

1 Opening the bidding with less than 12 high card points

May be done in three situations when very long suit(s) are held

- [a] if the number of cards in the two longest suits PLUS the high-card points is at least 20, (The “rule of 20”) open 1 of the suit ,or
- [b] With a GOOD 6-card suit (other than clubs) and 6-10 points, open 2 of the suit (The “Weak 2” opening), or
- [b] With a GOOD 7-card suit and no high-card strength in the other suits, open 3 of the suit (The “Pre-emptive” opening)

2 “Stayman” 2♣ (response to partner’s 1NT opening)

With 11 or more points and 4 cards in one (or both) major suit(s) bid 2♣ in response to partner’s 1NT

The 1NT opener’s replies are:

with no 4-card major:	bid 2♦
with 4 hearts (or 4 of each):	bid 2♥
with 4 spades (but not 4 hearts):	bid 2♠

The responder’s replies are:

If opener bids 2♦ or the “wrong” major: bid 2NT (with 11-12)
or 3NT (with 13+)

If opener bids the “right” major: bid 3♥/♠ (with 11-12)
or 4♥/♠ (with 13+)

QUICK REFERENCE

Minimum points for:

Opening 1-level bids:	12
Responses to 1NT	11 (unless you have a long suit)
Responses to 1-suit	6
Responses to 2NT	4
Responses to 2♣	0 (you MUST bid (2♦ shows 0-7))

[1] Opening Bids:**Balanced hand:**

0-11	pass
12-14	bid 1NT
15-19	bid 1 of longest suit (and NT on the second bid)
20-22	bid 2NT
23-24	bid 2♣ then 2NT
25+	bid 2♣ then 3NT

Unbalanced hand:

0-11	pass (unless holding very long suit(s) - see Appendix)
12-20	bid 1 of longest suit
over 20	bid 2♣ (with 9 sure tricks)

[2] Responses when partner has opened 1NT**Balanced hand:**

0-10	pass
11-12	bid 2NT (partner to bid 3NT if maximum, else pass)
13+	bid 3NT

NOTE with 11+ and 4 cards in one (or both) major suits use 2♣ (Stayman - see Appendix 2)

With a long suit

0-11	bid the long suit at the 2 level (partner must pass) (If the long suit is clubs bid 3♣ next round)
12+	bid a 5-card major at the 3 level or a 6+ card major at the 4 level

[3] Responses when partner has opened 1 of a suit

IMPORTANT: With 6 or more points you must bid something!

With support (4+ cards (often 3 cards is Ok)) in partners suit

6-9	raise to 2
10-12	raise to 3
13-15	raise to game
16+	Jump bid a new suit first (longest unbid suit)

Balanced with no 4+ card suit higher ranking than partners suit

6-9	1NT (not necessarily balanced - see below)
10-12	2NT
13-15	3NT
16+	Jump bid a new suit first (longest unbid suit) then bid NT

Other situations

6-9	bid 4+ card suit at the 1-level if possible otherwise 1NT
10-15	bid longest suit
16+	jump bid longest suit

NOTE:

Any bid of a new suit in response to partners 1-suit bid is forcing.
That means partner **MUST** make another bid, and in doing so the type of hand and strength are indicated as described in the next section.

[4] Rebids after you opened 1 of a suit and partner bid a new suit

With support (that is 4+ cards) in partners suit

12-15	raise 1 level
16-18	raise 2 levels
19	raise to game

NOTE: If partners bid suit is a major these take precedence over the options below

[4] Rebids after you opened 1 of a suit and partner bid a new suit (continued)

With one long suit

12-15	repeat that suit at the 2-level
16-18	repeat that suit at the 3-level
19	repeat that suit at the game level

With a second biddable (that is 4+ card) suit

12-15	bid second suit only if below 2 of the first suit, otherwise bid 2 of first suit
16-18	bid second suit (without the above restriction)
19	jump bid the second suit

With a balanced hand

15-17	bid 1NT (or 2NT after a 2-level bid)
18-19	bid 2NT (or 3NT after a 2-level bid)

[5] When RH opponent has opened 1 of a suit

With at least 3 cards in all unbid suits

less than 12	pass
12-15	double (takeout) then pass
16-18	double then raise partners suit
19+	double then jump raise partners suit

With a balanced hand

less than 15	pass
16-18	bid 1NT
19+	double then bid NT

With one long suit

less than 6	pass
6-10	jump bid only with a good 6+ card suit
10-15	non-jump bid only with a good 5+ card suit
16+	double then bid the long suit

[6] When RH opponent has opened 1NT

10-15	bid a good 5+ card suit, otherwise pass
16+	double (and partner should pass unless weak with a long suit)