

OPENING BIDS

OPEN THE BIDDING

whenever you have any TWO of the following three criteria.

- 12 High Card Points
- 7 Loser hand
- 3 Controls (Aces = 2 Kings = 1)

You could open 1 of a suit with 10/11 HCPs
IF you also have 3 controls & 7 loser hand.

BALANCED HANDS

4-3-3-3, 4-4-3-2, 2-3-3-5

No void. No singleton. Not 2 doubletons.

12-14	*Open 1NT
15/16	Open 1 of suit & rebid 1NT
17/18	Open 1 of suit & rebid 2NT
20-22	Open 2NT
23+	Open 2♣ on all hand shapes

*With five of a rebiddable major suit, you can open the major, then rebid it.

Open lower of touching 4 card suits but open majors, before minors.

TWO SUITED HANDS

5-4-2-2, 6-4-2-1, 5-5-2-1 etc.

12-16	Open 1 of your longest suit. (Higher rank first if 5-5) Rebid 2nd suit IF lower ranking.
17-19	Open 1 of your longest suit. Rebid your 2nd suit as a 'Reverse Bid' to show strength.

SINGLE SUITED HANDS

6-3-2-2, 6-3-3-1, 7-3-2-1 etc.

12-19	Open 1 of suit
6-10	Open 2♦/♥/♠ (a 6 card suit) Open 3♣ 3♦/3♥/3♠ (7 card suit)
10-12	3NT = 7 card minor with AKQJ432
23+	2♣ We suggest that 2♣ shows a 4 loser hand with 7 controls

4 - 4 - 4 - 1 HANDS

12+ We suggest you open 1♦ or if the singleton is diamonds, open 1♣

REBIDS

After 1 level suit openings.

OPENER'S REBID

defines the SHAPE and STRENGTH of the hand.

BALANCED HANDS

15/16	Rebid NTs at the cheapest level. If partner responds 1NT, pass.	1♦ - 1♥ 1NT 1♦ - 2♣ 2NT
17/18	Rebid NTs at the next level.	1♦ - 1NT 2NT 1♦ - 1♥ 2NT 1♠ - 2♦ 3NT

TWO SUITED HANDS

12-16 Do NOT rebid higher than 2 of your opening suit (*unless supporting)
Bid a 2nd suit if it is a lower rank.

1♦ - 1♥ 2♣	1♥ - 1♠ 2♦
1♥ - 1♠ This is agreeing spades and is NOT a Reverse!	*2♠

15-16 1♥ - 2♣ Because responder has shown 10+ opener can Reverse with 15/16

17+ with 17 you MUST rebid OVER your barrier to show the strong hand.

WITH 4 CARD MAJOR FIT

If responder bids a major suit in which you also hold 4 cards, show the support immediately by rebidding as follows:

12-16	Raise 1 level.	(7/6 loser)
17 ish	Raise 2 levels.	(5 loser)
18/19	Raise to game	(5/4 loser)

SINGLE SUITED HANDS

12-16	Rebid at the cheapest level e.g.	1♥ - 1♠ 2♥
17+	Bid OVER your barrier. (called a 'Reverse bid')	1♥ - 1♠ 3♥

RESPONDING BIDS

RESPOND to 1NT

0-10	*Pass or transfer to 5 card major
0-20	2♦/♥ = transfer to 5 card major
11+	2♣ 'Stayman' with a 4 card major
13-18	3NT With no major suit
	4NT Quantitative.
19/20	3♣/3♦/3♥/3♠ Mild slam try 4♣ 'Gerber' = Ace asking

RESPOND to 2NT

0-3	Pass or transfer to 5 card major
4+	3♣ 'Stayman' & 3♦/♥ = transfers 3♠ Shows 5 spades and 4 hearts
11/12	4NT Quantitative 4♣ 'Gerber' = Ace asking

RESPOND to 1♥/1♠ with a fit

5 - 9	9 loser Raise to 2 level
10-11	8 loser Raise to 3 level
12+	7 loser Raise to game, (Use 'Jacoby 2NT' if you know it)

RESPOND to 1♥/1♠ with no fit

6-9	Only respond at the 1 level
10+	Bid your suit at the cheapest level After 1♠, 2♥ shows a 5+ card suit After 1♠, 2♣ may be 3♣/4♥/3♦/3♠

RESPOND to 1♣/1♦

Bid a four card major, if you have one, rather than supporting a minor suit.

6 - 9	1NT No other 4 card suit, balanced
10-12	2NT No 4 card major
13+	3NT No 4 card major

Raising a minor to 3 or 4 is pre-emptive, usually unbalanced & short in the majors. (Investigate NTs before jumping to 5♣/5♦)

RESPOND to Weak Twos

6 - 9	Raise = pre-emptive
15 ish	2NT = Game interest. Asks range New suit = 6+ Alternative contract

RESPOND to 2♣

0-10	2♦ = Relay or nothing positive
10 ish	A suit bid shows a good source of tricks with 2 of the top 3 honours

Special 1NT responses

1) 0-10	2♣ = 5/4 in the majors - or
2) 0-10	2♣ = 4-4-4-1 (singleton club)
3) 0-4	2♣ = A very weak 6 card minor
4) 11	2♣ = Balanced with no major

2♣ is a question about the NT shape
2♣ is a question about the NT strength

- If opener rebids 2♥ or 2♠ You pass
If opener rebids 2♦ bid the 5 card major
- If opener rebids 2♦, 2♥ or 2♠ You pass
- Opener rebids either 2NT-12/13 or 3♣-14 You sign off in 3♣/3♦

- If opener rebids 2NT - You pass.
If opener rebids 3♣ - You bid 3NT

Takeout Doubles

12-15	1♥ (x) = Short in opponent's suit
16+	1♥ (x) = Hand unsuitable for 1NT

Negative Doubles

(After your partner has opened)

1♦ 1♥ (x)	= 6+ with 4 spades
1♦ 1♥ 1♠	= 6+ with 5 spades
1♦ 1♠ (x)	= 6+ with 4/5 hearts
1♦ 1♠ 2♥	= 10+ with 5 hearts
1♣ 1♦ (x)	= both majors
1♥ 1♠ (x)	= both minors

4th Suit Forcing

In uncontested auctions, a bid of the 4th suit is conventional and forcing. It asks for further definition of partner's hand. If you have good stop in the 4th suit, you can show it by bidding NTs.

Overcalls

A **Simple Overcall** shows a good 5 card suit with 8-15 pts. To overcall at the 2 level (e.g. 1♠ - 2♦) you need 10-15 pts. With a **five** card major, 12-15 it is often better to overcall, rather than double

A **Jump Overcall** shows a good 6 card suit. The strength needs to be agreed. It is usually played now, as **Weak 6-10**, but some pairs play **Intermediate**, 11-15. Others play **Strong**, 16+ Always ask!

A **1NT Overcall** shows 16-18 HCPs with a good stop in the enemy suit, balanced or semi balanced. Partner can use **Stayman** or **transfers** after your 1NT overcall.

If partner opens at the 1 level, and you have 12 pts, you should usually bid to game.

BRIDGE CONVENTIONS 2.

WEAK TWOS IN THREE SUITS (Opening bids)

2♦, 2♥, 2♠ = 6 - 9 with a six card suit.

You should NOT hold an outside 4 card major.

You should NOT have the criteria for an opening hand.

RESPONSES to Weak Twos

Responder could continue the pre-empt with a single raise or
Responder can explore game by bidding 2NT (15 ish & forcing)
After 2NT

Opener rebids the suit = Weak with no interest

Opener rebids a new suit. = Ace or King of the new suit. Game interest

Opener rebids 3NT = 2 of the top 3 honours

After 2NT some regular partnerships use

'Ogust' rebids after the 2NT enquiry. Opener's rebids are:

3♣	=	weak hand (5-8), weak suit (not 2 of top 3)
3♦	=	weak hand (5-8) strong suit (AQ, KQ, AK.)
3♥	=	strong hand (9/10) weak suit (not 2 of top 3)
3♠	=	strong hand, (9/10) strong suit (AQ, KQ, AK.)

WEAK JUMP OVERCALLS (After opponents open the bidding)

W	N
1♥	2♠ = six spades & 6-9 pts. South is advised to pass!

WEAK JUMP SHIFT (Used after partner's opening bid)

Previously, a *Jump Shift* was a rare hand that showed 17+ and slam interest. Some pairs today use it to show 6+cards in a **sub minimum** hand with only 0 - 4 HCPs and short in partner's suit. e.g.

W	E
1♥	2♠ = 6+ spades with 0-4 pts. Advising partner to pass!
1♠	3♦ = 6+ diamonds & 0-4 pts. Advising partner to pass!

GAMBLING 3NT

NOT a VERY strong hand. Just a 7 card minor suit, headed by A,K,Q,J.
e.g. ♠Jx ♥xx ♦xx ♣AKQJxxx (with NO stops in outside suits.)

Partner will pass WITH outside stops in other suits or
WITHOUT stops, partner bids 4♣ (Corrected to diamonds if necessary.)

INVERTED MINOR RAISES (Used over partners minor suit open.)

Partner opens a minor suit and you have 4+ card support but no major.
Bid pre-emptively with few points and save bidding space with more pts.

Partner opens 1♦ You have 5-9 pts. bid 3♦. Advising partner to pass!
You have 10/11 pts. bid 2♦ (giving more time to find NTs)

TAKEOUT DOUBLES will always show 12+.

N	-	E	
1♥	-	x	

X shows either, *12-15 with a shortage in opponent's suit, or 16+ with any shape, (but unable to overcall 1NT)

Therefore simple overcalls have a range of 8 -15 HCPs.

Jump Overcalls are now, weak and pre-emptive. (Not strong.)

* If partner's x is 12 -15 it will usually promise 4 of the other major.

Responding to Takeout Doubles

Remember, you are expected to bid a new suit if partner makes a Takeout Double. **Especially when you are weak.**

Therefore if you have 10+ pts. let your partner know by bidding 1 level higher than necessary. With 9/10 pts and a good stop in the opponent's suit, bid NTs. (Not advisable on only 6 HCPs)

RE-OPENING DOUBLES

N - E - S - W

1♠ - 2♥ - P - P

(X) = This is a re-opening double

On the auction shown, north should not merely rebid 2♠ to grab a part score of +110.

In protective position, north should compete with a T.O. double.

Recognise that south's pass is not necessarily weak.
South's PASS simply means that **there is no sensible bid available**. North, who must be short of hearts, should (X) for takeout and not look surprised when south, instead of bidding, PASSES, especially if opponents are vulnerable!

South
♠ xx
♥ KJ987
♦ AQ75
♣ 63

NEGATIVE DOUBLES

Negative doubles are used **after partner opens & opponents overcall**. They are excellent for finding four card major suit fits.

Partner opens 1♦ and RHO overcalls 1♥

Your X = 4 spades 6+ pts.

Your 1♠ = 5 spades 6+ pts.

Partner opens 1♦ and RHO overcalls 1♠

Your X* = 4 hearts 6+ pts. or 5 hearts 6-9 pts..

Your 2♥ = 5 hearts 10+ pts.

Partner opens 1♣ and RHO overcalls 1♦

Your X = both majors. (Responding 1♥/♠ may be a 4 card suit.)

Partner opens 1♥ and RHO overcalls 1♠

Your X = both minors.

PENALTY DOUBLES

Once the bidding reaches the 3 level, decide as a partnership, whether your doubles are for Penalty or for Takeout. e.g. 3♣ x or 3♠ x

On wildly distributional hands when opponents open 4♥ or 4♠ you can use X as penalty and 4NT for Takeout - but watch the vulnerability!

BRIDGE CONVENTIONS 1.

SHOULD YOU OPEN THE BIDDING?

12 HCPs **7 loser** **3 Controls**
CRITERIA TO OPEN 1 OF A SUIT

With any **TWO** of these criteria, **open 1 of a suit** (Ace = 2 controls. King = 1)

LOSING TRICK COUNT

When you have a fit with partner, LTC determines the level at which you can play. **Each suit has potentially 3 losers if missing A, K or Q**

AQxxx	xxx	x	KQxx
1	3	1	1

This hand has 11 HCPs 6 losers 3 controls
 The 2 suited hand should be opened 1♠

When an 8 card fit is found, LTC suggests adding the losers in both hands. Then take that total from 18 to indicate the level of the contract.

OPENER (7 losers) RESPONDER 7 losers - with an 8 card heart fit.
 KJx KQxxx xx Axxx Qxxx Axx x Kxxxx 18 - 14 = 4♥

SPECIAL RESPONSES TO 1NT OPENINGS

To bid 2♣ 'Stayman', responder usually has 11+ HCPs. and a 4 card major
 Opener rebids 2♥/♠ to show 4, or 2♦ to deny a 4 card major.

BUT because responder is in control,

there are two hand types where 2♣ Stayman can be used with 0-10 pts.

- 1) with a 4-4-4-1 (a singleton club) *Responder will pass opener's rebid.*
- 2.) with 5-4 in the majors. *Pass 2♥/♠ or bid the 5 card major over 2♦*

After a 1NT opening, 2♠ is a question, asking the strength of the 1NT.
 Opener rebids 2NT to show 12/13 or 3♣ to show 14. WHY?

- 1) Responder has a weak 6 card minor and will sign off in 3♣ or 3♦
- 2) Responder has 11 HCPs and will pass 2NT - or bid 3NT over 3♣
- 3) Responder has 20 HCPs. (*Used as an alternative to 1NT - 4NT.*)

WRIGGLE after 1NT - X (Responder with 6+ HCPs can PASS*)

If partner's 1NT is doubled, ALL rescue bids are Transfers. i.e.

xx = Transfer to clubs 2♣ = Transfer to diamonds
 2♦ = Transfer to hearts 2♥ = Transfer to spades

With a 4-3-3-3 hand (0-3 pts) responder should transfer into the 4 card suit.

1NT - X - PASS* asks opener to re-double but opener can rebid a 5 card suit

**PASS must be alerted because it is forcing!*

AFTER opener redoubles (xx)

Responder, with 0-5 pts. and any 4-4-3-2 shape, bids their lowest 4 card suit.

Opener **knows** that responder has another higher ranking 4 card suit.

1NT - (X) - P - P

XX - P - 2♦ = four diamonds & four of a major. (0- 5 pts)

1NT - P - P - (X)

P - P - XX If the X is in this position, XX shows a **5 card minor**.

Opener bids 2♣ which is passed or corrected to 2♦.

1NT - P - P - (X)

P - P - 2♦ = four diamonds & four of a major. (0- 5 pts)

REVERSE BIDS (Bidding ABOVE your barrier)

If you open at the 1 level, you should not rebid HIGHER than 2 of your opening suit unless you have 17 pts. or a 5 loser hand.

xx	1♦ - 1♠
KJxx	2♥ is wrong
AQJxxx	1♦ - 1♠
Jx	2♦ is correct

Your 2nd suit is higher ranking than your 1st suit, Bidding 2♥ forces partner to show ♦ support at the 3 level. Responder may only have 6 pts and it doesn't look like s/he has four hearts anyway.

Ax	1♦ - 1♠
KQxx	2♥ is wrong
AQJxxx	1♦ - 1♠
Jx	2♥ is correct

Now, with 17 HCPs you MUST rebid higher than your first suit to let partner know that you have a strong hand.

PUPPET STAYMAN AFTER PARTNER OPENS 2NT

Responder bids 3♣ asking for a four OR a five card major.

Opener's rebids are:

3♥	=	Five hearts
3♠	=	Five spades
*3♦	=	At least one four card major
3NT	=	No major suit.

*When opener rebids 3♦, responder bids 3♥ to show four SPADES
 responder bids 3♠ to show four HEARTS

(This ensures that the strong hand is always declarer.)

Responder with 4+ pts. can bid:

3♦	=	Five hearts (a normal transfer)
3♥	=	Five spades (a normal transfer)
3♠	=	Five spades and four hearts
3NT	=	Four spades AND four hearts

JACOBY 2NT after partner opens 1 of a major

After 1♥ or 1♠, opening bids by partner, a jump to 2NT is conventional.
 It is 'Jacoby 2NT' promising a 4 card fit and 12+ pts. (A game force.)

After 1♥ - 2NT Opener rebids as follows:

3♣/♦/♠	=	Singltons (<i>but not A/K</i>) or voids
3♥	=	15+ pts. five hearts, (stronger than 4♥)
4♥	=	Normal 7 loser opening. No slam interest.
3NT	=	15 -17 balanced, with only four hearts.

Responder can then cue bid aces or use RKCB (if interested in slam.)

SPLINTER BIDS after partner opens 1 of a major

When you hold 4+ of partner's major suit, 12+ pts. and an outside void or singleton, don't use *Jacoby 2NT*.

Make a **double jump** in the singleton suit. e.g. 1♥ - (4♣) or 1♥ - (3♠)

Responder can then cue bid aces or RKCB (if interested in slam.)

BRIDGE CONVENTIONS 3.

ROMAN KEY CARD BLACKWOOD

If a trump suit has been agreed and slam is possible -

4NT now asks about **FIVE** key cards. (Four aces & Trump king.)

5♣ = 0 or 3 of 5 key cards

5♦ = 1 or 4 of 5 key cards

5♥ = 2 of 5 key cards *without* the queen of trumps

5♠ = 2 of 5 key cards *WITH* the queen of trumps

After a 5♣ or 5♦ reply, responder can ask for the trump queen

by bidding the next suit up. 4NT - 5♣

5♦ - asks for the trump queen.

Use stepped responses to answer. 5♥ = No. 5♠ = Yes!

WITH NO SUIT AGREEMENT, USE TRADITIONAL BLACKWOOD.

4TH SUIT FORCING

In an uncontested auction the bid of the 4th suit is conventional.

It asks partner to give more definition about the shape of their hand. e.g.

W	-	E
1♥	-	1♠
2♣	-	2♦
?		

Bidding

EAST
♠ K9753
♥ A4
♦ Q3
♣ A986.

East has a club fit with west but 5♣ may not be the best contract IF partner has a diamond stop or even better - three spades!

2♦ is **4th Suit Forcing & cannot be passed!**

It neither promises or denies the 4th suit.

It simply asks for more information.

Having already shown FIVE hearts and FOUR clubs, West can now bid

2NT showing FIVE hearts, FOUR clubs and **A STOP IN DIAMONDS**

3♣ showing FIVE hearts, **FIVE** clubs,

2♠ showing FIVE hearts, FOUR clubs, **THREE** spades.

3♥ showing **No diamond stop, *fewer than three spades, only four clubs.** East can now reluctantly invite game in clubs.

* If west held ♠Ax or ♠Kx they could chance bidding 2♠ even without three!

NOTE 4th Suit Forcing bids are usually forcing to game.

REMEMBER

All Conventional bids, including 4th Suit Force **MUST** be ALERTED!

LANDY (After OPPONENTS open 1NT)

There are many conventions to show 2 suited hands after **opponents** open 1NT. The simplest is an overcall of 2♣ ('Landy') showing **both majors**.

W - N -

1NT - 2♣ = both majors. Maybe 5/4 and 10-14 ish

If partner does not have a 4 card major, they bid 2♦.

Overcaller can now bid the better suit.

MICHAELS CUE BIDS (Used alongside Unusual 2NT)

After opponents open, this cue bid shows 5/5 in one or both majors.

N E
1♣ 2♣ = 5 - 5 in both majors

1♦ 2♦ = 5 - 5 in both majors

1♥ 2♥ = 5 - 5 in spades and a minor

1♠ 2♠ = 5 - 5 in hearts and a minor

Recommended point ranges - weak (6-10) AND strong (16+)

With an intermediate hand of 11-15 overcall your highest ranked suit.

UNUSUAL 2NT (Used alongside Michaels Cue Bids)

When opponents open the bidding, use this convention to overcall

showing 5/5 in the two lowest unbid suits. i.e.

N E
1♣ 2NT = 5 - 5 in diamonds & hearts

1♦ 2NT = 5 - 5 in clubs & hearts

1♥ 2NT = 5 - 5 in clubs & diamonds

1♠ 2NT = 5 - 5 in clubs & diamonds

1NT 2NT = 5 - 5 in clubs & diamonds

Recommended point ranges - Weak (6-10) or Strong (16+)

With an intermediate hand of 11 -15 overcall your highest ranked suit.

CUE BID THE OPPONENT'S SUIT

North overcalls west's opening bid. East's 1♠ shows 5 spades. (x = 4)

West now rebids clubs. (*Therefore cannot have 3 spades.*)

East, has an opening hand and want to force to game.

A cue bid of opponent's suit forces another bid from partner.

W	-	N	-	E	-	S
1♦	-	1♥	-	1♠	-	P
2♣	-	P	-	2♥	-	P
?						

West can now bid:

2♠ = Two with an honour.

2NT = A stop in hearts.

3♣ = Five clubs. (5-5)

3♦ = None of the above.

EAST
♠ AQJ53
♥ Q4
♦ K3
♣ K986.

UNASSUMING CUE BID *after partner overcalls*

N E S W
1♣ 1♥ P (2♣) = West has game interest.

This 'Unassuming Cue Bid' asks east - How good was your overcall?

If strong, east will bid an outside feature or raise to 3♥

If weak. east will simply rebid his overcall suit at the cheapest level,

ANOTHER CUE BID *used after partner supports your major*

N S
1♥ 3♥
(3♠) = After one major suit fit is agreed, there is no point in bidding another suit naturally.
So a bid of any new suit shows 1st round control.
(Either ♠A or a void in spades and slam interest.)