| OPENING BIDS | | RESPONDING BIDS | | OPENER'S REBIDS | |
|---|---|---|---|---|---|
| | **Opening Bid of 2nt** | 0-3 | Pass | | |
| 20-22 | Open 2NT | 4-10 | Balanced or long minor bid 3NT | | Pass |
| | balanced hand | | With 6+ card major suit bid game | | Pass |
| | | | With 5+ card major suit bid 3 of the major | | Raise to game with 3+ cards, otherwise 3NT |
| | | | With 4 card major bid 3c (Stayman) | | Respond to Stayman |
| | | 11-12 | Balanced: 4NT invitational to 6NT (rare) | | Raise 4NT to 6NT with 22pts, otherwise pass |
| | | 11+ | Unbalanced: | | |
| | | | Look for slam with 4c Gerber or 4NT Blackwood | | Respond to 4c or 4NT aiming for a slam. |
| | | | Your long suit is likely to be the slam suit | | |
| | **Opening Bids of 2d, 2h or 2s** | | | | After a change of suit (or 2NT) |
| 16-19 | Should have 8 playing tricks off the top | 0-7 | Bid 2NT (negative response) | | - rebid a 6 card suit |
| 20-22 | If cant open 2NT, bid 2d, 2h, 2s | 8+ | With 3+ card support raise to game (opener has 5 cards) | | - bid a second suit |
| | If suit is clubs bid 1c or 2c | | Or, bid own good 5+ card support or 3NT | | - raise partners suit or bid 3NT |
| | **Open Bid of 2c** | 0-7 | Bid 2d (negative response) | | Over 2d, bid 5+ card suit or 2NT |
| 23+ | any shape or 10 playing tricks | 8+ | Bid the usual suit preference (longest, higher of 5-5, 6-6, lower of 4-4). | | Continue bidding to game |
| | | | Balanced: bid 2NT | | Continue bidding to game |
| | **Pre-emptive opening bids of 3 of a suit** | 0-11 | Pass | | |
| 6-9 | 7 card suit with no defensive values | 12+ | With 3+ major support bid game | | Don't bid again unless responder bids a new suit |
| | With 8 cards bid 4 of suit (rare) | | With 3+ minor support and strong outside stoppers bid 3NT | | |

| OVERCALLS | | RESPONDING TO OVERCALLS | |
|---|---|---|---|
| | **Take-out double** | | |
| 12+ | With opening strength and good shape (eg. 4441 or 5440 and zero or one card in opponents suit). | 0-9 | Bid your longest suit. Bid 4+ card major in preference to longer minor. Add 5-3-1 HCP as you already have a fit. With few points and no other suit than the opponents, bid your cheapest 3 card suit. |
| | | 10-12 | Jump bid in longest suit |
| | You must be prepared to play in any suit bid by partner. | | otherwise, if balanced |
| | Partner may have no points as you have forced him to b | 6-9 | bid 1NT if stopper in enemy suit |
| | | 10-12 | bid 2NT if stopper in enemy suit |
| | | 13+ | bid 3NT if stopper in enemy suit |
| | **Simple overcall** | | **After an overcall at the one level partner may have only 8 pts** |
| | Must have a strong 5+ card suit | 0-7 | Pass |
| 8-15 | bid at the one level (and with 7 mini points) | 8-11 | Pass or raise partners suit with 3+card support |
| 10-15 | Can bid at the two level if necessary (and with 8 mini po | 12-15 | With 3+ card support, give a double raise OR bid own good 5+ card suit |
| 16+ | Jump overcall with a 6+ card suit | 16+ | Raise to game or jump bid own suit |
| | Mini points are counted as the number of cards in the su | 9-12 | Bid 1NT with stopper in opponents suit |
| | one point for each honour AKQJ10 (but with J10 include | 13-14 | Bid 2NT with stopper in opponents suit |
| | there is also an AKQ present). | 15+ | Bid 3NT with stopper in opponents suit |
| | | | |
| 12+ | The requirements for overcalling an opening bid of 1NT | | **After an overcall at the two level partner must have 10 pts** |
| | are 12+ points and a good 5+ card suit | | Responses are the same as if partner had an opening bid |
| | **1NT overcall** | 0-6 | Pass or bid 5+ card suit |
| 16+ | A balanced hand with at least ONE stopper in opponents | 7-8 | Bid 2NT |
| | | 9+ | Jump to 3 level with a 5 card major. Bid game in own suit with a 6+ card major. Otherwise bid 3NT |
| | **Double of 1NT** | 0-4 | If very unbalanced bid your longest suit. |
| 16+ | This is always a penalty double. Any shape hand | 5+ | pass |