

# 1 OPENING BIDS

1NT = 12-14 balanced (4333,4432,3325)

1 suit = 12-19 – longest suit first or higher of two 5-card-suits, lower of 4's

2♣ = 20+ unbalanced or 23+ balanced

2NT = 20-22 balanced

2♦/♥/♠ = 6-10, good 6-card suit

3 suit = 6-10, 7-card suit, pre-empt

4 suit = 6-10, 8+card suit

**After 1-suit Opening**, you both rebid to show minimum, invitational or game values

Responder	Opener's Rebid
13+	18-19
10-12	16-17
6-9	12-15

Balanced hand

0-10 → Pass

11-12 → 2NT (invitational)

13+ → 3NT

Unbalanced hand

0-10 → 2suit – long and weak (to play)

Opener **MUST PASS**12+ → 3Maj = 5 card suit. Opener  
chooses **3NT or 4 Major**

→ 4Maj = 6 card suit

**3****RESPONSES TO 1 OF A SUIT****0-5** → PassUpgrade hands with shortages  
(add 5 for void, 3 for singleton)**a) With a fit**  
especially in  
a Major

6-9 → 2 level raise

10-12 → 3 level raise

13+ → GAME

**b) Bid a**  
**new suit**  
**(forcing)**1-level: 6+ HCP, 4+ card suit  
(don't jump bid with 10+ HCP)

2-level: 10+, 4+ suit (eg 1♥ – 2♣)

Longest suit or lower available 4's  
or higher of two 5's

If you can't do any of the above, then use the following:

6-9 → 1NT

**c) Bid NT**

10-12 → 2NT

13+ → 3NT

## 4 OPENER'S REBIDS

If partner makes a limit bid count if you have enough to invite or bid GAME

If partner bids a With a 4+ fit in partner's suit

NEW SUIT 12-15 → raise

16-17 → jump

18-19 → bid GAME

Show a second suit

Now shows 5+ in first suit

If bid at 3-level = Game Force

Rebid NT

minimum level = 15-17

Jump = 18-19 GF

Rebid your 5+ suit

jump = 6+ card suit 15-17

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## 5 RESPONSES TO WEAK 2♦/♥/♠

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Pass = 0-13, any shape

Raise to 3 = 14-15, 2+ support - invitational

Game = 16+, 2+ support OR  
any HCP and 4+ support

New suit = 16+, 6+ suit (rarely used)

3NT over  
2♦ = 16+, and 2+ diamonds  
Stoppers in both majors and preferably with  
3 card support or an honour in ♦

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## 6 RESPONSES TO PRE-EMPTS

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Pass = 0-13, any shape

Game = 16+, 1+ support OR  
any HCP and 3+ support

New suit = 16+, Good 6+ suit – Rare

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## 7

## RESPONSES TO 2NT (20-22)

0-4

→ Pass

(4) 5+

→ 3♣/♦ = 5+ suit, GF

→ 3♥/♠ = 5+ suit, GF

opener chooses 3NT or 4Maj

→ 4♥/♠ = 6+ suit

→ 3NT = balanced,

may have 5-card minor

12+

Look for a slam

## 8

## RESPONSES TO 2♣ (GF)

→ 2D artificial = any shape

0-7

Suit by Opener show 5+ cards → you  
**MUST** keep bidding to a **GAME**

8+

→ 2♥/♠, 3♣/♦ = 5+ suit

→ 2NT = balanced

You can support a suit with 3 cards

## 9 OVERCALLS

Suit = Good 5+ suit (usually 2+ honours)  
At 2-level shows 10+ HCP

Jump  
overcall = Good 6+ suit 12-15

1NT = 15-18, balanced with stopper

## 10 RESPONSE TO SUIT OVERCALLS

No Fit Pass

3+ card fit	Raise	New suit (rare)	12+, good 5+ suit
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5+ card fit	Go to Game	1NT	8-11 + stopper
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15+ HCP and fit	Go to Game	2NT	12-14 + stopper
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## 11 RESPONSE TO 1NT OVERCALL

Balanced 0-7 → Pass 8 → 2NT 9+ → 3NT

Un-  
balanced 0-7 → 2suit - long and weak (to play)  
Overcaller **MUST PASS**

8+ → 3Maj = 5cards GF, 4Maj = 6cards

**TAKEOUT DOUBLES**

This is over an opponent's opening bid

Shows 12+ AND 3+ cards in all the  
UNBID SUITS

**Responses**

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

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

9-12 → Jump bid with a 4+ suit

13+ → Bid **GAME** with a 5+ suit

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

2NT = 10-12 and stopper

3NT = 13+ and stopper

If your RHO bids, any bid made by you shows  
values – about 7+ HCP