

University of Maryland 2/1 Bidding System Notes

Preliminaries

Order of Suits (from lowest to highest, also notice it is just alphabetical order)

Clubs
Diamonds
Hearts
Spades
NoTrump

Notes: Clubs and Diamonds are considered the “minors” while hearts and spades are considered the “majors”.

How to Evaluate Your Hand

Ace: 4 points
King: 3 points
Queen: 2 points
Jack: 1 points

Game (Bonus if you take tricks needed) - need 26 or more points

3NoTrump

4H/4S

5C/5D - should have 29 points for this

Small slam: 6 level - 33+ points

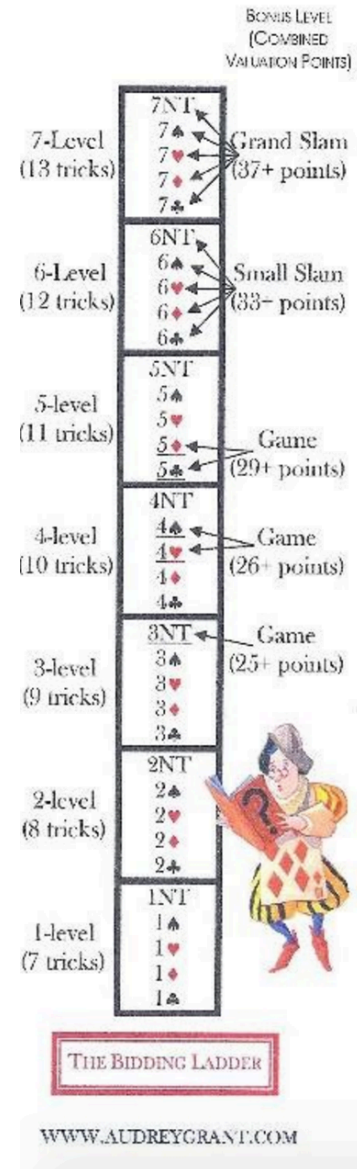
Grand slam: 7 level - 37+ points

Distribution Points (only use when you and your partner have a fit: defined as 8+ cards in a suit)

Void (0 cards in a suit): add 5 points
Singleton (1 card in a suit): add 3 points
Doubleton (2 cards in a suit): add 1 point

Length Points - Used to help open bidding

Add 1 point for each card above 4 cards in length
Subtract 1 point if your hand is of the shape 4-3-3-3



Bidding (Uh oh I know) - Please let me know of any suggestions or clarifications

NOTICE: Each Sub-Bullet is a response

OPENINGS

[1C Opening](#) - need 12 or more points, no 5 card major, and more clubs than diamonds

[1D Opening](#) - need 12 or more points, no 5 card major, and more or equal diamonds than clubs

[1H Opening](#) - need 12 or more points, 5 or more hearts

[1S Opening](#) - need 12 or more points, 5 or more spades

[1NT Opening](#) - 15-17 points with no singletons

[2NT Opening](#) - 20-21 points with no singletons

[2C Opening](#) - 22+ points

[2D/2H/2S Opening \(Weak 2\)](#) - 6-10 points with 6 or more cards in the suit

3C/3D/3H/3S Opening (Weak 3) - 6-10 points with 7 or more cards in the suit

OTHER BIDS

[Overcalls](#) - When they bid first, but you still want to bid (need 5 card suit)

[Takeout Doubles](#) - When they bid first, but you still want to bid (but don't have a 5 card suit)

QUICK GUIDE FOR BALANCED HANDS (hands without a singleton or void - 0/1 cards in a suit)

12-14 HCP, open longest suit at 1 level, rebid 1NT (if you can)

15-17 HCP, open 1NT

18-19 HCP, open longest suit at 1 level, rebid 2NT (if u can)

20-21 HCP, open 2NT

22-24 HCP, open 2C and rebid 2NT (after partner reads 2D)

1C

- 1C - need 12 or more points, no 5 card major, and more clubs than diamonds
 - 1D - 6+ points, 4+diamonds, no 4 card major
 - 1H - 12+ HCP 4 hearts
 - 1S - 12+ HCP 4 spades
 - 1NT - 12-14 HCP, no 4 card major
 - 1H - 6+ points, 4+H
 - 2H - opener has 4 hearts, 12-15 HCP
 - 3H - responder has 10-11 HCP

- 4H - responder has 12+ HCP
- 3H - opener has 4 hearts, 16-17 HCP
 - 4H - responder has 8-9+ HCP
- 3S,4C,4D - opener has 18+ HCP, and singleton/void in suit bid
- 4H - opener has 4 hearts, 18+HCP
- 1S - opener has 4 spades but not 4 hearts
 - 1NT - responder has 6-10 HCP, no 4 spades
 - 2NT - responder has 11-12 HCP
 - 3NT - responder has 13+ HCP
 - 2S - responder has 6-9 HCP, 4 spades
 - 3S - responder has 10-11 HCP, 4 spades
 - 4S - responder has 12+ HCP, 4 spades
- 1NT - opener has 12-14 points and no 4 card major
 - 2NT responder has 10-11 HCP
 - 3NT responder has 12+ HCP
- 1S - 6+ points, 4+S
 - 1NT - 12-14 points, without 4 spades
 - 2NT - responder has 10-11 HCP
 - 3NT - responder has 12+ HCP
 - 2S - opener has 4 spades, 12-15 HCP
 - 3S - responder has 10-11 HCP
 - 4S - responder has 12+ HCP
 - 3S - opener has 4 spades, 16-17 HCP
 - 4S - responder has 8-9+ HCP
 - 4S - opener has 4 spades, 18+HCP
- 1NT - 6-10 HCP, no 4 card diamonds, hearts, or spades
 - 2NT - 18-19 HCP
- 2NT - 11-12 HCP, no 4 card diamonds, hearts, or spades
 - 3NT - 14+ HCP
- 3NT - 13-16 HCP, no 4 card diamonds, hearts, or spades

1D

- 1D - need 12 or more points, no 5 card major, and more or equal diamonds than clubs
 - 1H - 6+HCP points, 4+H
 - 2H - opener has 4 hearts, 12-15 HCP
 - 3H - responder has 10-11 HCP
 - 4H - responder has 12+ HCP

- 3H - opener has 4 hearts, 16-17 HCP
 - 4H - responder has 8-9+ HCP
- 4H - opener has 4 hearts, 18+HCP
- 1S - opener has 4 spades
 - 2S - responder has 6-9 HCP, 4 spades
 - 3S - responder has 10-11 HCP, 4 spades
 - 4S - responder has 12+ HCP, 4 spades
- 1NT - opener has 12-14 points and no 4 card major
 - 2NT - responder has 10-11 HCP
 - 3NT - responder has 12+ HCP
- 1S - 6+HCP points, 4+S
 - 1NT - 12-14 points, without 4 spades
 - 2NT - responder has 10-11 HCP
 - 3NT - responder has 12+ HCP
 - 2S - opener has 4 spades, 12-15 HCP
 - 3S - responder has 10-11 HCP
 - 4S - responder has 12+ HCP
 - 3S - opener has 4 spades, 16-17 HCP
 - 4S - responder has 8-9+ HCP
 - 4S - opener has 4 spades, 18+HCP
- 1NT - 6-10 HCP, no 4 card hearts or spades
 - 2NT - 18-19 HCP
- 2NT - 11-12 HCP, no 4 card hearts or spades
 - 3NT 14+ HCP
- 3NT - 13-16 HCP, no 4 card hearts or spades

1H

- 1H - need 12 or more points, 5 or more hearts
 - Support - responder bids below
 - 2H - 6-9 points, 3+ hearts
 - 3H opener has 16-17 HCP
 - 4H opener has 18-19 HCP
 - 3H - 10-12 points, 3+ hearts
 - 4H opener has 15+ HCP
 - 4H - 13-15 points, 3+ hearts
 - 1S - 6+ points, no 3 heart support
 - 1NT - 12-14 points, without 4 spades
 - 2NT responder has 10-11 HCP

- 3NT responder has 12+ HCP
- 2S - opener has 4 spades, 12-15 HCP
 - 3S responder has 10-11 HCP
 - 4S responder has 12+ HCP
- 3S - opener has 4 spades, 16-17 HCP
 - 4S responder has 8-9+HCP
- 4S - opener has 4 spades, 18+HCP
- 1NT - 6-10 HCP, asking partner to describe his hand.
 - 2D - 4+ diamonds, 12-15 HCP
 - 2H 2+ hearts, and 3 or less diamonds
 - 2H - 6+ hearts, 12-15 HCP
 - 3H - responder has 10-11 HCP, 2+ hearts
 - 4H - responder has 12+HCP, 2+ hearts
 - 3H - 6+ hearts, 16+ HCP
 - 4H - responder has 8-9+ HCP, 2+ hearts
- 2C - 13+ points, no 5 card diamond suit - FORCING TO GAME
 - 2D - 4+ diamonds
 - 2H - 3 hearts
 - 2S - 4 spades
 - 2NT - none of the above
 - 2H - 6+ hearts
 - 2S - 4+ spades
 - 2NT - none of the above
- 2D - 13+ points, 5+ diamonds - FORCING TO GAME
 - 2H - 6+ hearts
 - 2S - 4+ spades

1S

- 1S - need 12 or more points, 5 or more spades
 - Support
 - 2S - 6-9 points, 3+ spades
 - 3S - opener has 16-17 HCP
 - 4S - opener has 18-19 HCP
 - 3S - 10-12 points 3+ spades
 - 4S - opener has 15+ HCP
 - 4S - 13-15 points, 3+spades
 - 1NT - 6+ points, no spade support, asks partner to describe his hand
 - 2C - 13+ points, no 5 card suit: FORCING TO GAME

- 2D - 13+ points, 5+ diamonds: FORCING TO GAME
- 2H - 13+ points, 5+ hearts: FORCING TO GAME

1NT

- 1NT - 15-17 points with no singletons
 - Stayman
 - Need 8+HCP and 4 card major - bid 2C
 - 2D - opener has no 4 card major
 - 2NT - 8-9 HCP
 - 3NT - 10+ HCP
 - 2H/2S - opener's 4+ card major
 - 3H/3S - 8-9 HCP and 4+ card support
 - 4H/4S - 10+HCP with 4+ card support
 - 2NT - 8-9 HCP without support
 - 3NT - 10+HCP without support
 - Jacoby Transfers - need 0 points, 5+ card Major. Bid 1 below (if you have hearts, bid 2D, and if you have spades, bid 2H)
 - 2D - 2H (opener has to bid 2H)
 - 2NT - 8-9 HCP with 5 hearts
 - 3NT - 10+HCP with 5 hearts
 - 3H - 8-9 HCP with 6 hearts
 - 4H - 10+ HCP with 6 hearts
 - 2H- 2S (opener has to bid 2S)
 - 2NT - 8-9 HCP with 5 spades
 - 3NT - 10+HCP with 5 spades
 - 3H - 8-9 HCP with 6 spades
 - 4H - 10+ HCP with 6 spades
 - 8-9 HCP and no 4 or 5 card major - bid 2NT
 - 10+ HCP and no 4 or 5 card major - bid 3NT

2NT

- 2NT - 20-21 points with no singleton
 - Stayman - need 5+ HCP and one or two 4 card majors - bid 3C
 - 3D - opener has no 4 card major
 - 3H - opener has 4+ hearts
 - 3S - opener has 4+ spades

- Jacoby Transfers - need 0+ HCP and 5+ hearts or 5+spades. Bid 1 below (if you have hearts, bid 3D, if you have spades bid 3H)
 - 3D-3H (opener is forced to bid 3H)
 - 3NT - 5+ HCP with 5 hearts
 - 4H - 5+ HCP with 6 hearts
 - 3H-3S (opener is forced to bid 3S)
 - 3NT - 5+ HCP with 5 spades
 - 4S - 5+ HCP with 6 spades

2C

- 2C - 22+ points
 - 2D is defined as “waiting”. The first priority for opener is to show a balanced hand.
 - 2NT : 22-24 HCP
 - 3C Stayman (only need 3 points). Promises 4 hearts or 4 spades, asks opener for their major.
 - 3D - no four card major
 - 3H - 4 hearts
 - 3S - 4 spades
 - 3D Transfer to hearts (promises 5) and needs 0 or more HCP
 - Opener bids 3H
 - With 5 hearts, bid 3NT
 - With 6 hearts, bid 4H
 - 3H Transfer to spades (promises 5) and needs 0 or more HCP
 - Opener bids 3S
 - With 5 spades, bid 3NT
 - With 6 spades, bid 4S
 - 4D Transfer to hearts (promises 6) and needs 3 or more HCP
 - Opener simply bids 4H
 - 4H Transfer to spades (promises 6) and needs 3 or more HCP
 - Opener simply bids 4S
 - 3NT : 25-27 HCP
 - 2H/2S/3C/3D - 8+ HCP, 5+ cards in suit, 2 of top 3 honors. Any bid other than 2D is essentially slam forcing (to the 6 level).
 - This is very rare, so ask me if this comes up.
 - 2NT : 8-10 HCP slam invitational
 - This is very rare, so ask me if this comes up.
 - 3NT : 11-12 HCP slam forcing

- This is very rare, so ask me if this comes up.

WEAK 2'S - 2D/2H/2S

- 2D/2H/2S - 6-10 points with 6 or more cards in the suit
 - Any new suit is forcing.

You have two options of what to play 2NT over a weak 2 bid.

2NT - As a feature ask (for example let's say that 2H was bid, it is very easy to apply to the other suits.)

- 3C - club A or K
- 3D - diamond A or K
- 3H - no outside feature
- 3S - spade A or K

2NT - Ogust

- 3C - bad hand or bad suit
- 3D - bad hand good suit
- 3H - good hand bad suit
- 3S - good hand good suit

3 LEVEL PREEMPTS - 3C/3D/3H/3S

- 3C/3D/3H/3S - 6-10 points with 7 or more cards in the suit

Honestly there is not too much to do over 3 level preempts. Either support your partner, pass, or bid 3NT.

OVERCALLS - when they open first, but you still want to bid

- If you can bid at the one level, you need 5+ cards in the suit, 8+ HCP
 - Bidding 2 of the suit as a response shows 3+ cards in suit and 6-10 HCP
 - Bidding the opponent's suit at the 2 level is called a CUEBID, and shows 11+ HCP
- If you have to bid at the two level, you need 5+ cards in the suit, 10+ HCP
 - Bidding 3 of the suit shows 3+ cards in suit and 6-10 HCP.
 - Bidding the opponent's suit is called a CUEBID, and shows 11+ HCP

TAKEOUT DOUBLES - when they open first, but you don't have a long suit

- You need the other three suits
 - If they open 1 of anything, you can double if you have 4 cards in the other suits and 12+ HCP
 - It would go 1C-X, 1D - X, 1H-X, 1S -X or 1C-P-1D-X where "X" = Double

ACE ASKING

When you agree a suit, 4NT is what we call 1430 Roman Keycard Blackwood. It's a big name, but it's simple to learn. There are 5 KEYCARDS. These are the four aces and the King of trump. Using this knowledge.

- 5C = 1 or 4 keycards
- 5D = 3 or 0 keycards
- 5H = 2 keycards without the queen of trump
- 5S = 2 keycards with the queen of trump
- 5NT = even keycards with a void
- 6C/6D/6H = odd keycards with a void in the suit

QUANTITATIVE NT

4NT quantitative most often appears after a NT opening bid such as 1NT or 2NT. It is when there is NO agreed suit.

Such auctions are as follows:

1NT - 4NT

(4NT here shows an invitational hand for slam. This hand should be approximately be 15-17 high card points as well. This is because 15-17 + 15-17 is somewhere between 30-34 HCP. 32-34 HCP is enough for slam, which is why opener should bid 6NT on good 16 HCP hands, and most 17 HCP hands.

2NT-4NT

This is a similar auction, but instead of needed 15-17 points, responder should have 11-12 points instead. Opener should bid 6NT with 21 points.

1NT - 2H - 2S - 4NT

Even after a transfer, a suit is not agreed since opener does not promise 3 cards in the major, only 2. If you want to keycard, you have to have the follow auction. 1NT - 4H - 4S - 4NT. Opener should bid 6NT with good 16 HCP hands, and most 17 HCP hands.