

BIDDING PRINCIPLES

OPENING BIDS

1. Open almost all 12 point hands.
2. Use Rule of 20 (plus 2 quick tricks) if you are unsure whether you should open or not.
3. Opening a major (hearts or spades) promises 5 cards in suit.
4. Opening a minor (diamonds or clubs) promises 3 cards in suit.
5. Opening 2D, 2H, or 2S promises 5-10 HCP and a good, 6-card suit. Little or no defense.
6. Opening 3C, 3D, 3H, or 3S promises 5-10 HCP and a good 7-card suit. Little/no defense.
7. Open 1 NT with balanced hand and 15-17 HCP, 2 NT with 20-21; 3NT with 25-27.
8. Opening 2C promises 22+ HCP [if balanced] (and partner MUST respond). After 2C opening & two-level response by partner, rebidding 2NT promises 22-24 HCP and balanced hand.

RESPONDING (to one of a minor or one of a major)

1. With a **minimal hand** [puny](6 to 10- HCP), make a single raise or a 1NT response, e.g., 1H/2H; 1S/2S; 1H/1NT, etc.
2. With an **invitational hand** (10+ to 12 HCP), make a jump raise, e.g., 1H/3H OR bid 1 over 1 or 2 over 1 to force partner and then invite to game with 2NT (or another fit you've found).
3. With a **forcing hand** (13+ HCP), jump to game, e.g., 1S/3NT (or splinter or bid 2NT over a major).
4. If your partner opens a minor, bid your 4-card majors up the line (hearts first).
5. If you have opening hand, but aren't sure what the right contract is yet, just bid until you find out, e.g., 1S/2C/2H/3NT.
6. Bidding "2 over 1" promises 10 points in your hand and (almost always) a 5-card suit.
7. Bidding 2 Hearts over 1 Spade GUARANTEES 5 Hearts and 10 or more points.
8. Bidding 1 over 1 is unlimited, and partner must bid again.
9. A new suit at a new level when bid by responder is forcing. Partner (opener) must bid again.

RESPONDING (to 2C opening bid)

You must respond to 2C opener. 2H, 2S, 3C, or 3D promise good 5-card suit and 8+ points. 2D is a "waiting bid." After that, bid naturally. Cannot pass below 3 level.

RESPONDING (to 1NT opening bid)

1. With 0-7 points, pass unless you have a 5-card or longer major. If so, use Jacoby transfers.
2. With 8+ to 9 points, invite game. (If you have a 4-card major, use Stayman first to check for 4-card major in partner's hand. Then invite, game with either 2NT, 3H or 3S. With 5-card major, use Jacoby transfers 1st.)
3. With 10 to 15- HCP, bid game. (If you have a 4-card or longer major, explore for best fit. If you have a long suit, explore for slam possibilities if you have 14-15 HCP.)
4. With 15+-17 HCP and balanced hand, bid 4NT (quantitative—asks partner to pass with minimum no trump opener and to bid 6NT with maximum no trump opener).
5. With 18-19 HCP, force to at least 6NT.
6. With 20-21 HCP, bid 5NT (quantitative—asks partner to bid 6 with minimum no trump opener, and 7NT with maximum no trump opener).
7. With 22+HCP, bid 7NT.

REBIDS BY OPENER

1. If you have a **minimal** (puny) opening hand (12-15), you can pass any minimal bid by partner (e.g., a single raise or a 1NT response to your opening bid).
2. If you have an **invitational** hand (16-18 HCP), you should invite game, e.g., 1S by you; 2S by partner; 3S by you. Or, if partner showed 10 points, bid game, e.g., 1S/2C/3NT.
3. If you have a **game-forcing** hand (19+ HCP), if your partner makes a response to your opening bid (showing 6 or more HCP), force to game (or just bid game).
4. If you have an unbalanced hand (so cannot play no trump) and do not have a major fit with partner, you may have to explore a bit to find the right contract to play.