

BIDDING OUTLINE

TO OPEN THE BIDDING

One No Trump: 15-17 HCP and balanced hand (4-3-3-3; 4-4-3-2; 3-3-5-2)

One of a Major Suit: 5 cards in hearts or spades; 12-20 HCP.

One of a Minor Suit: 3 or more cards in clubs or diamonds; no 5-card major; 12-20 HCP & does **not** meet requirements for no trump opening.

RESPONDING TO PARTNER'S OPENING

If partner opened one No Trump...

0 to 8- points and no 5-card major: pass

0 to 8- points & 5-card major: make a Jacoby transfer bid and pass partner's response.

8+ to 9 points and no 5 OR 4-card major: bid 2 NT.

8+ to 9 points and a 5-card major: use Jacoby transfers & raise to 2NT, inviting game

8+ to 9 points and at least one 4-card major: bid 2 Clubs (Stayman)—asks for major

10-15 HCP & no 5-card or 4-card major: bid 3 NT

10-14 HCP & a 5-card major: use Jacoby transfer and then jump to 3 NT.

10-14 HCP & a four-card major: use Stayman and then jump to appropriate game.

10-13 HCP & a six-card major: make a transfer bid and then bid game (4H or 4S).

16+ HCP—after exploring for correct venue (hearts, spades, or NT), look for slam.

If partner opened one of a major...

0-5 HCP: pass

6-10 HCP with 3-card support: raise to 2 of suit.

6-10 HCP without three cards in partner's suit, bid one spade with 4 spades; otherwise bid 1 NT.

11-12 HCP with 3 card support, jump to 3 level (limit raise)

11-12 HCP without 3 card support, bid one spade with 4 spades. Otherwise, bid a suit, then 2NT.

13-15 HCP and 3-card support; bid a new suit & jump to game in major after partner's rebid.

13-15 HCP and without 3-card support, bid one spade with four spades or bid 3 NT.

16+: explore for slam. 20+: force to slam.

If partner opened one of a minor...

0-5 HCP: pass

6-10 HCP and no four-card major & 5 cards in partner's minor, bid 2 of the minor.

6-10 HCP and one or more 4-card majors, bid your major(s) up the line.

6-10 HCP with no four card major and balanced hand, bid 1 NT.

11-12 HCP and five cards in minor with no four-card major, bid 3 of the minor.

11-12 HCP & no four-card major, bid other minor, and then 2 NT (invitational).

11-12 HCP and one or more 4-card majors, bid your major(s) up the line.

13-15+ HCP and 4-card major: bid your major(s) up the line & force to best game.

13-15+ HCP and no 4-card majors, relatively balanced hand, bid 3 NT.

REBIDS BY OPENER

Minimum Range hands: 12 to 16- HCP

Pass if partner gave simple raise or bid 1NT and your hand is balanced.

Rebid 6-card or longer suit.

Support responder's suit with 4 of major or 3 of minor at cheapest level

Bid a new 4-card suit at 1 or 2 level ONLY IF it is lower-ranking than 1st suit you bid

Bid no trump at cheapest level

Invitational Range hands: 16+ to 18 HCP

Jump to 3 level with 6-card or longer suit

Bid a higher ranking four-card suit at the two level ONLY IF 1st suit is longer

Jump to 3 in responder's major with 4-card support

If responder made a "2 over 1" bid (e.g., 1S, 2C), jump to 3 NT with balanced hand.

Forcing Range: 19+ HCP

Jump to game with 4-card support for responder's major

Jump a level in a new 4-card suit ("Jump Shift")

Jump to 2NT if responder bid at one level or to 3NT if responder bid at 2 level.