

General Guidelines

- 1 HCP = High Card Points i.e. A-4, K-3, Q-2, J-1
 - 2 Point count - Opener: The current thinking in bridge is to add points for length and not for shortness.
For suits longer than 4 cards add 1 point for each card after 4, i.e. for 5 carder add 1 pt, for 6 carder add 2 pts and so on.
 - 3 Point Count - Responder: Add distribution points only if you have 3+ cards in openers suit. A guideline is:
With 3 cards: add 3 pts for void, 2 for singleton and 1 for doubleton
With 4+ cards add 5 pts for void, 3 for singleton and 1 for doubleton
PI note if opener is also short in the same suit distribution points are not added
 - 4 Reevaluate your hand after each bid.
 - 5 Target play priorities:
 - 1 Play in a major suit
 - 2 Play in NT
 - 3 Play in a minor suit
 - 6 Suggested point counts of partnership for various game levels:

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|-----------------------|------------|
| Major suit game: | 26+ points |
| NT game: | 26+ HCP |
| Minor suit game: | 29+ points |
| 6 in a suit contract: | 33+ points |
| 6 in NT: | 33+ HCP |
| 7 in a suit contract: | 37+ points |
| 7 in NT: | 37+ HCP |
- Note: The suggested point levels are reassessed if you have a "source of tricks" i.e. a running suit.
- 7 Rule of 20: For opener - (HCP + # of cards in 2 longest suits) \geq 20 It is a full opener.
 - 8 Rule of 15: (HCP + # of cards in Spades) \geq 15 open in 3rd/4th seat if 1st seat and 2nd seat have passed.
 - 9 Balanced hand for NT opening means: No 6+ carder suit, no singleton or void, not more than 1 doubleton, atleast 1 check in 3/4 suits for 1NT opening and atleast 1 check in all suits for 2NT opening.
 - 10 Balancing hand: When the dealer opens 1 of a suit and the next 2 hands pass the 4th hand is the balancing hand. Overall guidelines remain the same. However with no biddable suit and a check in openers suit the balancing may open 1NT with 11+ points. Logic: opener (LHO) has 13-14 points, RHO has 5- points, therefore you + partner have 20+ points and can compete.
 - 11 Weak opener: with 6+ cards in a suit, count # of tricks in your hand, say X, then limit your bid to:
 - X+2 if you are vulnerable and opponents are not vulnerable
 - X+3 if you and your opponents are both non vulnerable, or if both are vulnerable
 - X+4 if you are not vulnerable and the opponents are vulnerable

Note: No outside 4+ card major and no void
Minor suit weak bids are generally discouraged while Spade opening is strongly encouraged
 - 12 General bidding principles:
 - For the 1st bid as opener or as responder consider length of suit only i.e. ignore the quality of suit.
 - Opener: Bid the longest suit; with suits of equal length bid higher ranking suit first; in case of minors of equal length bid D with 4-4 or longer but C with 3-3.
 - Responder: Bid up the line except D may be bypassed when responding to 1C opener

Bidding

Each row represents a bidding option. The 1st option is directly opposite the point range followed by 2nd, 3rd etc. Thus if say 3rd option is chosen it is understood that conditions for 1st and 2nd options were not met.

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| <p>Opening</p> <p>0-4 HCP Pass</p> <p>5-9 HCP - Use Rule of 20 to open, - 6+ cards in a suit open weak, else Pass</p> <p>10-12 HCP - Use Rule of 20 to open, else Pass</p> <p>13-14 HCP - 5+ card suits, Open 1 of longest suit - With 5-5 or 6-6 Open 1 of higher ranking suit - No 5+ carder, Open longer minor - With 4-4 in minors open 1D, with 3-3 open 1C</p> <p>15-17 HCP* - Balanced hand open 1NT - 5+ card suits, Open 1 of longest suit - With 5-5 or 6-6 Open 1 of higher ranking suit - No 5+ carder, Open longer minor - With 4-4 in minors open 1D, with 3-3 open 1C</p> <p>18-19 HCP* - 5+ card suits, Open 1 of longest suit - With 5-5 or 6-6 Open 1 of higher ranking suit - No 5+ carder, Open longer minor - With 4-4 in minors open 1D, with 3-3 open 1C</p> <p>20-21 HCP* - Balanced hand open 2NT - Unbalance hand and 8½+ tricks open 2C - 5+ card suits, Open 1 of longest suit - With 5-5 or 6-6 Open 1 of higher ranking suit - No 5+ carder, Open longer minor - With 4-4 in minors open 1D, with 3-3 open 1C</p> <p>22+ HCP - Open 2C</p> <p>25+ HCP - Open 3NT Gambling with a balanced hand * with 8½+ tricks open 2C</p> | <p>Responses to Major suit opening</p> <p>0-6 pts - Pass</p> <p>6-10 pts - 5+ cards in openers suit, bid game - 4 - 3-4 cards in openers suit bid 2 of suit - If 1H opening and 4+ cards in S bid 1S - bid 1NT</p> <p>10-12 pts - 5+ cards in openers suit, bid game - 4 - 3-4 cards in openers suit bid 3 of suit - 5+ cards in unbid suit bid it at the cheapest - If 1H opening and 4+ cards in S bid 1S - bid 1NT and assess after partner's bid</p> <p>13+ pts - Jacoby 2NT - 5+ cards in unbid suit jump shift - with 3 card support and no slam interest bid - If 1H opening and 4 cards in S bid 1S, jump - bid 2 of longer minor, jump later - with no slam interest and 2- card support bid</p> |
| <p>Responses to 2C opening</p> <p>0-3 HCP - 2H bust hand</p> <p>4-7 HCP - 2D waiting</p> <p>8+ HCP - 5+ cards spades suit bid 2S - 5+ carder hearts suit bid 2NT - 6+ carder diamond suit bid 3D - 6+ carder club suit bid 3C - bid 2D waiting</p> | <p>Responses to NT opening</p> <p>0-7 pts - 5+ cards in a major, transfer and pass at 2 l - 6+ cards in minor, bid 3 of minor. This is to - Pass</p> <p>8-9 pts - 6 card major, transfer & then raise to 3 - 5 card major, transfer and bid 2NT - with 4 card major(s), bid 2C, then raise to 3 - Minor suit staymen with specific holdings - balanced bid 2NT</p> <p>10-14 pts - 6 card major, transfer & then raise to 4 - 5 card major, transfer and bid 3NT - with 4 card major(s), bid 2C, then raise to 4 - Minor suit staymen with specific holdings - balanced bid 3NT</p> |
| <p>Response to weak 2 opening</p> <p>0-12 HCP - Pass except if your long suit will play better</p> <p>13+ HCP - Bid 2NT to inquire if opener is at the higher end of the point range and if he has a feature (A or K outside the bid suit). Opener will bid 3 of the suit with the feature. If opener has no feature or at weaker end he will bid 3 of his suit.</p> | <p>Responses to Minor suit opening</p> <p>0-6 pts - Pass</p> <p>6-10 pts - 4+ cards in major(s) bid 1Major - Raise to 2 if 4+ D or 5+ C - bid 1NT</p> <p>10-12 pts - 4+ cards in major(s) bid 1Major, jump later - Raise to 3 if 4+ D or 5+ C - bid 2NT</p> <p>13+ pts - 4+ cards in major(s) bid 1Major, jump to gar - bid 3NT if all suits covered - Raise to 3 if 4+ D or 5+ C ????????</p> |
| <p>Jacoby 2NT</p> <p>Responder bids 2NT over a major opening if he has 13+ pts, (game forcing), 4+ card support and no void or singleton.</p> <p>Opener then bids:</p> <ul style="list-style-type: none"> - 3 of a new suit shows a void or singleton - 3 of opening suit shows bigger hand, slam interest, but no void or singleton - 3NT shows 14-15HCP and no void or singleton - 4 of new suit shows solid 5 carder - 4 of opening suit shows minimum opening hand | <p>Puppet Stayman over 2NT opening, Responder bids 3C for n</p> <p>Opener bids:</p> <ul style="list-style-type: none"> - 3H/3S shows 5 carder H/S, Responder places contract - 3NT shows no 4+ card major, Responder may Pass - 3D shows at least one 4 card majors, Responder proceed - 3H shows 4 carder spade, opener places cc - 3S shows 4 carder hearts, opener places cc - 3NT shows no 4 carder major, opener may - 4D shows both majors, opener places contr |
| <p>Minor Suit Stayman</p> <p>It is suggested that Minor Suit Stayman be played only when responder has a) 6+ diamonds & weak values, or b) atleast+ 5-5 in minors & weak values, or c) atleast 5-4 in minors, strong hand with slam interest in a minor suit.</p> <p>2S over 1NT asks opener for a 4 carder minor. 3C/3D shows 4+ cards in minor with opener. With both minors bid 3D.</p> <p>2NT shows no \$+ card minor. Responder: 3C = weak 5-5+, 3D = weak 6+ D, 3H/3S = singleton with 5-4+ in minors, 3NT is to play.</p> <p>4C/4D is strong suit, 4H/4S = void in suit with 5-4+ minors + slam inv., 4NT = slam inv.</p> <p>After 3C/3D by opener, 3H/3S by responder shows singleton or void, 3NT is min hand and 4C is Gerber.</p> | |

level

l 4
later

d 3NT

level
play.

or to 2NT

or to 3NT

me

ajors

ds:
ntract
ntract
pass
act
