

**** NON-COMPETITIVE BIDDING ******OPENING BIDS (no other bid has yet been made)**

BID	REQUIREMENTS
1C,1D	13-20 pts, at least 3 in bid suit, no 5-card major
1H,1S	13-20 pts, at least 5 in bid suit
1NT	15-17 high-card pts, balanced distribution, no 5-card major, any 2-card suit has at least a King
2C	Strong Two Bid: 21 or more pts
2D,2H,2S	Weak Two Bid: 6-12 pts, exactly 6 in bid suit, 5 or 6 tricks, at least 3 points in bid suit
2NT	Weak Minor 2-Suiter: 6-12 points, 5 or more clubs and 5 or more diamonds
3C,3D,3H,3S	Pre-empt Bid: 4-12 pts, at least 7 in bid suit, 6 or 7 tricks, no defensive values
3NT	Gambling 3 No Trump Bid: 7-card minor with AKQ, exactly 1 other stopper in another suit
4C,4D,4H,4S	Pre-empt Bid: 4-12 pts, 8 or 9 tricks, no defensive values
5C,5D	Pre-Empt Bid: 4-12 pts, 10 tricks, no defensive values

OPENING BIDS BASED ON POINTS

POINTS	BID
0-3	Always pass
4-5	Pass, or with 7 or more of a suit, make a pre-empt bid
6-12	Pass, or with 6 good diamonds, hearts, or spades, open 2, or with two 5-card minors, open 2NT, or with 7 or more of a suit, make a pre-empt bid
13-14	Open 1 of a suit
15-17	Open 1NT, or if unbalanced, open 1 of a suit and then jump in the same suit or show a new suit at the next higher level
18-20	Open 1 of a suit and jump on next bid in NT or in a new suit
21 or more	Open 2C

BALANCED DISTRIBUTIONS

DISTRIBUTION	HOW BALANCED
4-3-3-3	Most balanced
4-4-3-2	Next most balanced
5-3-3-2	Least balanced

POINTS FOR GAME AND SLAM

POINTS	QUALIFIES FOR
26	Game in NT or a major suit
29	Game in a minor suit
33	Small slam
37	Grand slam

RESPONSES (after partner has opened the bidding)**TO 1 CLUB**

1D	6-15 pts, 4 or more diamonds, no 4-card major
1H	6-15 pts, 4 or more hearts
1S	6-15 pts, 4 or more spades, 0-3 hearts
1NT	6-15 pts, 4-3-3-3 with 4 clubs
2C	RAISE: 6-10 pts, 5 or more clubs, no other 4-card suit
2D,2H,2S	JUMP SHIFT: 16 or more pts, 5 or more in suit
2NT	JUMP IN NT: 16 or more pts, balanced distribution
3C	JUMP: 11-15 pts, 5 or more clubs, no other 4-card suit
3D,3H,3S	SPLINTER BID: 11-15 pts, 5 or more clubs, singleton or void in bid suit

TO 1 DIAMOND

1H	6-15 pts, 4 or more hearts
1S	6-15 pts, 4 or more spades, 0-3 hearts
1NT	6-15 pts, 4-3-3-3 with 4 diamonds, or 6-10 pts, 4 or more clubs, no 4-card major
2C	11-15 pts, 4 or more clubs, no 4-card major
2D	RAISE: 6-10 pts, 5 or more diamonds, no 4-card major
2H,2S,3C	JUMP SHIFT: 16 or more pts, 5 or more in suit
2NT	JUMP IN NT: 16 or more pts, balanced distribution
3D	JUMP: 11-15 pts, 5 or more diamonds, no 4-card major
3H,3S,4C	SPLINTER BID: 11-15 pts, 5 or more diamonds, singleton or void in bid suit

TO 1 HEART

1S	6-15 pts, 4 or more spades
1NT	6-10 pts, 1 or 2 hearts, 0-3 spades
2C,2D	11-15 pts, 4 or more in suit, 0-2 hearts, 0-3 spades
2H	RAISE: 6-10 pts, 3 or more hearts, 0-3 spades
2NT	JUMP IN NT: 16 or more pts, balanced distribution
2S,3C,3D	JUMP SHIFT: 16 or more pts, 5 or more in suit
3H	LIMIT RAISE: 11-12 pts, 3 or more hearts
3NT	CONVENTIONAL FORCING RAISE: 13-15 pts, 3 or more hearts, asks for cue bid if strong
3S,4C,4D	SPLINTER BID: 11-15 pts, 5 or more hearts, singleton or void in bid suit
4H	CLOSING: 4-10 pts, 4 or more hearts, distributional hand

TO 1 SPADE

1NT	6-10 pts, 1 or 2 spades
2C,2D,2H	11-15 pts, 4 or more in suit, 0-2 spades
2S	RAISE: 6-10 pts, 3 or more spades
2NT	JUMP IN NT: 16 or more pts, balanced distribution
3C,3D,3H	JUMP SHIFT: 16 or more pts, 5 or more in suit
3S	LIMIT RAISE: 11-12 pts, 3 or more spades
3NT	CONVENTIONAL FORCING RAISE: 13-15 pts, 3 or more spades, asks for cue bid if strong
4C,4D,4H	SPLINTER BID: 11-15 pts, 5 or more spades, singleton or void in bid suit
4S	CLOSING: 4-10 pts, 4 or more spades, distributional hand

RESPONSES (after partner has opened the bidding – continued)**TO 1 NO TRUMP**

2C	STAYMAN: 9 or more pts, at least one 4-card major
2D,2H,2S	CLOSING: 0-8 pts, 5 or more in suit
2NT	INVITATIONAL: 9-10 high-card pts, balanced distribution
3C,3D,3H,3S	FORCING: 11 or more pts, 5 or more in suit
3NT	CLOSING: 11-15 high-card pts, balanced distribution
4H,4S	CLOSING: 9-10 pts, 6 or more in suit
4NT	INVITATIONAL: 16-17 high-card pts, balanced distribution
5NT	INVITATIONAL: 20-21 high-card pts, balanced distribution
6NT	CLOSING: 18-19 high-card pts, balanced distribution
7NT	CLOSING: 22 or more high-card pts, balanced distribution

TO 2 CLUBS

2D	NEGATIVE: 0-4 pts
2H,2S,3C,3D	FORCING TO GAME: 5-11 pts, 4 or more in suit
2NT	FORCING TO SLAM: 12 or more pts

TO WEAK TWO BIDS (2 DIAMONDS, 2 HEARTS, 2 CLUBS)

2NT	FORCING: Asks for Ogust responses:
	3C 6-8 pts, broken suit
	3D 6-8 pts, solid suit
	3H 9-12 pts, broken suit
	3S 9-12 pts, solid suit
New suit	FORCING: Shows a good 5-card or longer suit
Raise	3 tricks
Jump raise	4 tricks

TO 2 NO TRUMP

3C	Closing, 0-12 pts, prefer clubs
3D	Closing, 0-12 pts, prefer diamonds
3H	Forcing, 21 or more pts, prefer clubs
3S	Forcing, 21 or more pts, prefer diamonds
3NT	Closing, both majors stopped
4C	13-20 pts, good club fit
4D	13-20 pts, good diamond fit

TO 3 NO TRUMP

4C	Weak distributional hand: asks opener to pass or bid 4D, depending on 7-card minor suit
----	---

TO PRE-EMPTS (3 CLUBS, 3 DIAMONDS, 3 SPADES)

New suit	Solid suit with 7 or more; void in partner's suit
Raise	3 tricks
Jump raise	4 tricks, done only over 3 Clubs or 3 Diamonds

REBIDS BY OPENER

Simple rebid of own suit not supported by partner	6 or more in suit, 13-14 pts
Simple raise of suit bid by partner	3 or more in suit, 13-14 pts; partner then does not rebid that suit with only 4 in it
New suit	4 or more in suit, 3-5 in own suit, 0-2 in partner's suit, 13-17 pts
No Trump	Balanced distribution, 2 in partner's suit, 13-17 pts
Jump rebid of own suit not supported by partner	6 or more in suit, 15-17 pts
Jump raise of suit bid by partner	3 or more in suit, 15-17 pts; partner then does not rebid that suit with only 4 in it
Jump in No Trump	Balanced distribution, 18-20 pts
Jump shift	4 or more in suit, 18-20 pts
Double jump shift	SPLINTER: Over a suit bid, shows 4 (5 for minors) or more in partner's suit and a singleton or void in the bid suit

CONVENTIONS**STAYMAN CONVENTION**

After 1NT opening and 2C response		
	2D	No 4-card major
	2H	4 hearts and 0-3 spades
	2S	4 spades
With 2 4-card majors		Bid 2S and then 3H if not raised
If responder to 1NT has 9-10 pts and a 5-card major		Use Stayman to invite to game by bidding the major over a response of 2D, 2H, or 2S
If responder to 1NT has 11 or more pts and both a 4-card major and a 5-card major		Jump in the 5-card major over a 2D response to Stayman

BLACKWOOD CONVENTION

- A bid of 4NT at any time except after an opening No Trump bid
- Used to avoid a small slam missing 2 Aces, or a grand slam missing 1 Ace
- Can also be used to ask about Kings
- Use Blackwood only when the points or fit for slam have already been established
- Never use it with a void
- Never use it to invite to slam

After 4NT:

5C	0 or 4 Aces
5D	1 Ace
5H	2 Aces
5S	3 Aces

If all Aces are held between the partners, then use 5NT to ask for Kings. After 5NT:

6C	0 or 4 Kings
6D	1 King
6H	2 Kings
6S	3 Kings

To stop at 5NT after using Blackwood:

Bid 5 of a suit that has not previously been bid and would make no sense as a trump suit
--

CONVENTIONS (continued)**GERBER CONVENTION**

The Gerber Convention is a bid of 4C after an opening No Trump bid. It is similar to Blackwood but avoids the possible confusion with a legitimate No Trump bid.

After 4C:

4D	0 or 4 aces
4H	1 Ace
4S	2 Aces
4NT	3 Aces

If all Aces are held between the partners, then use 5C to ask for Kings. After 5C:

5D	0 or 4 Kings
5H	1 King
5S	2 Kings
5NT	3 Kings

GRAND SLAM FORCE

- After a trump suit has been agreed upon, a jump to 5NT is the Grand Slam Force
- Asks partner to
 - Bid a grand slam when holding 2 of the top 3 trump honors
 - Otherwise to bid a small slam
- The user of the Grand Slam Force must have
 - 1 of the top 3 trump honors
 - And consider a trump honor to be the only potential loser

CUE BIDDING

- Bidding a suit other than the agreed trump suit at the 4 level or higher
 - Once a trump suit has been agreed upon
 - Shows an Ace or void in that suit
- Rebidding the trump suit does not show the Ace of trump, and denies interest in making a cue bid
- Cue bidding the same suit twice shows the Ace and King in that suit

**** COMPETITIVE BIDDING ******TAKEOUT DOUBLE (after opponent opens bidding)**

- Distributional requirements:
 - At least 3 cards in all unbid suits
 - 0-2 in the opponent suit(s)
 - 4-4-4-1, 5-4-4, 4-4-3-2 (or 5-3-3-2 with a weak 5-card suit)
- Point requirements: Based on the level at which partner is forced to bid:
 - 1 Level 10-21 pts
 - 2 Level 13-21 pts
 - 3 Level 15-21 pts
- With 22 or more pts, use an immediate cue bid (see below)
- A passed hand can make a takeout double with 6-12 pts
- A double of 1NT or 2NT and higher is for penalty, not for takeout
- A double of a Weak Two bid is for takeout
- Double with 15-21 pts and when your suit is opened by an opponent

Forced responses to a takeout double:

Penalty pass	Rarely used	Only with long, solid opponent suit
Simple response	0-8 pts	Best non-opponent suit
Jump response	9-11 pts	4 or more in suit

Free responses to a takeout double:

Pass	0-4 pts or no suit to bid	
Double forces to:	Simple response:	Jump response:
1 Level	5-8 pts	9-11 pts
2 Level	7-10 pts	11-13 pts
3 Level	9-11 pts	12-14 pts

Forced or free responses:

1 NT	9-11 high-card pts, opponent suit double-stopped
2 NT	12-14 high-card pts, opponent suit double-stopped
Cue bid of opponent suit	12 or more pts

Rebids by doubler over minimum forced response:

Pass	0-15 pts
Single raise	16-18 pts, 4 or more in suit
New suit	16-18 pts, 0-3 in partner's suit
Jump raise	19-21 pts, 4 or more in suit
Jump in new suit	19-21 pts, 0-3 in partner's suit

Rebids by doubler over positive jump response:

Pass	0-12 pts
Single raise	13-15 pts, 4 or more in suit
New suit	FORCING: 13-21 pts, 0-3 in partner's suit
Jump raise	16-21 pts, 4 or more in suit

OVERCALLS (after opponent opens bidding)**NO TRUMP OVERCALLS**

1NT		13-20 high-card pts, 4-3-3-3 or 4-4-3-2, 3 in opponent suit
	Respond	Similar to takeout double, but pass when weak and with length in opponent suit
Unusual No Trump		- Direct NT overcall by passed hand - Or jump overcall to 2NT - Or NT overcall over opponent NT bid 6-12 pts, at least 5 in each minor suit
	Respond	If forced to respond, pick preferred minor suit

SUIT OVERCALLS

Simple suit overall requirements:

- Unable to double or make 1NT overcall
- Better offensive than defensive hand
- 5 or more in suit
- 10-20 pts (if 10-12 pts, at least 3 pts in suit)

Responses to simple suit overcalls:

Single raise	5-8 pts, 3 or more in suit
Jump raise	9-11 pts, 4 or more in suit
1NT	7-10 high-card pts, no support, opponent suit stopped
2NT	11-12 high-card pts if in response to 1 Level overcall, 7-10 high-card pts if in response to 2 Level overcall, no support, opponent suit double-stopped
New suit	0-3 in partner's suit, long and strong suit, or points but no stopper for NT response, or interest in slam

Weak jump overcall requirements:

- Same as for Weak Two opening bids
- Responses: Jump to game with 3 or more in support and if unbalanced

Double jump overcall requirements:

- Solid 7-card suit

When sacrificing, jump immediately to highest eventual level.

- For example, instead of jumping to 3D or 4D, jump immediately to 5D if partner has passed.

IMMEDIATE CUE BID OF OPPONENT SUIT

- Requires 22 or more points
- Forcing, as is every subsequent change of suit by cue bidder, unless game has been reached
- Raises, NT bids, and rebids by cue bidder are invitational

TRAPPING AND BALANCING

- Trap pass when your suit is opened by opponent and you have 10-15 pts
- With 16 or more pts, double and then raise or bid NT
- Balance in the pass-out position at
 - 1 Level
 - Or at 2 Level, following opponent single raise of suit up to and including 2H
- Do not balance with 0-7 pts and balanced distribution, or with length in opponent suit

Reopening (Balancing)

Overcall	6-9 pts, 5 or more in suit
1NT overcall	8-9 high-card pts, no suit for an overcall
Jump overcall	10-12 pts, long solid suit
Double	10 or more pts and any distribution except that suitable for a jump overcall
Responses:	
To overcall	Pass
To double	Bid longest unbid suit without jumping, then bid no more

COMPETITIVE BIDS BASED ON POINTS

POINTS	BID
0-3	Always pass
4-5	Pass, or with 7 or more of a suit, double jump overcall
6-7	Pass, reopen, or double jump overcall
8-9	Pass, reopen, jump overcall, or double jump overcall
10-12	Takeout double, suit overcall, or pass
13-15	Takeout double, suit overcall, 1NT overcall, or pass
16-20	Takeout double, suit overcall, or 1NT overcall
21 or more	Cue bid