

Quick Book - everything in summary

0. Basic strategy

1). Bidding Objectives = "8 and 25"

The essential things you really need to know.

You and your partner should focus on getting to a "game" on every hand possible, so you can get the 400 to 600 points for victory. The penalty for failure is usually small.

1. Check if your hand is **balanced**
2. Find out if you have **25 points** between you
3. Do you have an 8-card **match** ?

With 25 and balanced, bid **NT** game.

With 25 and **Major** fit, bid Major game.



Quiz

2). Game in a "minor" is harder to get to

"9 and 28" - it's much rarer than 8 and 25

Bidding and making 5 is difficult

You'll need 28 points & some luck

Try to play in 3 No Trumps instead of a 5 of a minor ! The reward is the same.



Quiz

3). 33 points for a No Trump "Slam"

Don't ask for Aces and Kings unless you have them

33 points is not a guide - it's essential

Don't include points for voids and singletons

It's all about raw strength

37 for a Grand Slam



Quiz

4). 31 points for a suit slam

But it's only a guide. . . you need controls

Controls, Shape, Strength. CSS

31 points is a guide

Points for distribution all count



Quiz

5). Importance of length (i.e. quantity)

Honours look nice, but each can only win once

As opener, bid your longest suits first.

4 cards is the minimum.

What counts is the **number** of trumps you have, more than how big they are.
Your Aces & Kings will usually win whatever suit you chose as trumps.



Quiz

1. Hand evaluation

10). Balanced or unbalanced hand ?

This is probably the first thing to assess about your hand.

What is balanced ?

Definition of balanced

1. no voids or singletons
2. max one doubleton

If no suit dominates, you can play in NT

- wide range of stoppers
- a long minor suit can be good

Less good for NT:

- a VERY flat hand (4333 distribution)
- a long strong Major suit
- isolated high cards



Quiz

11). How strong is your hand ?

High Cards

HCP

High Card Points

1. Ace = 4
2. King = 3
3. Queen = 2
4. Jack = 1

Less obvious: isolated high cards are half as valuable

1. single King = 1.5
2. Qx = 1
3. Jxx = 0

value is restored if opposite strong partner suit.



Quiz

12). Strength?

Distribution matters a lot

When to add:

- *Prior* to suit agreement (or in No Trumps), you should add length points: one for each card over 4 in a long suit.
- *After* suit agreement, you should add 5-3-1 shortage points *instead* of length points.

Shortage points

1. Don't include until you have suit agreement.
2. Need *sufficient* trumps to add 3 for a singleton
3. Never add for NT

Length points

1. >4 cards, 1 pt each

2. Suits: "6 & 4: bid some more"



Quiz

13). 7-9-18 Losing Trick Count

How high to bid ?

The key numbers of losers are:

- 7: opener
- 9: responder, 1 level
- and then 1 fewer as barriers are broken

Barriers are

- 16+, opener
- 10+, responder
- 12+, responder

Take team total from 18:

- that's how high to bid
- (and make, safely)

Isolated Queen=Extra half loser (unless supported by partner or a Jack)

- AQ=0.5, not 0
- Qxx=2.5, not 2

Overcalling, loser count:

- 7 if vuln, 8 if not
- same for a 6-card 'weak' jump overcall



Quiz

14). Hand Evaluation: Reversing, or crossing your barrier

Fundamental - Plan your rebid, before you open your big mouth on the opening bid
The suit first bid will always be the longest.

The 'barrier' is the same *suit* as the opening bid, but one level higher.

The opener can re-bid above barrier with

- 16+ points
- but must not *jump-shift* without 19

but below barrier if

- 12-15 points

Barrier thoughts: *opener's jump-shift* should be kept in mind

Forcing? Yes. If, without a jump-bid, opener re-bids in a new suit & breaks the 'barrier'

- with a 2-level bid: forcing for one round
- at the 3-level: forcing to game

Responder's reverse is at 12 points, not 16.



Quiz

15). How to choose the first suit to bid

Length matters. But do think about your barrier.

Easy things

1. Length before strength

Less obvious

1. 55: highest first, always
2. 44: lowest first, but
 - ♥ first if intending to rebid NT

And a warning when changing suit:

1. Never break your barrier with <16
2. Always break it with 16+



Quiz

16). Showing shape

Beyond beginner - *really* tell your partner your shape

Opener should tell partner what he has. But never *break your barrier* when you shouldn't. Otherwise:

- 5-4: LS (Long-Short)
- 6-4: LSL
- 6-5: LSS

With equal length, use denomination to select

- 5-5: HLL (High-Low)
- 6-6: HLLL

The first of these, 5-5, shows the same pattern as 6-5, unless the long suit is the low ranking suit.



Quiz

17). 4441 Distribution. Oh dear

How on earth to bid ?

4441 - Suit below singleton, & not Spades

You've got a singleton and three 4-card suits...

Make sure you have a 2nd bid if partner replies in the singleton. If you don't - *pass*, then bid later maybe.

Partnership Choice 1. Open the suit *below* your singleton, not *above* (avoiding for example the problem of a 2♦ reply to your opening 1♥ bid).

Choice 2. RBBM. Same as method one, but bid ♦ if the singleton is in ♠.

When overcalling, you can simply double (even if the enemy's suit is not your singleton).



Quiz

18). The skip over principle

Fundamental - Skipping a bid = don't have it

Opener skips over a Major suit when re-bidding. Why ?

- he doesn't have it !
- provided the bid was available

Bypassing a NT re-bid means hand is *not* balanced



Quiz

19). Rule of 20 Opening

Can you open with fewer than 12 points?

Count your HCPs = H

Add up the total number of cards in your longest two suits = T

If $H + T = 20$ or more, you can open with fewer than 12 HCPs

Note: Your HCP's need to be in the long suits, not the short ones

Or even less than 20! In the 3rd or 4th seat you can reduce the requirement from 20 to 18, if everyone else has passed



Quiz

19a). Rule of 25, Opening 2

Can you open 2 of a suit with fewer than 20 points ?

Count your HCPs = H

Add up the total number of cards in your longest two suits = T

If $H + T = 25$ or more, you can open in 2 of a suit

- provided your powerful cards are not wasted in your short suits



Quiz

19b). Rule of 500

How high to bid ?

Preempting ?

If you could score more than 500 penalty points, stop.



Quiz

19c). Law of total tricks

For experienced players only

To decide whether to compete or not, the total number of tricks to be made by each side = the total number of trumps held by each side.

You are protected by "security of distribution" in *bidding for as many tricks as your side holds trumps*. Conditions:

(1) the point-count difference < 17/23, max 15/25

(2) vulnerability: equal or favorable.

With *unfavorable* vulnerability, your side must have as many high cards as the opponents (or more).



Quiz

19d). Rule of Protective bidding

Rule of 15. ...where the 4th player bids after 2 passes.

In the 4th seat after 3 passes, open the bidding if:

- HCP + no. of Spades = 15+



Quiz

2. Opening bids

20). Plan of attack

Evaluate your hand.

Work out your *losing trick count*.

Choose the *second* suit you'd bid, including planning any "reverse".

Choose your first bid.

Now bid.

And listen to what your partner then tells you.



Quiz

21). Balanced hand, 12+ points

You need to say "I'm **balanced**, and I have the following exact strength".

Balanced - be precise

You must always tell your partner exactly how many points you've got when you open with a balanced hand.

With 12-14 points, you need a single bid - 1NT.

With 15-19 you need two bids. First bid your longest suit. With a choice of 2:

- ♥ if you have them
- otherwise cheapest suit

Then bid NT on your second bid, at a level to show exactly where you are in the 15-19 range.

With 20+ you usually open with 2 of something, & you need one or two bids depending on your strength:

method A

- 2NT for 20-22,
- 2♣ for 23+ then rebid NT at the right level

method B (some more advanced players use Benjamised Acol with weak twos)

- 2NT for 20-22
- 2♦ for 23+ then rebid NT at the right level



Quiz

22). When to open with 2NT

Another very precise bid, usually

Open 2NT with

- 20-22 HCP, &
- balanced hand, &
- no "problems"

Problem NT hands include:

- no 5-card minor
- honours not grouped
- weak doubletons

With a 20 HCP hand that has problems, usually better to open 1 of longest suit and rebid NT.

Consider modifying standard Acol, to require 21+HCP for 2 NT opening.

With 23+ points open 2♣ *then* rebid NT at the right level

- 23-24 2NT
- 25+ 3NT

2NT opening can be passed by responder with <4 HCP, but with 4HCP you can [Transfer](#) or [Stayman](#) if appropriate.

2♣ is forcing to game, unless followed by a 2NT rebid (promising 23-24HCP) which can be passed.



Quiz

23). Strong No Trump Opening

Acol players: useful when vulnerable.

A Strong NT opening

- 15-17 HCP points
- balanced hand

A Weak NT opening

- 12-14
- balanced

Acol is almost always weak, but can use both: a few players switch to Strong NT when vulnerable. American Standard uses Strong only.

Each has its advantages. Acol is highly preemptive.

Most people stick to what they know, and play the same system as their friends.



Quiz

25). Unbalanced, 12+? Plan before you open

Think about your rebid, then open your mouth

Evaluate your hand carefully

Plan your second bid before you say anything.

- Will you need to go through your barrier ?

With 12-19 points, you effectively start by saying “my longest suit is ‘x’”



Quiz

26). Unbalanced - Opening at the two level to force your partner to reply.

That way you won't accidentally miss a Game or a Slam. See [reply](#).

**Strong 2 openings:
8 tricks on your own?**

When very strong, alert your partner immediately so she doesn't pass!

Opening 2 of a suit is a forcing bid. The denial is 2NT.

To open with a strong 2 you need to be able to make all the tricks on your own.
You are promising

- a good 6-card suit, *or*
- a 5-4 with a good 5-card

and

- 8 playing tricks

and

- 16-22 HCP (no more), *or*
- pass the [rule of 25](#)

You can't open 2 with a 4441 distribution.

If you don't meet all the criteria, open 1 and jump later. Unless...

More advanced players use "Weak 2" openings

Super strong

With 23+ & 9/10 playing tricks, open 2♣
(or 2♦ for advanced Benji players).



Quiz

27). Pre-emptive openings

Shut out your opponents when you are *weak* but long: *damage limitation* if you have 6 or 7 "tricks".

Open 3 of a suit *only* if

1. 6-10 points
2. 7-card suit
3. your HCP not isolated
4. 6 winners (7 if vulnerable)
5. No 4-card ♥ or ♠ side-suit

Why? Stop your strong opponents' contract (but accept losing up to 3 tricks, or 2 if vulnerable).

Partner only raises if he can make up the expected loss.

8-card suit, & 1 more winner? Open 4.

In the 2nd seat, **you must be stronger:**

- 2 of the top 3 honours (AKQ)

(because it's more likely your partner has the strong hand, you don't want to disrupt him, so your bid should be more informative than pre-emptive)

STRONG. With an 8-card 4-loser hand, you can use "Namyats", opening 2 steps lower than your Major. Partner will reply in your Major if no Slam interest.



Quiz

28). Gambling 3NT

A cheeky minor pre-empt - promises AKQ

A cheeky game

- Only bid this with 7+ card *minor*. And AKQ.
- Responder *only passes* with 3 outside stoppers. Otherwise he'll bid 4 ♣ which opener corrects to ♦ if needed.

Or a cheeky Slam

- If responder has something good, bid 4 ♦ asking for a Major splinter. With 7222 opener replies NT.

- If responder has 4 sure tricks, he bids 4NT to suggest Slam with an 8-card minor (4+8=12)



Quiz

3. Responder 1st bids

30). Replying to weak 1NT opening, General principles

Capitalise on the precision !

Beginners essentials:

- with 13+, get to game in a Major or NT
- with 11-12, invite to game in same
- with <11, game is out, so: pass or takeout

Beginners rarer stuff:

- with 16+ you can think about minor game, but try for NT
- with 19+ invite to slam
- with 21+ balanced, NT slam is certain

Advanced is similar, but

- use Stayman & Transfers to get to game more often, & for greater flexibility & accuracy
- with 19+ balanced, invite to NT **slam**
- with 17+ **un**balanced, consider **slam**



Quiz

31). Weak reply to 1 weak NT

Weak ? So say nothing, most commonly.

With 8+ points, shut up

With < 8 points, use weakness takeout:

Opener will *always* pass, unless

- he's mad, *or*
- you use Stayman & Transfers

If they double, you can **wriggle**



Quiz

32). After 1NT, Getting out of double trouble

“We'd better wriggle out of this”

You have <8 points.

Partner bid 1NT, enemy doubled.

With a 5-card suit, 7-card fit is guaranteed for your team:

- get into it, by re-doubling
- partner will automatically bid 2 Clubs
- you can then adjust this bid to 2 of the correct suit

With two 4-card suits, "wriggle" to find a 7-card fit

- bid the lowest ranking of the 2 suits
- if partner passes, he has 3 or more cards in this suit. Job done;
- if partner's is a 2-card suit, he goes up the line,
- if you've got 4 of this new one, Job done!
- if you don't have 4 of them, then bid your next highest *4-card suit*,
- it must be a 7-card fit.

Always end up with a 7-card match at the 2 level. Sometimes 8 or 9-card.

Partner's view of a "pass" from you:

- you may have as many as 10 points, or
- you are happy with a 1NT doubled bid, or
- you have a 4333 hand with any points

. . . worth a game-winning redouble?



Quiz

33). After weak 1NT: 11+ balanced

OK, so NT game could be on. Tell your partner

To raise in NT, you should have stoppers in 3 suits, especially if vulnerable

Beware any weak 2-card suits

11-12 points, NT game could be on, so invite

- 11 HCP: 2♠

- 12 HCP: 2NT
- beginners: always 2NT

13+ points, NT game is on, so bid it

Better players use [Stayman](#) both with a 4-card Major and often for transferring to a minor. Makes the 2♣ bid unambiguous.

(For some players, 2♣ can mean *either* "transfer to a minor" or "11HCP balanced". For players using both meanings, after hearing 2♣, opener should bid

- 2NT if weak
- 3♣ if strong)



Quiz

34). [After 1NT, 11+ 4-card Major](#)

Game might be there. Major or NT ? Use [Stayman](#) if you can.

Game could be on in a Major or NT. Tell partner with 2♣ Stayman.

If you don't use Stayman, decide if you are balanced or not, and then:

- balanced last < [page](#)
- unbalanced next > [page](#)



Quiz

35). [After 1NT, 11+ unbalanced](#)

OK, so game could be on. Tell your partner

Use the precision of the opening 1NT to guide your partner. You'll always need 11+ HCP:

With a certain Major game, bid it

- 6 cards
- 13+ HCP

With one 5-card Major:

- [Transfer](#), or
- beginners bid 2 or 3 of the suit

With a 5 or 6 card minor, head towards NT

- 6-card, bid it and let opener choose
- 5- card, bid NT

With great strength, bid 3 (not 4)

- looking for suit slam
- 17+ HCP
- 5/6 cards
- any suit
- NB. has different meaning for beginners who don't use Transfers



Quiz

36). Replying to 1NT with a very strong hand, 19+

Looking for Slam

If **you are balanced**, do you have enough between you for a Small Slam in NT?
(33+ HCP)

Invite (4NT) or assert Small Slam (6NT),

- 19-20 HCP: bid 4NT
- 21-22 HCP: bid 6NT

OR invite (5NT) or assert Grand Slam (7NT)

- 23-24 HCP: bid 5NT
- 25+ HCP: bid 7NT

(Similar calculations apply when opener bids NT on his first re-bid).

If **you are not balanced**, a suit slam is very likely. Therefore describe your hand with a jump bid to one less than game (3 of the suit).



Quiz

37). After a 2NT opening, it's easy - and it's NOT forcing

Exploit the precision. [Transfers](#) even more useful at the 2 level.

You know your partner's hand in considerable detail, so you can make some quick and bold decisions, ranging from pass to "game" to "Slam could be on".

You are not forced to reply. But any reply you make is forcing.

Thus a bid of 4 of a Major suit is limiting, 3 is for both weaker and stronger bids.

It's very much like replying to 1NT, but remember partner has 8 more HCP, and you have less bidding space.

Transfers are *even more* useful than usual !



Quiz

40). After 1 Suit, With fit

Tell your partner you've got 4 of his suit, and exactly how many points - and include shape.

"Fit". You like your partner's suit. He bid one of a suit; you've got 4+ cards in the same suit.

Since you have an 8-card match, tell your partner exactly what you've got, by support at various levels:

- Bid 2 with 6-9 HCP
- Bid 3 with 10-12 HCP
- Bid 4 with 13+ HCP
- *With 16+ HCP*, explore Slam

You can & should include Distribution Points (DP), because you have a fit.

Advanced players Use **Jacoby 2NT** and **Splinters** with game going support for a Major.



Quiz

41). After 1 Suit, No fit, but alternative suit

Tell your partner you've got 5 or 4 of a new suit, and something about how many points.

Suggest a different 4+ card suit if you can't support your partner's opening suit:

- with 6-15 points, bid at the lowest level available
- only go to the 2 level if you have 10+ points
- a 2 level *Major* bid requires 5 cards

Your change of suit forces opener to rebid - so you'll get another chance later to show if you're very strong.

But with 16 points, jump shift to new suit, *provided* you have 6 cards.

Plan ahead if you have 2 suits that you could bid: going through your 'responder's barrier' might promise 12+ points. Your barrier is in the same suit as your first bid, at one level higher.

Suit lengths also make a difference



Quiz

42). After 1 Suit, no fit, no new suit, probably balanced

Tell your partner you're balanced, and something about how many points.

Generally, reply in NT, 'cos you're balanced. Use the right level.

NT replies are **not** forcing. With strong hands - **do** bid a new suit, to force your partner to keep bidding.

The 1NT reply can be a kind of "nothing bid", to keep the bidding going.

Beware of 1NT if you have singletons or voids, or weak doubletons.

You can **support** a Major opening with only 3-cards if you also have a doubleton.

If opponents have overcalled, experienced players can consider the alternative "negative double".

Beware the 2NT bid: For advanced players, the "Jacoby 2NT" reply to 1 ♠ or ♥ shows 4-card support to game, with no shortages.



Quiz

43). After 1 Suit, 6 points, nothing to bid

But bid if at all possible. Don't miss a game.

Use the 1NT bid when you can't find a suit to bid at the one level.

The 1NT bid is a kind of "nothing bid", to keep the bidding going, in case your partner has a good hand and you can get to game.

But it also speaks loudly about what you don't have, from which your partner can deduce quite a lot.

Be careful about bidding 1NT if you have a hole in a Major, especially if you are vulnerable. In this case you can support partner's *Major* with

- 3 cards instead of 4
- *only* if you have a short suit (1 or 2)

- 6-9 HCP only

If opponents have overcalled, experienced players can consider the wonderful alternative "negative double".



Quiz

44). After 1 Suit, Very strong

So "Slam" is likely, "Game" is certain. What fun !
With 16+ HCP, Slam on ! Better tell partner. But how?

You *must* select a bid which forces your partner to bid again.

Let your partner know how strong you are, but not necessarily on the first bid.

Only "jump shift" to a new suit when you have a single re-biddable 6-card suit, **but**

- a 5-card will do if you have either 4-card support for partner, or a NT rebid.
- (called a "jump-fit")



Quiz

45). After 1 Suit, Weak freak

Preemptive raise to the 4 level, frustrate the enemy if you have 9 trumps
Long support for partner, but weak and unbalanced.

Go straight to game in a Major, instead of simply raising to 2:

- 6-9 HCP
- at least 9 trumps in total
- unbalanced
- (plus a singleton, to do it in a minor)

Shut out the opposition with a mere 18+ HCP.

For genuine 'strong' game-going responses in an agreed Major, use Jacoby 2NT or Splinter.



Quiz

47). 2 Suit opening, Strong 2s

You have to reply. With 8 points things are looking good, so reply positively.

With 8 points, things are looking very good, so give a positive and natural response (game is certain, and Slam could be on)

- support with 3 cards, and include distribution if you do
- with 2 tricks, raise to Major game (weak)
- with stronger hand raise to 3 (an Ace required)
- only change suit with a good 5-card suit
- with interest in NT, avoid bidding 2NT - see below
- all these are forcing to game

With <8 HCP, a slam seems very unlikely, and a game is not certain, so give a negative response (2NT, or 2♦ after a 2♣ opening), and see what partner says next.

Remember that more advanced players use "Weak 2" openings, which have a different meaning.



Quiz

48). After Weak 2 opening

If the enemy say nothing, then pass (unless you can see a game is on).

Mess up the enemy's bidding when you are weak **but long**

6-10 points

Good 6 card Major

(Good = KJ, or QJT)

Nobody else has bid

Partner will usually pass, unless he has points for game (16+, bid 2NT), or can further mess up the opponents.

When opener does have to rebid, after a 2NT artificial reply from partner, he must clarify his level of weakness

- use 3♣♦♥♠, in order, to show increasing P/T strength
- P=points, T=trump honours
- use 3NT to show AKQ in trumps

Don't do it if you have a 2nd 4-card Major

- You are strong !
- "6 & 4, bid some more"
- Don't miss a Major fit



Quiz

49). Responding to a preempt

Nearly always pass - unless you can make up the difference

Nearly always pass, but

Are you vulnerable ?

- Yes: raise with 3 winning tricks
- No: raise with 4 winning tricks

Was partner in 2nd seat ?

- Yes: Bid 3NT with 1/3 top trumps and stoppers in all other suits



Quiz

4. Openers rebid

50). Openers rebid. Unbalanced, The general idea

Early planning essential !

You should have thought about this earlier!

Now's the time to refine what you've told partner

- 12-15 HCP, or
- 16-18 HCP, or
- 19-20 HCP

. . . and whether you have a 2nd suit.

You are obliged to rebid if your partner bid a new suit.



Quiz

51). Openers rebid. Unbalanced, You are weak

Keep describing your hand. Always bid if forced.

If partner bid a new suit, you *must* rebid.

With < 16 HCP, your main choices are:

- rebid your first suit at the lowest level
- support partner's new Major suit with 4-cards, sometimes 3
- bid a new suit at the lowest level

Don't break your barrier!

The main way to tell your partner if you have *more* than 16 HCP is to break **your barrier!** So don't. Yes, you need to have thought about your rebid at the time you made your first bid.

A single raise by you to one short of game, after partner supports your suit, has 2 different meanings:

- majors: 1♥-2♥-3♥ = invitation to game
- minors: 1♣-3♣-4♣ = slam interest, forcing, please cue bid



Quiz

52). Openers rebid. Unbalanced, You are strong

You've got 16-20 HCP. Time to make it clear to your partner.

With 16+ HCP, your main choices are:

- jump rebid your first suit with 6-cards
- jump support partner's new suit with 4-cards
- jump bid a new suit with 4-cards
- break barrier with a new suit, 4 cards

Take into account the level of your partner's 1st bid; 1-level bids need more strength from you.

Respect **your barrier**, unless you want to mislead your partner. Yes, you need to have thought about your rebid at the time you made your first bid.



Quiz

53). Unbalanced Openers rebid. Partner bid 1NT

Game in Spades most unlikely! NT ?

If you are balanced-ish, leave it in NT

- 3NT if you have 19 HCP

- 2NT with 16-19 ("inviting")
- pass with 15 or fewer

If you are unbalanced, a part score from a minor match at a low level is the most likely outcome, but a game can sometimes be found in Hearts or NT.

Don't leave it in 1NT if very unbalanced.



Quiz

54). Openers rebid. Unbalanced, Delayed support

3-5? Delay your 3-card support if responder bids ♠♥

Don't miss a 3-5 major fit, when responder proposes a major suit.

If *not sure* partner's 1st suit = 5-card:

- assume it was, but give *delayed* support
- partner will go back to the suit if it was a 5-card major

3 responder situations:

1. **5-5, 4-4**
2. **5-4**
3. **other**, e.g. 5-3-3-2,

Case 1 it's **usually clear**. Responder will bid 5-card suits *down* the line, and 4-card suits *up* the line,

Case 2 it's clear sometimes. With 5-4 he bids length first. If the 5-card suit is higher denomination, no problem.. But if the 5-card suit is hearts, and the 4 card is spades, it will sound like a 4-card suit in hearts.

Case 2 it's not clear. Responder is v. unlikely to repeat a 5-card suit, preferring to, e.g. rebid NT, or support one of your suits.

As opener, if 5 might be there, but it's not definite, your responses are these

- 4-card = immediate support always
- 3-card = delayed support (5 might be possible)
- 2-card = double delay (6 might be possible)



Quiz

55). Openers rebid. Balanced

You'd got all this worked out already

If you have 15-19 HCP, or 23+ HCP:

- tell you partner that you are balanced, by bidding NT at the right level
- 1NT = 15-16 but not invitational
- 2NT = invitational
- 19: 3NT
- 23-24: 2NT
- 25+: 3NT

Otherwise do your sums, or use

- Stayman and
- Transfers



Quiz

5. Responder rebids

60). Responder rebids. The general idea

Work it out in your head

Reflect on everything you've learned:

- what your partner has told you in his 2 bids (e.g. a 5-card first suit)
- the combined shape of your hands
- your combined strength
- the enemy's strength

Then act:

- show your preference if partner has bid 2 suits
- only rebid *your* suit if it's long (6-cards) and strong
- use "4th Suit Forcing" if it's still not clear (10 HCP at the 2-level, 13+ for higher)
- "invite" if game could be on, end the bidding ASAP if not
- bid NT at the one level if there's no fit

If game or slam could be on, keep the bidding going, using things like

- common sense
- Losing Trick Count
- "4th Suit Forcing"
- splinters
- Sam bidding techniques

If you can see that game is obvious, and in what denomination, make a closing bid at that level.

If the opposition are interfering, calculate the cost of any sacrifice on their part, or yours



Quiz

61). Responder rebids. Choice of two suits

Did you think ahead ?

Responder has two biddable suits. Which first ?

- bid longest suit if suits are of different length
- bid "up the line" with two 4-card suits
- bid "down the line" with two 5-card or 6-card suits.

"Up the line" means starting with the lowest denomination (♠) and working up to the highest (♣). Do not show preference for Majors.

The idea is to help your partner find the longest trump match, so stick to this method.

Don't "reverse" by mistake, showing 12+ HCP, if you don't have 12+.



Quiz

62). Responder rebids. Responders reverse

Hey partner ! I've got game going points

Use only when responding to opener's *repeat* of the same suit, *or* when he switches to NT on his second bid.

Rebid above the barrier with:

- 12+ HC Points

The 'barrier' is at the same suit as responder's first bid, but one level higher.

Usually forcing to game.



Quiz

6. Basic Convention

80). Basic Convention. Stayman

Finding an 8-card Major match and getting to game

Bid 2♣ to find 8-card Major

... after 1NT opening, with 4-card Major & 11+ points.

Opener then reveals his 4-card Major count:

1. none, bid 2♦
2. at least 1 in ♥, bid 2♥
3. only one in ♠, bid 2♠

Responder then either:

1. confirms any 8-card match, 3♥ or ♠=inviting, 4♥ ♠=game, or
2. denies any match with 2 or 3NT.

Opener finally:

1. with 14HCP, converts invitation to game, &
2. with two 4-card Majors, converts a NT to the major

Other uses:

1. weakness takeout transfer to 2 of anything but ♣
2. weakness takeout to 3♣
3. with 2 Majors both any length 4+
4. after 2NT

Don't use if you have

1. a *single* 5-card Major
2. singleton or void, except ♣



Quiz

81). Basic Convention. Transfer to a Major suit

After a NT opening, I've bid one suit lower than the one I meant. A technique for solving 4 serious problems at once (and creating a tiny one).

After 1 NT opening, you need a 5-card Major to transfer, either for weakness or for strength.

Bid one suit lower than you mean:

1. with ♥, bid 2♦
2. with ♠, bid 2♥

... opener will then accept, by blindly bidding what you meant.

Responder's rebids:

1. *Weak*: pass

2. *Invitational:*

1. **with 5** cards, bid 2NT
2. **with 6** cards, bid 3♥♠

3. *Game forcing:*

1. with 5 cards, bid 3NT
2. with 6 cards, bid 4♥♠
3. with 2 long Majors, transfer to the longer, then bid the shorter.

For a minor (♣ or ♦):

You must have 6 to transfer. 2 different systems:

1. use Stayman. Then, if needed, correct opener's response to 3♣ or 3♦
2. bid 2♠. Opener blindly bids 3♣, and you adjust to 3♦ if needed

Opener obeys! plus:

"Super accept" at a higher level with all 3 of:

1. 3 card
2. maximum 14
3. a doubleton

"Super accept extra" in a different Major, to show also have 4-card 2nd Major



Quiz

82). **Basic Convention. Transfer after 2NT**

After a 2NT opening, you still need a 5-card Major to transfer
After 2NT opening, you still need 5-card Major to transfer

Bid one less than you mean:

1. with ♥, bid 3♦
2. with ♠, bid 3♥

and opener will accept by blindly bidding what you meant.

Responder's rebids:

1 Weak (0-4): pass

2 Game (5-10):

1. **with 5**, bid 3NT
2. **with 6**, bid 4♥♠, or a Texas Transfer

3 Possible Slam (11+):

1. with 5, bid something different

- with 6, bid something different



Quiz

7. Slam bidding

90). Slam bidding. Spotting the chance

Look out for signs of 30HCP between you
33+ HCP for NT slam. Brute strength needed

30 HCP for suit slam, including shape points. Ruffing important

HCP and LTC assessment is not enough. Need to check for controls

- Blackwood
- Cue bidding
- Splinters
- Jacoby 2NT

Re-evaluate your suits in the light of partner's bids

Try to avoid going straight to 4 of a Major if a slam is on: it's weak



Quiz

91). Slam bidding. Blackwood

Hey partner, Suit Slam on! How many Aces have you got?
There are 5 key cards. A & K of trumps are equally important.

- 5♣=0 or 4
- 5♦=1 *or* 5
- 5♥=2
- 5♠=3

Only use if suit agreed, & you know what you'll do with the answer.

Avoid Blackwood if

- -ve responses go too high
- voids (use **cue bidding**)
- weak side suits (ditto)

Slam is off if:

- 2 Key cards missing

2. Any missing (Grand Slam)

5NT is only to find out *which* King for GS

4NT is not always Blackwood

- after [another NT bid](#)
- after a prolonged debate with balanced hands



Quiz

92). Slam bidding. No-trump slam

If 33HCP could be there, let's get precise

It can be sheer HCP strength and precision bidding, hence the name "quantitative bidding"

- 37 for NT Grand Slam
- 33 for NT Small Slam

If from the bidding so far you can see that 33 is

- certain: bid 6NT
- possible: bid 4NT

If from the bidding so far you can see that 37 is

- certain: bid 7NT
- possible: bid 5NT

Bid on what probability ?

- 75% for Grand
- 50% for small

4NT is *not* asking for Aces in NT. Use Gerber 4♣.



Quiz

93). Hey partner, NT Slam on! How many Aces have you got?

Ask for Aces. Only after NT openings & rebids

Bid 4♣

Reply

- 4♦=0 or 4,
- 4♥=1,
- 4♠=2
- 4NT=3

Gerber is used in conjunction with Blackwood, not instead.



Quiz

94). Extra Slam techniques

Ever noticed that some people can get to Slam more often than you?

Ever noticed that some people can get to Slam more often than you? Are they just born risk takers?

When you're familiar with Blackwood & Quantitative bidding, learn:

- Jacoby 2NT
- splinter

Also useful:

- cue bidding for controls
- Roman Keycard Blackwood

Or the rare but quite simple

- Grand Slam Force



Quiz

8. Interfering bids

100). Overcalls, the basic idea

Wrecking opponent's bid, & even triumphing yourselves

It's an interfering bid, aim is to obstruct stronger enemy, and get foot in the door. Be more cautious when vulnerable.

Go to the limit fast if it's competitive. If enemy drop out, go slowly, use LTC.

Must have 5 or more cards for a suit overcall. An exception is Landy 2♣ over weak 1NT.

Cards and Points for higher level overcalls:

6c & LTC=6: Jump
7c & <10p: preempt 3
8c & <10p: preempt 4

5c & 18p: double & rebid the suit
6c & 16p: double & rebid the suit



Quiz

101). Overcalls, in a suit, over a suit

Wrecking opponent's bid, & even triumphing yourselves

It's an interfering bid, aim is to obstruct stronger enemy, and get foot in the door.

Must have 5-card suit, BUT pass SQuaT, if weaker hand

- Suit "cards plus honours" must at least equal the number of tricks bid for
- e.g. 5+3=8, so OK to bid at 2-level
- Hand: 10HCP to overcall 2, or 8HCP if 1

Response level:

- Go fast to *the limit of the fit* if it's competitive.
- If enemy drop out, go slowly, use LTC. More cautious if vulnerable.
- 2-level overcall assume 7-loser partner. For 1-level assume 8 losers.
- Use UCB if strong

Responder with *no* fit

- 5+ good suit: change suit
- 16+ HCP: jump/game in own suit
- stoppers in enemy suit: bid NT, bidding 3/2/1 according to HCP=25/23/less
- pass otherwise, <10

Overcaller's rebid

- adjust limits of fit in light of new trump length



Quiz

102). Overcalls, in a suit, over 1NT

I've got an Opening hand, and a 6-card suit (or a 5-4)
You have to bid at the two level.

The requirements on Length and Strength are more stringent:

- an opening hand, 7-losers
- 6-card suit, or a 5-4

Bid 3♣ (not 2♣) to show clubs, if you use [Landy](#)



Quiz

103). Overcalls, in NT, over a suit

I've got a Strong No Trump hand, with a good stop in opponents' suit
You can overcall in 1NT *without* a 5-card suit.

But you do need a strong hand, 15-18HCP, with stoppers in opener's suit. Ideally balanced.

You & partner should decide beforehand if you intend to use Stayman & Transfers after a 1NT overcall (*I would*).

2NT overcalls have a very specific and totally different meaning.



Quiz

104). Overcalls, Double then bid a suit

Strong hand, 16+

Double six ! You need

- 6 cards
- 5/6 points
- Same as a weak-2 opening

Respond

- pass, usually
- 2NT if interested in game

Careful! Some people still jump overcall for stronger hands

- opening hand 11-15 HCP, 6 losers

Other bids

- With a 5-card suit, use a simple overcall.
- With 16-19 HCP, you'd **double**, then bid the 6-card suit.
- In the old days: with 20+, cue bid opponent's suit, **but** this bid is now more usually reserved for a **Michael's Cue bid**.



Quiz

105).

With 16+ HCP, " double" then bid the 6-card suit on the re-bid. The re-bid makes it clear you are not doubling for takeout.

You'll need 18+ if you only have a 5-card suit.

Old method for Very strong hands: cue bid

Old meaning: with 20+, cue bid opponent's suit, a simple point count.

New meaning of cue bid: I've got 1 or 2 5-card Majors, 8-15HCP.



Quiz

106).

Very strong:

Old meaning: with 20+, cue bid opponent's suit, a simple point count.

New meaning: I've got two 5-card suits, at least one is a Major, 8-15HCP. So, not used for very strong hands any more.

See [Michael's cue bid](#)



Quiz

107).

Opponents look weak, and the bidding is about to end. Two players have passed the opening suit bid. You're in the 4th seat (the "passout seat").

You can "borrow" a King

After a suit opening, unbalanced

- with 8+ HCP
- "double" if you are weak in the opponents suit. Partner probably has some strength, and we should be in there
- partner will pass for penalties, or bid his own suit

After a suit opening, balanced

- with 12+ HCP
- bid 1NT. Partner will reply as if to a standard weak 1NT opening

After a NT opening

- with 12+ HCP
- "double" if you are balanced. Partner probably has some strength, and we should be in there
- partner will pass for penalties, or take you out if too weak



Quiz

108).

Remember, they are weak, and trying to steal your contract, so be aggressive.

To overcall a Preemptive opening bid at the 3 level you only need:

- 12+ HCP
- a 6-card suit, or a v. strong 5+

If you are *very* strong (say 5-losers, 6-card suit):

- double (it's forcing), and then
- rebid your own suit next time

Overcalling in NT is harder after a weak-3 preemptive opening than after a weak-2.

To double (for takeout!) at the three level, & forcing a possible 4-level response, you need

- shortness in opener's suit
- 4441 ideally
- 6-loser hand

In the pass-out seat, be more aggressive

- borrow a king

Do not double for penalties 1st time round

Responding to the overcall:

- **do not** suggest your own suit after a *suit* overcall: a new suit is a cuebid showing interest in a Slam



Quiz

109).

Check your bid is a double jump, if you want to **preemptively** overcall.

A single **jump overcall** has a different meaning.

E.g. to preempt in **♦** after

- 1♣, bid 3♦
- 1♣, bid 4♦

You'll need an extra trick and extra card to preempt 4, of course.



Quiz

110).

if you can choose either

- a suit overcall or
- double for takeout

double for takeout is better:

- stronger
- promising 3 suits
- keeps the bidding lower.



Quiz

111).

Our 1NT response systems have been destroyed!

Lebensohl is a way of keeping systems open, now that Stayman & Transfers are off. Cue bid the enemy suit instead of Stayman 2♣

And you can send your partner down 5 avenues of different strengths:

1. 2 level new suit (non-forcing)
2. 3 level new suit, force to game
3. 2NT is intermediate, starts a weaker auction
4. Double is for penalty
5. Re-instate Stayman (bid enemy suit)

Route 3, intermediate 2NT, allows bid of lower ranking suit than RHO's, without forcing to game. Works by forcing opener to blind relay 3♣

Route 1 is not always open; might use Route 3 instead

For NT game, can also explore who holds stopper in enemy suit, by using Route 3 and 5 in combination



Quiz

9. Doubles

120). After 1 Suit, Very strong

So "Slam" is likely, "Game" is certain. What fun !

With 16+ HCP, you should double RHO's weak 1NT opening.

This is serious stuff. It's a real double, for penalties.

Your partner will almost always pass with a sly smile. The exception is if partner has 9+ HCP and the vulnerability is favourable.

When vulnerable, before doubling, do you have a strong lead and entries ? A flat hand might be poor.

After a penalty double of a NT bid, subsequent doubles are all for penalties. Eg. 1NT - doubled - 2♠ - doubled.

18+ needed after strong NT opening.



Quiz

121).

A very useful overcall. Bid 3 suits, all at once!

Just "double for takeout" if:

- you have an opening hand
- 4441 distribution or similar (14 points inc. shortage)
- the short suit is the one just bid by opponents
- ideally, your strength is spread across the other 3 suits

Partner *must* include shape points, knowing you have a fit, and *either*

- bid their longest suit, preferring Majors, or
- invite, by jumping (with 10-11 points inc. shape)

or partner should:

- cue-bid enemy suit, if has an opening hand
- convert to a **real** double, if she has good enemy suit
- bid NT, if she has enemy suit stoppers, & 7-9 pts

With *two* good suits to bid at once, there are other choices of overcalls:

- Unusual 2NT
- Michael's cue bid

The **negative double** can be useful when the *enemy* has overcalled.



Quiz

122).

4-cards in the unbid Majors.

"Partner, I would have responded 1♥ if opponents hadn't overcalled 1♠"

Allows you to keep bidding when opponents have messed it up !

The "negative" double promises:

- the missing Major, at least 4-cards
- responding strength, usually 6-15
- but 8+ if it might force partner to the 3 level

But bidding the suit itself shows 5+ cards

- provided you could've doubled to show 4

If the suits bid so far are both Majors

- implies two 4-card minors

Opener rebids as if the enemy had not interfered, and knowing the suit length

- Partner, I re-bid x, knowing what your new-suit response wanted to be

- & I knew it was a force, of course!



Quiz

123).

4-cards in the unbid Majors.

"Partner, I would have responded 1♥ if opponents hadn't overcalled 1♠"

Allows you to keep bidding when opponents have messed it up !

The "negative" double promises:

- the missing Major, at least 4-cards
- responding strength, usually 6-15
- but 8+ if it might force partner to the 3 level

But bidding the suit itself shows 5+ cards

- provided you could've doubled to show 4

If the suits bid so far are both Majors

- implies two 4-card minors

Opener rebids as if the enemy had not interfered, and knowing the suit length

- Partner, I re-bid x, knowing what your new-suit response wanted to be
- & I knew it was a force, of course!



Quiz

124).

I don't care for your suit ! But. . .

- I've got some points
- not enough for a 2-level bid
- ..and they could be in trouble with their 1NT.

Please either bid another suit, or if you're strong leave it as a double for penalties.



Quiz

125).

It's for penalties, but not forcing to game

- decent hand
- 4-card suit in enemy's suit
- or v.v. good 3-card

You know your partner has 12-14 balanced, and *at least 2* of enemy suit. We can't get to game, but we can double them. With your comined 20-24 HCP and good trumps sitting on theirs, is the enemy really going to make 8 tricks ?



Quiz

126).

Quiz

127).

4-cards in the unbid suits partner. . .

If Opponents Bid And Raise (OBAR), and your partner overcalled, then you can double to show the unbid suits.

Very similar to a negative double.



Quiz

129).

Generally think twice about doubling for penalties

- rewards often low
- gives information to enemy
- risks can be high

Double when *90% certain* they'll go down 2 if

- they've overcalled
- they've sacrificed
- they've bungled

Doubling is *never* for penalties after

- 1/2-level suit bids
- weak 2/3 openings

Doubling is *always* for penalties after

- a NT bid
- any subsequent bid

Doubling is for lead direction after

- cue bid
- a convention requiring a response



Quiz

130).

"Partner, I've got 3 cards in your suit".

By doubling the RHO overall, you the opener can distinguish between 3 and 4-level support for partner's suit.

- "doubled" - 3 cards
- with 4-card support, just bid it
- re-double to convey the same idea if there's been an intervening double for takeout.



Quiz

131).

Tell your partner what to lead

Double the enemy's control finding cue bid or Blackwood response. Partner will lead it to you if he was awake.



Quiz

132).

When the bidding space has run out *in a competitive auction*, a Maximal double allows you to keep bidding with clarity, without having to cede the auction to the enemy.

It allows you to distinguish between two otherwise confusable meanings in your communication with partner:

- Invite to game in our suit (double)
- Sign off, please stop bidding (suit bid)

The meaning of a double is different, of course, if partner has not been competing.



Quiz

133).



Quiz

134).

Partner, you decide on this one. I have no preference.

You can only pass on your forced bid if the opposition have bid directly before you.



Quiz

135).

Opener, rebid a "double" everyone partner passes an overcall if

- you are short in enemy suit

There is a chance you can get them down.

Partner will correct if appropriate.



Quiz

10. Advanced Convention

150). "Jacoby 2NT"

Responder! Don't waste your bidding space if a Major Game is on after partner opens 1 ♠ or ♥.

Responder is saying "Major game is certain, no singletons or voids, is Slam on?"
So Opener must now:

1. *show* a "splinter": bid 3 in new suit, *or*
2. *deny* a "splinter": bid anything else

Responder will assess the value to *his* hand of opener's splinter, hoping to find it opposite his weak suit.

When denying a splinter, opener can specify strength and support:

1. 12-13: sign-off, Game in Major
2. 14-15: 3NT
3. 16-19: 3 in the major
4. 16-19 with 2nd suit: 4 in new suit



Quiz

151). "Spinter bid"

Double jump shift ???!
I like your Major, & I've got a nice singleton too.

Responder is saying "Major game is certain, I have 11-13 HCP, and a weak singleton / void. Is Slam on?"

So Opener should now either:

1. explore Slam if the splinter is opposite either his rubbish or best of all his Ace + rubbish
2. *deny* slam interest if opposite a strong suit

Responder can try again if he has a void:

- E.g 1 ♥ -4 ♣ -4 ♥ -5 ♣

Responder can splinter on the second round of bidding with 3-card support if opener shows 5-cards in trumps:

- E.g 1 ♥ -2 ♦ -2 ♥ -4 ♣



Quiz

152). Beginners should use **Strong 2s**, and **respond accordingly**.

Mess up the enemy's bidding when you are weak **but long**

6-10 points


Good 6 card Major

(Good = KJ, or QJT)

Nobody else has bid

Partner will usually pass, unless he has points for game (16+, bid 2NT), or can further mess up the opponents.

When opener does have to rebid, after a 2NT artificial reply from partner, he must clarify his level of weakness

- use 3 , in order, to show increasing P/T strength
- P=points, T=trump honours
- use 3NT to show AKQ in trumps

Don't do it if you have a 2nd 4-card Major

- You are strong !
- "6 & 4, bid some more"
- Don't miss a Major fit



Quiz

153).

Your opponents are weak, and have tried to mess things up for you, 'cos they fear you will make a good contract. So overcall them if you can.

There are three options

1. Double for Take-out (opening points, short in enemy's suit)
2. Suit Overcall: 12 points at the 3 level (or 6 at the 2 level), & a 6-card suit (or v. good 5-card suit)
3. 2NT Overcall: 16-19 points balanced-ish with a stop in enemy's suit.

Don't double for penalties if you are good in their suit! You'll **confuse your partner** & end up in trouble. Penalties can come later.

Stayman and Transfers: recommend you use after 2NT.

"Borrow a king" in the 4th passout seat (balancing).

Not so different from defending a weak 3 opening.



Quiz

154).

With 17/18 & **Major** fit, partner with 6-9 will bid *major* game if he

- has control in *your* side suit after one loser, or
- ditto after 2-losers if he's on max HCP

Your side suit has one top honour & 2+ other losing cards.

Explanation After the 1♠-2♠ you bid a second suit, e.g. 1♠-2♠-3♦. You have extra values > 16 points guaranteed with a 3♠ bid, & need help in ♦.

"Help" = control the suit **after one loser**, or max 2 losers if on max. 9 HCP. A void, singleton or doubleton plus a four card trump suit is good, or an A or Kx or Qxx are also a great help.

Counter try

With no help, "counter try" in another suit, at the 3-level only.

Minor agreement, new suit=stopper

If suit agreement is in a minor not a Major, then a new suit asserts a **stopper**, and is asking partner to bid 3NT if can fill the outstanding gap.



Quiz

160).

Suppose 3 suits have been bid, and you are *still* not certain which suit you should be in

- if you have the 4th suit yourself, you can bid No Trumps.
- if you don't have it, ask your partner if he has it (just bid it)

If your partner does have it, he will bid NT.

If he doesn't have it

- he will try to bid *your* first suit,
- he'll only rebid his own suits if he is longer than promised (starting with the 2nd suit),

- he can raise the 4th suit if strong.

Level

- When game is not certain, force at the 2-level. You need 10+ HCP.
- When game is certain, force at any level, and keep bidding.

2nd use: Getting to game in a minor

Beware: responder's re-bid of 3-in-a-minor can be passed. So with a *strong* minor hand, use 4th Suit Forcing *followed* by a bid of 3-in-a-minor, to get to game in the minor. If that fails, revert to game in NT.



Quiz

161).

You really need 6 cards.

Simplest method, after 1NT:

- bid 2♠; opener relays 3♣
- pass if ♣ was your goal
- convert to ♦ if goal

But this fights with precision balanced reply to 1NT

- bid 2NT with exactly 12 HCP
- bid 2♠ with exactly 11 HCP

So either use a hybrid. . . .

- bid 2NT with exactly 12 HCP
- bid 2♠ with exactly 11 HCP balanced, *or* with 6-card minor
- opener rebids 2NT with 12HCP, or 3♣ with 14, leaving partner to choose between passing and the minor suit (or putting it back to NT in the latter case)

Or best of all:

- use Stayman, and rebid the minor if needed



Quiz

162).

After RHO 1NT opening, with two 4-card suits:

- bid lowest denomination
- 6+ HCP
- very disruptive

Overcall in ♠ promises 5-card suit, 10 HCP

"DONT" needs partnership agreement!



Quiz

163).

With 17/18 & **Major** fit, partner with 6-9 will bid *major* game if he

- has control in *your* side suit after one loser, or
- ditto after 2-losers if he's on max HCP

Your side suit has one top honour & 2+ other losing cards.

Explanation After the 1♠-2♠ you bid a second suit, e.g. 1♠-2♠-3♦. You have extra values > 16 points guaranteed with a 3♠ bid, & need help in ♦.

"Help" = control the suit **after one loser**, or max 2 losers if on max. 9 HCP. A void, singleton or doubleton plus a four card trump suit is good, or an A or Kx or Qxx are also a great help.

Counter try

With no help, "counter try" in another suit, at the 3-level only.

Minor agreement, new suit=stopper

If suit agreement is in a minor not a Major, then a new suit asserts a **stopper**, and is asking partner to bid 3NT if can fill the outstanding gap.



Quiz

166).

Suit agreed ?

Grand Slam almost certain ?

No need for Blackwood ?

Bit 5NT to ask for top trumps:

Reply in the agreed suit:

- 6 with 1/3 of top trumps
- 7 with 2 of them



Quiz

167).

The 5 keycards are the 4 Aces + King of Trumps.

Got 2 keycards? Find Q !

- 5♣=0 *or* 3
- 5♦=1 *or* 4
- 5♥=2 *or* 5 (no queen)
- 5♠=ditto (+ queen)

More questions:

- trumps=no more questions
- trumps+1 = have you got the Queen ?
- 5NT=*which* King you got ?
- -ve replies: use trumps

Junior can bid on after "NMQ" if he had 3/4 Keycards

- as if senior bid "trumps+1"

Even more questions

- any more Kings ?(bid the suit, reply in trumps=-ve)
- anything useful (bid the suit, having not asked 5NT King question)



Quiz

168). **But which Aces do you have?**

Controls for slams are:

- 1st round = Ace / void
- 2nd round = King / singleton

Only show slam controls *after* suit agreement. How?

- Bid lowest side suit you control (bidding higher than 3 of an agreed Major/3NT)
- omitting a suit denies control of it

- bid Trumps when you have no controls

Partner then does same

Use cue-bidding when you have

- weak side suits, or
- void suits, or
- insufficient for a 4NT Blackwood enquiry
- or if Blackwood won't work, eg. in ♣

Can't use with NT contracts!

After cue bidding has started, *all* side suit bids are cue bids.

After 1st round controls have all had a chance to be shown, can repeat with 2nd round controls

Bidding Trumps means "enough".

Bidding NT means

- either same as Blackwood, if 4 or 5NT
- or rarely (& only if agreed)" control of Trumps"

More modern versions exist: on the first cue-bid below 4NT they show *either* 1st *or* 2nd round control, with equal probability.



Quiz

170).

"My overcall says I've got two 5-card suits".

2NT (unusual !): I've got 2 good **minor** suits, *or* the missing minor + a random Major (call enemy's suit to enquire which one)

2 of the enemy's suit: I've got 2 good **Major** suits, *or* the missing Major + a random minor (call 2NT to ask me which one)

Your rebid clarifies if weak or strong (8-15HCP).

Response: It's forcing unless there's an intervening bid: choose best of the two, jumping to encourage; bid opener's suit to force to game; or 3NT if strong and stopped in the other 2 suits.



Quiz

171).

Quiz

172).

Enemy called 1NT, but you have an opening hand with 2 long Majors?

Call 2♣ ("Landy")

Your HCP strength MUST be in the Majors. Also

- 6 losers (7 if not vuln)
- 5-5 or 5-4 suit length
- (4-4 not usually good enough)

Your partner must know that 3♣ is the standard Club overcall!

Response (even with zero HCP):

- ALWAYS respond (unless 7♣)
- Longer Major, according to fit, LTC & HCP
- 2♦ if same length, to ask partner for longest Major

Rarer responses:

- 2♦ if 10-12 HCP
- 2NT if 13+ *and* no 4-card Major

Other overcalls of 1NT that go well with Landy

- 2♦/♥/♠ = natural 6-card suit
 - ditto, good 5-card in last seat
- 3♣ = natural club overcall
- Double = for penalties = 15 or 16 to 18



Quiz

173).

Find out if your partner's overcall was weak or strong when

- you have 3-card support, &
- a strong hand

That way, you might get a game.

Your bid of the enemy suit forces partner to tell you more. And it mucks up the enemy if your partner was weak.

Responses if strong:

- switch to second suit if 54xx
- bid NT with no second suit and an enemy stopper
- jump in own suit

If weak:

- revert to own suit at lowest level

It's called "unassuming" because it says nothing about where your strength lies.



Quiz

<http://www.bidandmade.com/>