	1♥ - 1♠ 2♣ 1♥ - 2♣ 2♦
16+	Now you <b>should</b> rebid <b>OVER</b> your barrier to show the stronger hand.	1♦ - 1♠ 2♥

### with a 4 CARD MAJOR FIT

If responder bids a **major** suit in which you also hold 4 cards, **show the support immediately.**

12-15	Raise 1 level.
16/17	Raise 2 levels.
18/19	Raise to game

### with SINGLE SUITED HANDS

12-15	Rebid your suit at the cheapest level.	1♥ - 1♠ 2♥
16+	Bid over your barrier. Sometimes you may simply rebid to game!	1♥ - 1♠ 3♥ 1♥ - 2♣ 4♥

**WEAK 2♦2♥2♠** Reply to 2NT  
If minimum bid at the 3 level  
If maximum bid a 'feature' suit with an honour

When you **REBID** in another suit, you are telling partner that you have at least 5 of your 1st suit.

**Decide what your REBID will be BEFORE you open the bidding.**

**The Rule of 20:** Helps you to decide whether to open: add number of cards in your 2 longest suits to your high card points. If 20 or more - open.

## RESPONDING

### RESPOND to 1NT

0-10	Pass, or 2♦/2♥/2♠ with at least 5 of the suit - weakness take out
11/12	2NT (No 4 or 5 card major)
13-19	3NT (No 4 or 5 card major)
11/12	3♥/3♠ with a 5/6 card major
13-19	4♥/4♠ with a 5/6 card major

### RESPOND to 1 OF A SUIT

0-5	Pass With a 4+ Card Major Fit
6-9	Support opener at 2 level
10-12	Support opener at 3 level
13+	Support opener at 4 level
6-9	<b>Change of Suit</b> *Bid your suit <b>ONLY</b> at 1 level
10-15	Bid your suit at <b>cheapest</b> level
16+	Bid 1 level higher than necessary IF you have a solid 6 card suit. <b>Limit Bids in NTs</b>
6-9	1NT*
10/12	2NT No prospect of major fit
13/16	3NT No prospect of major fit

\*Note The 1NT response may not be balanced. It simply **denies** a 4 card suit that can be bid at the 1 level.

### RESPOND to 2♦/2♥/2♠

0-16	Pass or pre-emptive raise
16-19	2NT asking if min. or max.
19+	Bid your suit, 3NT, or show support

### RESPOND to 2♣

0-7	2♦ (negative)
8+	Bid your suit or 2NT (positive)

### RESPOND to 2NT

0-3	Pass
4-10	3♣ = Stayman 3NT = No 4 card major 3♥/3♠ = Inviting game
11+	4NT = Quantitative

**The Rule of 14:** Helps you to decide whether to respond with a new suit at the 2 level: add the number of cards in your longest suit to your high card points. If 14 or more you can bid at the 2 level.

## NOTES

### TAKEOUT DOUBLES

N	E	S	W
1♦	(X)		

A direct double of an opponent's suit bid, tells partner that you have:

- Opening points.
- A shortage in the opponent's suit.
- An ability to play in any other suit.

It asks partner to bid their best suit.

N	E	S	W
1♥	1♠	(X)	

Simply tells partner that you could have bid if east hadn't overcalled. It shows 9+ and therefore your side has the balance of points.

### PENALTY DOUBLES

N	E	S	W
1NT	(X)		

shows 16-18 pts. and is for penalties.

### OVERCALLS

**Simple Overcalls** show a **good 5** card suit with 8-15 pts. If you need to overcall your suit at the 2 level, you should have 10-15 pts. (e.g. 1♠-2♦)  
**Jump Overcalls** (e.g. 1♦ - 2♠) shows a solid 6 card suit with 5-9 pts.  
**Double Jump Overcalls** (e.g. 1♦ - 3♠) show a solid 7 card suit with 5-9 pts.  
**1NT Overcalls** show 16-18 HCPs with a good stop in the enemy suit and a balanced or semi balanced hand.

### 'STAYMAN' AFTER 1NT

2♣ = 11+ pts. **with** a 4 card major. It asks opener to bid a 4 card major. With both, opener bids hearts first. With no 4 card major opener rebids 2♦ and responder bids either 2NT with 11/12 pts. or 3NT with 13+ pts.

### 'BLACKWOOD'

4NT Asks for aces and in response  
5♣ = 0. 5♦ = 1. 5♥ = 2. 5♠ = 3  
5NT now asks for kings. (Same scale)