

THE 1NT OPENING BID

Either 16-18 or 15-17 points (by agreement)
Balanced distribution (no singleton or void; at most one doubleton)

When opener bids notrump, responder is in charge.

RESPONSES TO 1NT

0-7 points:

- 2♦, 2♥, 2♠ (signoff with a 5+ card suit)
- Pass

8-9 points:

- 2NT
- 2♣ Stayman

10+ points:

- 4♥ or 4♠ with a 6+ card suit
- 3♥ or 3♠ with a 5-card suit (forcing)
- 2♣ Stayman with a 4-card major
- 3NT

15+ points: consider slam

THE 2NT OPENING

Shows 20-21 points and balanced distribution

RESPONSES TO 2NT

0-4 points: Pass

5+ points:

- 4♥ or 4♠ with a 6+ card suit
- 3♥ or 3♠ with a 5-card suit
- 3♣ Stayman with a 4-card major
- 3NT

12+ points: consider slam

STAYMAN

2♣ = **C**ould you have a 4-card major?

2♦ = **D**on't have one, sorry.

2♥ = **H**earts and maybe spades too.

2♠ = **S**pades but not hearts.

3♣ is used after 2NT. Answer a level higher.

1♥ AND 1♠ OPENING BIDS

Shows: 13-21 points and a 5+ card suit

RESPONDING TO 1♥ or 1♠

0-5 points: Pass

6-10 points: (in order of priority)

- Raise to two with 3+ cards in support
- New four-card or longer suit on the one level (forcing)
- 1NT

11-12 points: (in order of priority)

- Raise to three level with 3+ cards in support
- New suit (on the two level if necessary) shows 4+ cards and is forcing (but you need 5 hearts to bid 2♥ over a 1♠ opening)

13+ points:

- Get to game
- New suits bid by responder are forcing
- A first response of 2NT shows a balanced hand and is game-forcing

17-19 points: Explore for slam

20+ points: slam unless missing two controls

OPENER'S REBID

13-15 points:

- Raise responder's suit with 4-card support
- New 4 card suit if lower than two of your suit
- Rebid 2♥ or 2♠ with a 6-card suit
- 1NT with balanced distribution

16-18 points:

- Jump raise responder's suit with 4-card support
- New 4-card suit
- Rebid 3♥ or 3♠ with a 6-card suit

19-21 points:

- Bid game
- Jump shift in a new suit (game forcing)
- Jump to 2NT with a balanced 18-19 points (not forcing but highly invitational)

\$1.50

PLAY AND LEARN BIDDING SUMMARY

♥ Presented by Pat Harrington ♥

POINT COUNT

High cards: A = 4 K = 3 Q = 2 J = 1

Length: Add 1 point for every card beyond the 4th card in any long suit

OR

Shortness (Dummy Points only used by the dummy after a fit is found)

void = 5; singleton = 3; doubleton = 1

BIDDING GOALS

How High? Decide whether to play in partscore (below game), game, or slam (six or seven level). Partnership point total indicates how high to bid:

- Fewer than 26 points—partscore
- 26 points—game (4♥, 4♠ or 3NT)
- 29 points—can bid 5♣ or 5♦
- 33 points—small slam (6 level)
- 37 points—grand slam (7 level)

WHAT SUIT? With a fit of 8 or more cards in a major suit play in the major. With a minor suit fit and game consider 3NT. Five of a minor is a game of last resort. We like NT better!

OPENING BID CHECKLIST

13-21: (In order of priority)

1NT—16-18 points & a balanced hand

2NT—20-21 points & a balanced hand

1♥ or 1♠—5 or more cards in the suit

1♣ or 1♦—bid your longer minor

Open 1♣ with 3 of each

Open 1♦ with 4 of each

22+ points — open 2♣ (forcing)

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1♣ AND 1♦ OPENING BIDS

When you open in a minor suit, you could have a very long suit but you could have only three cards in your suit. Use a minor suit opening when no other bid fits your hand.

- Open in your longest minor
- With 3 clubs and 3 diamonds, open 1♣
- With 4 clubs and 4 diamonds, open 1♦

RESPONDING TO 1♣ OR 1♦

0-5 points: Pass

6-10 points: (In order of priority)

- New 4-card or longer suit on the one level (forcing—bid 4-card suits up the line)
- Raise to the two level with 5-card support
- 1NT

11-12 points: (In order of priority)

- New suit (at the two level if necessary)
- Raise to the 3 level with 5+ cards in support

13+ points:

- New suit is forcing and promises 4 cards
- 2NT as a first response shows a balanced 13-15 point hand and is game-forcing

17-19 points: Explore for slam

20+ points: slam unless missing two controls

OPENER'S REBID

13-15 points:

- 2 of responder's major with 4-card support
- New 4-card suit if lower than two of your suit
- Rebid 2♣ or 2♦ with a 6-card suit
- 1NT with balanced distribution

16-18 points:

- 3 of responder's major with 4-card support
- New 4-card suit
- Rebid 3♣ or 3♦ with a 6-card suit

19-21 points:

- Bid game
- Jump shift in a new suit (game forcing)
- 2NT jump with 18-19 points and a balanced hand (highly invitational but not forcing)

OPENING 2♣

All strong hands no matter what the distribution open 2♣. You need at least 22 points for this strong artificial bid.

RESPONDING TO 2♣

Most hands bid 2♦, *waiting* to hear more about opener's hand. On your next turn you can show a 5-card suit.

Exception: With a good 5-card or longer suit (two of the top 3 honors), responder bids the suit. (Note: 3♦ must be used to show diamonds since 2♦ is the waiting bid.)

REBIDS BY THE 2♣ OPENER

- 2NT = balanced 22-24 points (non-forcing)
- 3NT = balanced 25-27 points
- Any suit bid is forcing, shows 5 cards, and tends to show an unbalanced hand.

PREEMPTIVE BIDS

You can OPEN with a preempt.

A JUMP OVERCALL is also a preempt.

2♦, 2♥, 2♠ = 5-10 HCP and a good 6-card suit

3♣, 3♦, 3♥, 3♠ = a good 7-card suit and less than opening strength

4♣, 4♦, 4♥, 4♠ = a good 8-card suit and less than opening strength

5♣, 5♦ = a good 9-card suit and less than opening strength

RESPONDING TO A PREEMPT

Preempts are blocking bids made with the intent to go down about three. Responder must provide those three tricks for the preempt bid to make. If responder has extra tricks beyond that, he can carry on to game. The best game is usually in preemptor's suit but a new suit by responder is forcing and shows 5+ cards.

With a weak hand and poor fit, pass. With a weak hand and a good fit, raise the preempt higher. Bid for as many tricks as your side has trumps.

AFTER THE OPPONENTS OPEN

OVERCALLS

An overcall in any suit promises 5+ cards and about opening strength. One-level overcalls may be made with a bit less than 13 points.

Advancer should usually raise overcaller's suit with support rather than show his own suit.

A 1NT overcall shows 16-18 points, balanced distribution and guarantees a stopper in the opponent's bid suit. Respond the same way you respond to a 1NT opening bid.

TAKEOUT DOUBLES

Double is for takeout if the opponents are in a low level contract and partner hasn't bid (except to pass). A takeout double shows:

- Opening strength (including dummy points)
- Support for all unbid suits (4-card support is ideal but 3-card support is acceptable)

RESPONDING TO A DOUBLE

You have to bid unless RHO bids and lets you "off the hook." Choose the trump suit from the unbid suits. Show your strength:

0-5 points: Bid as cheaply as possible but pass when you are "off the hook"

6 to 10 points: Bid as cheaply as possible and try to find a bid even when "off the hook"

10+ to 12 points: Jump in your longest suit

13+ points: Bid game in your longest suit (giving priority to a major)

Doubler is looking for a suit. However, with no major suit, the advancer is allowed to bid NT with stoppers in the opponent's suit:

7-10 points	Bid 1NT
11-12	Bid 2NT
13+	Bid 3NT

DOUBLER'S REBID

Doubler adds points and bids again only if there is a chance for game.