

1. Before opening the bidding with a distributional hand, prepare your rebid. Assume partner will respond in your shortest suit - he always does.
2. A direct natural response of either 2NT or 3NT denies a singleton. A 1NT response may contain a singleton or even a void.
3. In competition, a response of either 2H or 2S promises at least a 5 card suit. With a 4 card major, think "negative double".
4. After a 2 level response to the opening bid, a new suit by the opener is forcing.
5. A new suit by the responder is unlimited and forcing unless the opener rebids 1NT.
6. When you overcall, a reasonable minimum for a one level overcall is a 5 card suit, at least 8HCP plus 3 of the top 5 honours in the suit.
7. When overcalling beware of the death distribution : 5-3-3-2. With this distribution the suit must be strong regardless of vulnerability.
8. The most effective overcalls are those that take up the most bidding space from the opponents.
9. When partner overcalls and you respond some number of NT, you promise one stopper, usually two, in the opponents' suit. You do not promise stoppers in the unbid suits although it is a little easier on the nerves if you have them.
10. After you overcall and partner changes suit denying support for your suit, do not rebid your suit unless you have a strong six card suit.
11. The ideal distribution for a takeout double is 4-4-4-1. Double with as few as 11HCP if your right hand opponent opens in your short suit.
12. Do not pass a low level takeout double because of weakness. The only excuse for passing is length and strength in the opponent's suit : either 5 cards headed by 3 of the top 5 honours or 6 cards headed by 2 or 3 of the top 5 honours.
13. In most slam auctions, the stronger hand bids Blackwood. The weaker hand tells; the stronger hand asks. Re-read this one!
14. When partner bids Blackwood respond 5C with no aces or all 4 aces. If partner can't tell the difference from your previous bidding, either you can't bid or partner can't play.
15. After partner makes a limit raise, do not even think about a slam unless you have a singleton or a void.
16. Pre-empt as often as possible consistent with vulnerability. After you pre-empt, partner is in charge and takes the sacrifices, not you.
17. When the opponent's pre-empt, an overcall of a pre-emptive suit shows opening values. A jump over a pre-empt is strong. With a preemptive hand of your own, pass for the time being.
18. A response of 3NT to a 3 level pre-empt ends the auction.
19. When you are a passed hand, a new suit response to an opening bid is not forcing.
20. Do not use Stayman with a 4-3-3-3 or 3-4-3-3 distribution.
21. If you find yourself losing your hair when partner plays the hand, bid NT sooner!
22. More points at the bridge table are lost through cowardice than recklessness. It's a bidder's game.
23. One of the great secrets to being a winning bridge player is knowing when to pass.

24. Systems cannot replace judgement. Nothing can.

25. Play with someone you like as a person and who likes you. Amen

Source: Edwin B. Kantor