

Rule of 20: Add HCP + total cards in two longest suits. If 20 or more: Open Rule of 15: In 4th position: Add HCP plus total spades. If 15 or more: Open

Point Range	Opening Bid	Minimum Length
5 - 11	2♦ 2♥ 2♠	6 No void
6 - 10	3♠ 3♦ 3♥ 3♠	7
6 - 10	4♠ 4♦ 4♥ 4♠	8
12 - 21	1♠ / 1♦	3
12 - 21	1♥ / 1♠	3
15 - 17	1 NT	5
18 - 19 HCP bal. no 5 c maj.	1♠ / 1♦ - later 2NT	
20 - 21 HCP balanced	2 NT	
22 - 24 HCP balanced	2♠ later 2NT	
25 - 27 HCP balanced	3 NT	

RESPONDING TO 1 NT

- 2♠ = NON-FORCING STAYMAN - MESSAGE: "PARTNER SHOW ME 4 C MAJ."
- 2♦ = JACOBY TRANSFER - MESSAGE: "PARTNER, BID 2♥"
- 2♥ = JACOBY TRANSFER - MESSAGE: "PARTNER, BID 2♠"
- (2♠ = JACOBY TRANSFER - MESSAGE: "PARTNER, BID 3♠")
- 2 NT = INVITATION TO GO TO 3 NT
- 3♠ / 3♦ = INVITATION TO GO TO 3 NT (SHOWS LONG ♠ OR ♦)
- 3♥ / 3♠ SHOWS 6 CARD SUIT OR LONGER AND SLAM INTEREST
- 4♠ = GERBER ASKING FOR ACES: 4♦ = NONE/ALL 4♥=1 4♠=2 4NT=3
- 5♠ = GERBER ASKING FOR KINGS: 4♦ = NONE/ALL 4♥=1 4♠=2 4NT=3
- 4NT INVITES PARTNER TO GO TO 6NT IF HE/SHE HOLDS 17 HCP

INTERFERENCE See Page 3

RHO BIDS 2♠ OVER PARTNER'S 1NT:
 'DOUBLE' MEANS STAYMAN. ALL OTHER SYSTEMS REMAIN 'ON'
 RHO BIDS 2♦ OVER PARTNER'S 1NT:
 3♦ IS STAYMAN.
 'DOUBLE' IS TRANSFER TO ♥. ALL OTHER SYSTEMS REMAIN 'ON'

RESPONDING TO 2NT

- 3♠ IS STAYMAN.
- 3♦ / 3♥ ARE TRANSFERS
- 4♠ = GERBER ASKING FOR ACES: 4♦ = NONE/ALL 4♥=1 4♠=2 4NT=3 ETC.
- 4NT INVITES PARTNER TO GO TO 6NT IF HE/SHE HOLDS 17 HCP

RESPONDING TO 1 OF A MAJOR SUIT

6 - 9/10 Points, (in order of preference):
 Raise partner's major with 3 card support or better
 Bid a new suit, four cards or longer at the one level
 1NT non-forcing.
 Jump to 4 in opener's suit with at least 5 card support

If opps overall X is a NEGATIVE DBL. and shows 4 of UNBID major!

- Good 10 to bad 12 (in order of preference):
- Bid 3 of partner's suit with 3 or 4-card support.
 - Bid a new suit 4 cards or longer at the one level.
 - 2♠ / 2♦ shows 4+ cards. A 2♥ response shows 5+ cards.

- 1NT non-forcing.
- 13+ Points: 2NT (Jacoby 2NT) showing 4+ trump and 13+ support points.
- 13 - 18 Points: Bid a new suits, four cards or longer.
- 15 - 17 Points (balanced)
 3NT showing 2-card trump support.
 Jump shift a suit of at least four cards
- 19+ points

RESPONDING TO 1 OF A MINOR SUIT

HAND EVALUATION: Do not upgrade for "support points." The final contract may be in notrump, and even if the partnership plays in the minor, you may end up ruffing with the long trump suit

- 6 - 9/10 Points: (In order of preference)
 - Bid a new suit, four cards or longer, at the one level. With more than one four card suit, bid "up the line."
 - Raise Partner's minor with adequate support.
 - 1NT non-forcing.
- 10 to 12: (In order of preference)
 - Show a new suit, preferably a major.
 - Raising partner's minor is fine, but if your partnership has hopes for game, that game will almost invariably be 3NT.
 - Jump raise partner's suit to the 3 level with appropriate length
 - 2NT showing 11-12 HCP and a balanced hand.
 - Show a new suit (4+) at the 1 level, preferably a major.
- 6-18:
 13-15 HCP and a balanced hand
 3NT. The bid denies a four-card major suit.
 Jump Shift usually showing a suit of 5+ cards.
- 19 points
 Jump Shift usually showing a suit of 5+ cards.

OPENER'S REBIDS

- 12 - 14 Point hand: (In order of preference)
 - Rebid NT at the cheapest level
 - Raise responder's suit at the cheapest level. 4-card support for a major suit is desirable, but not mandatory.
 - Show a second suit, 4 cards or longer, lower ranking than the first. E.g. 1♠ - 2♠ - 2♥
 - Rebid the original suit at the cheapest level possible.
 - This is rarely done with less than 6 cards in the suit.
- 16 - 18 Point hand: (In order of preference)
 - Jump raise partner's suit or jump rebid his own suit.
 - Reverse in a new, higher-ranking suit (if the first suit is longer than the second). E.g. 1♥(5) 2♠ - 2♠(4)
 - Show a new suit without reversing (note the wide range of 13-18 points for this action). ???
- 19 - 21 Point hand: (In order of preference)
 - Jump rebid in NT - usually 18-19 points.
 - Double-jump raise partner's suit.
 - Double jump rebid his own suit.
 - Jump shift into a second suit 4 cards or longer.

Unusual NT (JACOBY 2NT) ALERTABLE

A jump overall of 2NT after a 1 level opening bid shows 5-5 in the two lowest unbid suits

1♠ – 2NT = **at least 5♦ 5♥**

1♦ – 2NT = **at least 5♠ 5♥**

1♥/1♠ – 2NT = **at least 5♠ 5♦**

Also after a strong 2 opening, 2NT shows the same thing, and after a pre-emptive 3 opening, 4NT shows the same thing with a strong hand. Apart from the latter example, the Unusual No-Trump bid has a wide range of possible point values but it should show honours in the long suits.

After both opponents have bid and partner has passed, any NT bid (except 3NT) is unusual No-trump showing 5-5 in the other two suits.

RESPONSES TO UNUSUAL NT (JACOBY 2NT)

With a weak hand :-

1. give preference by bidding the suit you prefer out of partner's two.
2. with good support for one of partner's suit, but still a weak hand, jump one level and bid it (pre-emptive)
3. with no help for either of partner's suits but your own long suit, bid that suit (should be 6 or 7 cards - non forcing)

With a stronger hand looking for game or higher:

1. cuebid opponent's suit to show a strong hand looking for game or slam
2. Bid 3NT - this is to play, and should only be done with stops in the other two suits and a strong hand, if you have no support for either of partner's suits
3. Bid 4NT which is blackwood,

Michaels Cue Bid

Shows a distinct shape - point count is not defined! Often bid on very weak hand.

This is a cue bid of opponent's suit - for example if the opponent bids 1C, then you bid 2C etc. This bid is alertable and it can show 2 different things:

1. If the bid is in Clubs or Diamonds, **it shows 5-5 in the majors.**
2. If the bid is in a major suit, it shows 5-5 in **the other major suit and an unspecified minor**

RESPONSES to Michaels

If the Michael's bidder has shown the majors, bid your best major. If he/she has shown the other major and a minor, either bid the major with at least 3

card support - bid of 2NT means bid your minor.

If the auction becomes competitive and the opposition bids its suit again at the 3 level and you have a strong hand with both minors, then 4C says I want to play in your minor at the 4 level - pass if it is clubs or bid 4D. 4NT is bid with an even stronger hand, saying please bid your minor at the 5 level.

Obviously you know what major(s) your partner holds so you can bid them at whatever level you feel appropriate remembering that although your partner holds at least 5 cards in that suit, he/she also may have a weak hand.

THE 2C OPENING RESPONSES AND LATER BIDDING

A 2C opening bid shows 22+ points, or the playing equivalent.

RESPONSES:

- 2♦ is artificial and "waiting." The bid simply indicates a hand not suited to any of the positive responses which follow.
- 2♥, 2♠, 3♣ and 3♦ are natural and game forcing. These bids promise a suit of five+ cards and, usually, two of the top three honors.
- 2NT shows a balanced holding of 8+ HCP.

OPENER'S REBID:

- A rebid in a suit at the lowest level available is natural and almost always shows a suit of five or more cards. This bid is forcing to the three level in a major suit or the four level in a minor suit.
- A jump rebid in a suit shows a self-supporting holding in that suit and is game forcing.
- A rebid of 2NT is **not forcing** and shows 22-24 HCP. After a 2NT rebid all systems are "on": 3♣ is Stayman / 3♦ and 3♥ are transfers, etc.

PREEMPTIVE BIDDING

The Weak Two (2♦/2♥ or 2♠)

Criteria:

- 5-10/11 HCP
- Typically 6 (maybe 7) cards of reasonable quality in the suit bid.
- No voids as partner is likely to hold values in your void.
- No outside four-card major as you may miss a 4-4 major-suit fit.

RESPONSES:

2NT is forcing, even when the opponents intervene over the preempt. A raise of opener's suit is to play.

3NT is to play.

A new suit by responder shows at least five cards (forcing for one round).

Three-Level Preempts:

These bids are normally made on a seven-card holding and a hand that is too weak to open at the one level. New suits by responder below game level are forcing.