

Table 1: 1NT opening bid (12-14pts, balanced)

Responses	Opener's rebids
2NT 11-12pts balanced	Pass (12), 3NT (13-14)
3NT 13-15pts balanced	Pass
4NT 19-20pts balanced	Pass (12-13), 6NT (14)
6NT 21-22pts balanced	Pass
5NT 23-24pts balanced	6NT (12-13), 7NT (14)
7NT 25+pts balanced	Pass
2D, 2H, 2S 0-9pts 5+ card suit	Pass
3C, 3D 16+pts & 5+ card suit, very distributional	4 of suit with 3 card support, 3NT with 2 card support
3H, 3S 12+pts & 5 card suit	4 of suit with 3 card support, 3NT with 2 card support
4H, 4S 12+pts & 6+ card suit	Pass
2C Stayman convention - asking for 4 card majors - see Table 11	
4C Gerber convention - asking for Aces - see Table 12	

Table 2: 2NT opening bid (20-22pts, balanced)

Responses	Opener's rebids
3NT 5-10pts balanced (or long minor)	Pass
4NT 11-12pts balanced	Pass (20-21), 6NT (22)
6NT 13-14pts balanced	Pass
5NT 15-16pts balanced	6NT (20-21), 7NT (22)
7NT 17+pts balanced	Pass
3D A slam try	
3H, 3S 5 card suit, game forcing	4 of suit with 3 card support, 3NT with 2 card support
4H, 4S 6+ card suit (mild slam invitation)	Pass or 4NT (Blackwood convention - see Table 13)
3C Stayman convention - asking for 4 card majors - see Table 11	
4C Gerber convention - asking for Aces - see Table 12	

Table 3: Opening bid of 1 of a suit, followed by No Trump responses

1NT & 2NT responses suggests no 4 card major (except after 1S) & no 4 card support for partner's major suit

Responses	Opener's rebids	Responder's rebids
1NT 6-9pts	2NT with 17-18 or a good 16	Pass (6-7), 3NT (8-9)
	3NT with 19	
	Rebid original suit at 2 level (12-15pts & 5 card suit)	Pass
	3 of original suit (invitational)	Pass, 3NT or 4 of opener's suit
	4 of original suit	Pass
	2 of new lower suit (infers 5+ of first suit)	Pass or give preference to 1st suit
	Reverse at 2 level with 16+pts. Shows more cards in the 3 of new suit with 17+pts & 2 five carders (1 round force)	Bid game if possible as opener may pass a below-game bid
2NT 10-12pts	3NT with 15+ or a good 14	
	Rebid original suit at 2 level (weak & 5 card suit)	Pass
	4 of original suit	Pass or raise to 5C, 5D
	3 of new suit (forcing, infers 5+ of first suit)	Bid game if possible
3NT "Pudding raise" - a balanced hand with 13-15pts & 4 card support for opener's suit		

Table 4: Opening bid of 1 of a suit, followed by raises in same suit

When supporting partner's suit with an 8 card fit, add 1pt for doubleton, 3pts for a singleton, 5pts for a void

Responses	Opener's rebids	Responder's rebids
SINGLE RAISE (e.g. 1H → 2H) 6-9pts with 4 card support. In the minors generally denies a 4 card major.	Pass if minimum	
	3 of same suit	Pass (minimum), Bid game (maximum)
	4 of same suit	Pass or raise to 5C, 5D
	2NT 17-18 & only 4 card support	Pass, 3NT, 3 or 4 of suit
	3NT 19-20 & only 4 card support	Pass or 4 of suit
	New suit - a "trial bid" requesting help in that suit	
DOUBLE RAISE (e.g. 1H → 3H) 7-10pts with 5 card support & shape 11-12pts with 4 card support	Pass if minimum, or bid game in suit or NT	
	Pass, or with strong hand investigate slam with Blackwood (4NT - see Table 13)	
TRIPLE RAISE (e.g. 1H → 4H) Exceptional trump support & shape low honour count (say 5-10 HCP)	Pass, or with strong hand investigate slam with Blackwood (4NT - see Table 13)	
• With 16+ pts, consider a jump shift in a different suit - see Table 7		

Table 5: Opening bid of 1 of a suit, followed by a new suit at the 1 level

Response	Opener's rebids	Responder's rebids
6+ pts and a 4+ card suit A one round force unless responder has previously passed	1NT 15-16pts balanced	<u>Weak hand:</u> Pass or rebid partner's suit or own 6 card suit <u>Stronger hand:</u> 2NT (8-9), 3NT (10+), or Raise partner's suit to 3 or 4 level. Reverse in a new suit at 2 level or bid new suit at 3 level (1 round forces).
	2NT 17-18pts balanced	<u>Weak hand (6-7):</u> Pass or rebid own 6 card suit <u>Stronger hand:</u> 3NT (8+), or 3 of opener's suit or new suit (1 round forces)
	3NT 19pts balanced	Pass unless you prefer a suit contract, or have slam ambitions
	Rebid own suit at 2 level (12-15pts & 5 card suit)	<u>Weak hand (6-10)</u> Pass or rebid own 6 card suit or a new suit at 2 level <u>Stronger hand</u> 2NT (11-12), 3NT (13-15) or raise opener's suit (invitational). Reverse at 2 level or new suit at 3 level (1 round forces).
	New suit at the lowest level (12-15pts, 4 card suit and infers 5 of first bid suit because haven't bid NT in first 2 rounds)	<u>Weak hand:</u> (6-10) - Pass, rebid own 6 card suit or give preference to opener's first suit, or 1NT. <u>Stronger hand:</u> 2NT (11-12), 3NT (13-15) or make delayed game raise. Raise one of opener's suits (invitational), or jump in own 6 card suit (invitational).
	Rebid own suit at 3 level (shows about 7 playing tricks)	Bid game if better than minimum
	Raise partner's suit to 2 level (12-15pts, 4 card support)	Pass or bid game
	Raise partner's suit to 3 level (16-18pts, 4 card support)	Pass or bid game
	Raise partner's suit to game (19-20pts, 4 card support)	Pass
	Reverse at 2 level with 16+pts. (1 round force). 3 of new suit with 17+pts & 2 five carders (1 rd. force)	Bid game if possible as opener may pass a below-game bid

Table 6: Opening bid of 1 of a suit, followed by a new (lower) suit at the 2 level

Response	Opener's rebids	Responder's rebids
8+ pts and a 4+ card suit (5 card suit if 1S → 2H) A one round force unless responder has previously passed	2NT 15-16pts balanced	Rebid own 6 card suit, support partner's suit or 3NT or 3 of a new suit (1 round force)
	3NT 17-18pts balanced	Pass unless prefer suit contract, or slam ambitions
	Rebid own suit at 2 level (12-15pts & 5 card suit)	<u>Weak hand (8-10)</u> Pass or rebid own 6 card suit <u>Stronger hand:</u> 2NT (11-12), 3NT (13-15) Raise opener's suit (invite), or 3 of new suit (1 round force)
	New (lower) suit at 2 level (12-15pts, 4 card suit and infers 5 of first bid suit because haven't bid NT in first 2 rounds)	<u>Weak hand:</u> (6-10) - Pass, rebid own 6 card suit or give preference to opener's 1st suit. <u>Stronger hand:</u> 2NT (11-12), 3NT (13-15) or make delayed game raise. Raise one of opener's suits (invite), or jump in own 6 card suit (invite), or jump in new suit (game force), or bid 4th suit asking partner to clarify hand
	Rebid own suit at 3 level (6½ - 7 playing tricks)	Bid game if better than minimum
	Raise partner's suit to 3 level (12-16pts, 4 card support)	Pass or bid game
	Raise partner's suit to game (17-20pts, 4 card support)	Pass
	Reverse at 2 level with 16+pts (1 round force). 3 of new suit with 17+pts & 2 five carders (1 rd. force)	Bid game if possible as opener may pass a below-game bid

Table 7: Opening bid of 1 of a suit, followed by a Jump Shift in another suit

Response	Opener's rebids	Responder's rebids
Jump shift (e.g. 1H→2S, 1S→3H) 15+ HCP with a 5 card suit (13/14+ with 6 card suit) Game forcing	2NT 15-16pts balanced	Bid constructively & economically. Partner will not stop bidding below game level so there is no need to jump again. Any game bid you make may be passed, so if you are interested in a slam do not make a game bid (e.g. 3NT, 4H, 4S).
	3NT 17-18pts balanced	
	Raise partner's suit to confirm trumps.	
	Rebid own suit with length and no additional features	
	Bid new suit at lowest level	
Jump in original suit (6 with top 4 honours or 7 with top 3)		
Double or treble Jump (e.g. 1H→3S, 1S→4H) - 7 card suit in a weak hand, not forcing		

Table 8: 2 Club opening bid

Either a **balanced hand** with 23+pts or a **distributional hand** with 10+ playing tricks (it doesn't show a club suit).

Forcing to game, except after 2C → 2D → 2NT

Responses	Opener's rebids	Responder's rebids	
2D (negative) denies a holding as good as: <ul style="list-style-type: none"> • Any one Ace or King • Biddable suit with 1½ quick tricks • Any 9pts including one king • Any 8pts including two kings 2D can also be used as a relay bid awaiting opener to clarify which type of 2 club opener he has (balanced or distributional).	2NT with 23-24 pts balanced	Pass with 0-2pts 3NT with more than 2pts, or 3 of a Major with a long suit 4 of a Minor with a long suit	
	3NT with 25-26 pts balanced	Pass or bid long suit	
	2H, 2S, 3C, 3D shows a game going hand with 5 quick tricks and in unconditionally game forcing		Weak hand - 2NT (second negative bid)
			Stronger hand - raise opener's suit with 4 card support or 3 to an honour; double raise with 4 card support and 6-7pts; bid own suit, or jump in own suit with a solid 6+ card suit missing the Ace.
2H, 2S, 3C, 3D 5+ card suit with 2 of the top 3 honours		Unconditionally game forcing - bidding proceeds naturally	

Table 9: 2D, 2H, 2S opening bids

A quality 6+ card suit with 8 to 9½ playing tricks

Responses

- **Pass** with less than 1 trick in your hand
- **2NT** with 1 to 2 tricks in your hand (if partner is minimum he will rebid 3 of his suit)
- **Single raise** (e.g. 2H → 3H): 3 card support or a doubleton honour and at least one Ace or Void
- **Double raise** (e.g. 2H → 4H): 3 card support or a doubleton honour and no Ace or Void
- With no support for partner's suit, you can bid your own good quality 5+ card suit with at least 2 tricks in your hand.
- Opposite a 2D opener bid 3NT with 2 card support for diamonds and a scattering of values in other suits.

Table 10: 3C, 3D, 3H, 3S Pre-emptive opening bids

Good 7 card suit and less than 10 HCP - designed to obstruct the opposition's bidding

Responses

- Raise to game with 4 "quick tricks" (A = 1QT, KQ = 1, AK = 2, KQJ = 2, etc. (A, K or Q in partner's suit is usually worth a QT too).
- Bid 3NT with a strong hand and a good fit with partner's suit
- Bid a new suit with a good suit that is a genuine alternative to partner's suit (game forcing)
- Otherwise pass

Table 11: Stayman Convention

1NT → 2C or 2NT → 3C (asking for 4 card majors)

Opener's rebids after 1NT→2C	Responder's rebids	Opener's 2nd rebid
2D with no 4 card major	2H, 2S weak takeout	Pass
	3H, 3S Invitational, but not forcing	Pass, 3NT or raise to 4H, 4S
	2NT 11-12pts	Pass (12), 3NT (13-14)
	3NT 13-15pts	Pass
	3C weak hand with long clubs	Pass
	3D asks opener to show best major	3H or 3S (preferring length to strength)
2H, 2S with 4 card major (with both bid 2H)	Pass on weak hand with fit	
	2S (over 2H)	Pass
	3H, 3S Invitational, but not forcing	Pass, 3NT or raise to 4H, 4S
	4H, 4S	Pass
	2NT 11-12pts	Pass (12), 3NT (13-14)
	3NT 13-15pts	Pass

After 2NT → 3C - responses are similar at 1 level higher

Table 12: Gerber Convention

1NT or 2NT → 4C (asking for Aces)

Responses	Re-bids
4D (0 or 4 aces)	4NT, 6NT or 7NT which opener will pass, or
4H with 1 ace	
4S with 2 aces	5C which is asking for kings on the same scale
4NT with 3 aces	

Table 13: Blackwood Convention

4NT (asking for Aces, except after a raise from 1NT or 2NT)

Responses	Re-bids
4C with 0 or 4 aces	6NT, 7NT or 4, 5, 6, 7 of the agreed trump suit which opener will pass, or
4D with 1 ace	
4H with 2 aces	
4S with 3 aces	
	5NT which is asking for kings on the same scale

Table 14: Competitive Bidding

What to bid when opponents have already opened the bidding:

Simple overcall of a suit at the lowest level

At the 1 level: A good 5 card suit with 8 to ~15 pts

At the 2 level: A good 5 card suit with 12 to ~16 pts (or 10/11 pts with 6 card suit)

Partner's responses are:

- Support (or raise) the suit with 3 to an honour
- Bid a new suit at the same level with a good 5/6 carder
- Cue bid opponent's suit to ask partner to clarify hand

A Jump overcall of a suit at 1 level higher than necessary

At the 2 level: A good 6 card suit with 11 - 15 pts

At the 3 level: A good 6 card suit with 12 - 16 pts

Partner should support or pass.

Pre-emptive overcall of a suit at 2 levels higher than necessary

A 7+ card suit with less than 10 pts

1NT overcall

16 – 18 pts, balanced with 2 stoppers in opponent's suit

Double

12+ pts (or 9-11 with 'distribution' if previously passed) and a shortage in one of opponents' suits.

- If opponents have bid 1 suit: at least 3 cards in all unbid suits.
- If opponents have bid 2 suits: at least 4 cards in all unbid suits.

Partner must respond unless he has a strong hand with length & strength in opponent's suit, or right hand opponent bids.

Table 15: Points and Tricks

- High Card Points (HCP), or Honour Points: Ace = 4, King = 3, Queen = 2, Jack = 1
- Long suit points: Count 1 additional point for every card over 4 in a suit
- When supporting partner's suit with an 8 card fit, add 1 point for doubleton, 3 for a singleton, 5 for a void
- When partner supports your suit, add 1 point for a doubleton, 2 for a singleton, 3 for a void (as long as it is not in a suit bid by partner)

Partnership targets

20-22pts	1 level	7 tricks	
23-24pts	2 level	8 tricks	
25-26pts	3 level	9 tricks	Game in NT (40 + 30 + 30 = 100)
26-28pts	4 level	10 tricks	Game in Majors (H, S) 4 x 30 = 120
29-32pts	5 level	11 tricks	Game in Minors (C, D) 5 x 20 = 100
33-35pts	6 level	12 tricks	Small Slam
36+ pts	7 level	13 tricks	Grand Slam

Quick tricks (QT)

A = 1QT, AK = 2QT, AQ = 1½QT, KQ = 1QT, K = ½QT

Queens, jacks & 10's count as 'plus values' with 2 plus values making up ½QT.

No suit can contain more than 2 QT.

Playing tricks

Tricks expected to be won by declarer, as opposed to defensive tricks (assuming reasonable distribution of the outstanding cards). Generally based on a long suit and outside Aces or Ace-Kings in combination, e.g. AKQxxx plus an outside Ace would be considered as 7 playing tricks.

TABLE 16: Suggested leads against suit contracts

- Top of a sequence of 2 (if 10 or above), e.g. **Q**J x
- A suit that partner has bid
- A low card to show interest in a suit (if you have an honour), e.g. K 8 5 **2**
- A higher card to show no interest in a suit (if you have no honour), e.g. 9 **7** 3 2
- Don't lead away from an Ace
- Don't lead a doubleton unless partner has bid the suit & obviously holds a lot of points
- Lead trumps if all other leads look unattractive

TABLE 17: Suggested leads against NT contracts

- A high card from a poor holding, usually 2nd highest, e.g. 9 **8** 7 5
- 4th highest card of longest suit (unless a weak hand with no entries), e.g. Q 9 8 **5** 3
- Top of a sequence of 3 significant cards. There are 4 types of sequence
 - 1) Complete sequence, e.g. **Q**J 10 x
 - 2) Broken sequence, e.g. **J**10 8 x
 - 3) Internal sequence, e.g. A **J**10 9
 - 4) Internal broken sequence, e.g. Q **10** 9 7

So when partner leads (say) **J**, he also promises 10 9 or 10 8, and possibly a higher honour (A or K, but not Q)