



OPENING THE BIDDING

Are you BALANCED OR UNBALANCED?

Balanced Hand = No void or singleton and not more than one doubleton. Unbalanced hands are all other distributions.

BALANCED

0-11	PASS
12-14	1NT (except with a very good 5-card major)
15-16	Open suit then rebid lowest NT
17-18	Open suit then jump rebid in NT
19	Open suit then jump bid 3NT
20-22	2NT
23-24	Open 2♣ then rebid 2NT

UNBALANCED

0-11	PASS but see the pre-empt section following
12+	Open longest suit, (but see 'Strong' section)

Two or more suits to choose from

5-5	Bid higher ranking suit
4-4	Bid the MAJOR. Both majors bid 1♥. Both minors bid 1♣.
4-4-4	Open suit below the singleton Except, with a club singleton, open 1♥.

STRONG OPENINGS

2♣	23+ any shape or GAME in hand
2NT	20-22 balanced

PRE-EMPTIVE OPENINGS

6+ CARDS 5-10pts	OPEN at 2-level.
7+ CARDS 5-10pts	OPEN at 3-level.
8+ CARDS 5-10pts	OPEN at 4-level.

REBIDDING

REBIDDING AFTER NEW SUIT.

You MUST bid.

4-card SUPPORT for partner's suit: (1♣-1♥)

12-15	single raise to 2♥
16-18	jump raise to 3♥
19	game raise to 4♥

BALANCED – use table above.

UNBALANCED

12-15	bid second suit if you can or rebid first suit, but MUST NOT bid above 2-of-opened-suit. (1♥ - 2♣ - 2♦)
16-19	bid second suit if you have one or jump rebid first suit, but try to bid ABOVE 2-of-opened suit. (1♥ - 2♣ - 3♦)

REBIDDING after 1NT response

12-16	NO GAME: Bid 2nd suit if you can but MUST NOT bid above 2-of-opened-suit. Rebid 6-card suit, but PASS with 5-card suit
17-18	2NT/ new suit/ jump in own suit (6+ cards)
19	3NT/new suit/ bid game in a major (6+ cards)

REBIDDING after SUPPORT

How much has partner shown (see responder's tables)? Add your points to partner's points:
25+ go for game; 30+ try for slam.



RESPONDING

RESPONDING to 1-of-a-suit (e.g. 1♥)

With 4-card SUPPORT for opener's suit

6-9	2♥
10-12	3♥
13+	4♥

Note: show a major suit before supporting a minor suit.
Do not raise a minor to the 4-level without considering 3NT.

Without SUPPORT

6-9	bid suit at 1-level or 1NT (always show a suit at 1-level if you can)
10+	show a suit at 1-level or 2-level
16+	6-card suit JUMP IN YOUR NEW SUIT

RESPONDING to 1NT

0-10	NO GAME: with no 5-card suit PASS Bid five-card at two-level
11-12	CHANCE FOR GAME: Bid 2NT or 3♥/3♠ with a 5+ card suit
13+	GAME is ON: Bid long suit at 3-level, 3NT or 4♥/4♠ with a 6+ card suit.

RESPONDING to STRONG Openings

2♣: MUST respond. 2♦ is negative = fewer than 7 pts., otherwise bid naturally.
2NT: 0-3 points, pass. 5+, bid on. 4 points? Think about it.

RESPONDING to WEAK pre-empts

Without SUPPORT you need 16+pts to bid.
With SUPPORT bid on even if weak

RESPONDER'S SECOND BID

You should know how many points your partner has, so assess the final level: 25 points for game; 30 points and a fit for slam or 33 balanced points for slam in no-trumps.

COMPETING

OVERCALLS

Suit overcall (e.g. 1♦ - 1♥) = Good 5+ suit (2+ honours)
At 2-level (e.g. 1♥ - 2♦) = 10+ HCP and good 6+ suit
Jump overcall (e.g. 1♣ - 2♥) = Good 6+ suit, 12-15 HCP
1NT overcall (e.g. 1♠ - 1NT) = 16-18, balanced with stop.

TAKEOUT DOUBLE (of opponent's suit bid)

A double of an opponent's 1 level opening **suit** bid shows opening points and shortage (void, singleton or doubleton) in the opponent's suit.

RESPONSES: If your **RHO** does not bid, you **MUST BID**

0-8 HCP: Bid your best suit at **MINIMUM** level – give preference to a Major

9-12 HCP: Jump bid with 4+ card suit

1NT = 6-9 and stopper in opener's suit

2NT = 10-12 and stopper in opener's suit

NOTE: Doubling opps' 1NT is for **penalties!!!**

