# Notes on Contract Bridge Bidding

[Jump to navigation](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding#mw-head)[Jump to search](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding#searchInput)

[NT Opening](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand)

[1-Major Opening](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening)

[1-Minor Opening](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening)

[Other Openings](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings)

## Some definitions:

**Major suit (major) and minor suit (minor)**

♠ and ♥ are major (suit) and ♦ and ♣ are minor (suit).

**1-Suiter**

Only 1 suit has at least 5 cards

**2-Suiter**

Exactly 2 suits have at least 4 cards

**3-Suiter**

4-4-4-1 pattern from longest to the shortest (not in suit rank order)

**Balanced hand**

At most one suit has less than 3 cards;

the only possibility is one of the three patterns: 4-3-3-3, 4-4-3-2 or 5-3-3-2 (the 5-suit in a minor suit).

5-3-3-2 can also be categorized as a one-suite, while applicable.

**Support Points (SP w/ an 8-fit)**

+5 for a void side suit

+3 for a singlton suit (can be repeatedly counted)

+1 for a doubleton suit (can be repeatedly counted)

**Re-evaluation Point (RP w/ NT)**

+1: ww/ 5-suit ww/ 2 honors (10 included, similar below);

+2: ww/ 5-suit ww/ 3 honors, or 6-card suit ww/ an Ace or King

+3: ww/ 6-suit ww/ 2 of top 3 honors (AK/AQ/KQ)

# Balanced Hand

[Jump to navigation](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#mw-head)[Jump to search](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#searchInput)

Back to ⇒ [Notes on Contract Bridge Bidding](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding)

## Contents

* [1Opening Bidding ww/ Balanced Hand](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Opening_Bidding_ww.2F_Balanced_Hand)
* [2Response to 1NT Opening](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Response_to_1NT_Opening)
  + [2.1Response to NT ww/ Balanced Hands](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Response_to_NT_ww.2F_Balanced_Hands)
    - [2.1.1Strategy](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Strategy)
      * [2.1.1.1Stay in NT ww/o a 4- or 5-major](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Stay_in_NT_ww.2Fo_a_4-_or_5-major)
      * [2.1.1.2Jacoby Transfer (including minor transfer and strong 3-level response)](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Jacoby_Transfer_.28including_minor_transfer_and_strong_3-level_response.29)
      * [2.1.1.3Stayman Convention --Seek an 8-card major fit](https://wiki.orian.life/mediawiki/index.php?title=Balanced_Hand#Stayman_Convention_--Seek_an_8-card_major_fit)

## Opening Bidding ww/ Balanced Hand

* ww/ balanced hand andHCP in the range of

ö:16-18HCP⇒ **1NT** or

ö:23-24HCP⇒ **2NT**

ö:12-15HCP or 19-20HCP ⇒ open a minor suit @ level 1:

⇒ 1♦ ww/ 4 ♦s, or

⇒ 1♣ otherwise (so in the worst cases(4-4-3-2 in suit ranking order), ww/ 2 ♣s)

⇒ ...

## Response to 1NT Opening

### Response to NT ww/ Balanced Hands

#### Strategy

* Stay in NT ww/o a 4- or 5-major
* Switch to a major ww/ a (6+)-major
* Seek an 8-card major fit

##### Stay in NT ww/o a 4- or 5-major

* ℜ: Pass ww/ 0-6RP
* ℜ: 2NT ww/ 7-8RP
  + ö: Pass ww/ 16HCP; or 3NT ww/ 17-18HCP (final)
* ℜ: 3NT ww/ 9-14RP (Game, final)
* ℜ: 6NT ww/ 17-18RP (Slam, final)
* ℜ: 7NT ww/ 21+RP (Grand Slam, final)
* ℜ: 4NT ww/ 15-16RP (slam tentative)
  + ö: Pass ww/16HCP
  + ö: 5♣ ww/ a 5-minor suit (Blackwood, and minor suit)
    - ℜ: Response to Blackwood 0-3;1-4;2 low(15RP); 2 high(16RP)
      * ö: 6♣/6♦
        + ℜ: Pass ww/ 3-support
        + ℜ: 6NT ww/o 3-support
  + ö: AS-IF response to Blackwood: 0-3A's: 5♦;1-4A's: 5♥;2A's: 5♠
    - ℜ: 5NT ww/ 2 missing A's; or
    - ℜ: 6NT ww/ 3+A's in total ww/o 4-major suits
    - ℜ: 6♥/6♠ ww/ a 4-major suits
      * ö: Pass ww/ 4-major support
      * ö: 6NT ww/o 4-major support
* ℜ: 5NT ww/ 19-20RP (Grand Slam tentative)
  + Similar to 4NT response with one level higher and opener's AS-IF response to Blackwood includes 6NT for 2A's @17-18HCP

##### Jacoby Transfer (including minor transfer and strong 3-level response)

ww/ 0-14RP

* Major Transfer: ℜ:2♦ ⇒ ö:2♥ or ℜ:2♥ ⇒ ö:2♠
  + ℜ: Pass ww/ 0-6RP, stay low
  + ℜ: If 6+major ww/ 7+RP:
    - ℜ: 3♥/♠ ww/ 7-8RP ⇒
      * ö: Pass ww/ 16HCP,
      * ö: 4♥/♠ ww/ 17-18HCP
    - ℜ: 4♥/♠ ww/ 9-14RP
  + ℜ: If 5-major ww/ 7+RP
    - ℜ: 2NT ww/ 7-8RP
      * ö: @16HCP
        + ℜ: Pass ww/ 2&hearts/♠
        + ℜ: 3♥/♠ ww/ 3+ ♥/♠
      * ö: @17-18HCP
        + ℜ: 3NT ww/ 2&hearts/♠
        + ℜ: 4♥/♠ ww/ 3+ ♥/♠
    - ℜ: 3NT ww/ 9-14RP
      * ö: 4♥/♠ if 3+ ♥/♠
* Minor Transfer: when 6+minar suit and 0-8RP ℜ:2♠ ⇒ ö:3♣
  + ℜ: Pass;
  + ℜ: 3♦ ww/ ♣ long suit (no transfer).
* Strong 3-Minor: ℜ: 3♣/♦ ww/ 9-14RP and strong 6 ♣/♦ suit
  + ö: 3NT ww/o 3-support or 16-17HCP
  + ö: 5♣/♦ ww/ 3-support & 18HCP
* Strong 6+Major ℜ: 3♠/♥ ww/ 9+RP and strong 6+major suit
  + ö: 4♠/♥ ww/ 4-support
  + ö: 3NT ww/o 4-support

##### Stayman Convention --Seek an 8-card major fit

only ww/ 8+RP & one or two 4-majors

* ℜ: 2♣
* ö: 2♦ ww/o 4♥- or 4♠-suit
  + ℜ: 3NT for 9-14HCP
  + ℜ: 2NT for 7-8HCP
    - ö: 3NT ww/ 17-18HCP; Pass ww/ 16HCP
* ö: 2♥ ww/ 4♥-suit (may also have a 4♠-suit)
  + ℜ: a 4-4 ♥ fit found ww/ 4♥-suit (may also have a 4♠-suit, but ignored)
    - ℜ: 4♥ ww/ 9-14RP (final)
    - ℜ: 3♥ ww/ 8RP
      * ö: 4♥ ww/ 17-18HCP; Pass ww/ 16HCP
  + ℜ: no 4-4 ♥ fit found; ww/o 4♥-suit:
    - ℜ: 3NT ww/ 9-14HCP
    - ℜ: 2NT ww/ 8HCP
      * ö: 3NT ww/ 16-17HCP; Pass ww/ 15HCP
  + ℜ: but, Responder Ammendament: ww/ 4♠-suit (4-♠-fit implied ww/o 4-♥)
    - ℜ: 3NT->4♠ 2NT->/3♠
* ö: Rebid: 2♠ ww/o 4♥ and ww/ 4♠-suit
  + ℜ: a 4-4 ♠ fit found ww/ 4♠-suit:
    - ℜ: 4♠ ww/ 9-14RPs (final)
    - ℜ: 3♠ ww/ 8RP
      * ö: 4♠ ww/ 17-18HCP; Pass ww/ 16HCP
  + ℜ: no 4-4 ♠ fit found; ww/o 4♠-suit
    - ℜ: 3NT ww/ 9-14HCP
    - ℜ: 2NT ww/ 8HCP
      * ö: 3NT ww/ 17-18HCP; Pass ww/ 16HCP

# 1-Major Opening

[Jump to navigation](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#mw-head)[Jump to search](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#searchInput)

Back to ⇒ [Notes on Contract Bridge Bidding](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding)

## Contents

* [11-Major (1♥/♠) Opening](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#1-Major_.281.E2.99.A5.2F.E2.99.A0.29_Opening)
* [2Response to 1 Major; opening](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Response_to_1_Major.3B_opening)
* [3Rebid on Raise](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Raise)
  + [3.1Opener w/ 14-HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_14-HCP)
  + [3.2Opener w/ about 15HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_about_15HCP)
  + [3.3Opener w/ 16-18HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_16-18HCP)
  + [3.4Opener w/ 19-20HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_19-20HCP)
* [4Rebid on Jump Raise](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Jump_Raise)
  + [4.1Opener w/ 13-HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_13-HCP)
  + [4.2Opener w/ 14+HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_14.2BHCP)
* [5Rebid on Jump to Game response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Jump_to_Game_response)
* [6Rebid on Splint](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Splint)
* [7Rebid on 1 over 1 response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_1_over_1_response)
  + [7.1Opener w/ 15-HCP (Weak Rebidding)](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_15-HCP_.28Weak_Rebidding.29)
    - [7.1.1Re-Response to Weak Rebidding](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Re-Response_to_Weak_Rebidding)
  + [7.2Opener w/ 16-18HCP (Strong Rebid)](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_16-18HCP_.28Strong_Rebid.29)
    - [7.2.1Re-Response to Strong Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Re-Response_to_Strong_Rebid)
      * [7.2.1.1Opener w/ 19-20HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Opener_w.2F_19-20HCP_2)
* [8Rebid on 2 over 1 Response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_2_over_1_Response)
  + [8.1Weak Rebid ww/ 13-HCP/SP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Weak_Rebid_ww.2F_13-HCP.2FSP)
    - [8.1.1Re-Response to Low End Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Re-Response_to_Low_End_Rebid)
  + [8.2Strong Rebid ww/ 14+HCP/SP](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Strong_Rebid_ww.2F_14.2BHCP.2FSP)
    - [8.2.1Re-Response to Strong Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Re-Response_to_Strong_Rebid_2)
* [9Rebid on NT response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_NT_response)
  + [9.1Rebid on 1NT response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_1NT_response)
  + [9.2Rebid on 2NT response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_2NT_response)
  + [9.3Rebid on 3NT response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_3NT_response)
* [10Rebid on Jump Shift Suit response](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Jump_Shift_Suit_response)

## 1-Major (1♥/♠) Opening

* Indication of a 1♥/♠ opening:
  + ö: 5+ ♥s/♠s
  + ö: 12-20HCP
  + Excluding:
    - 8 sure winning tricks
    - 7 sure winning tricks ww/ 16+HCP
    - 8+major suit ww/ 11-15HCP
    - 6+major suit ww/ 10-HCP

## Response to 1 Major; opening

**Limited Response**

* ℜ: Pass ww/ 0-5HCP
* Supportive response
  + ℜ: Raise: 2♥/2♠ 6-10HCP ww/ 3+ support [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Raise)
  + ℜ: Jump Raise: 3♥/3♠ 11-12HCP ww/ 4+ support [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Jump_Raise)
  + ℜ: Raise to Game: 4♥/4♠ 10-HCP ww/ 4+ support
  + ℜ: 2NT 13-15HCP ww/ 3+♥ support ww/ balanced hand
  + ℜ: 3NT 16-18HCP ww/ 3+♥ support ww/ balanced hand
  + ℜ: Splint (double jump shift): [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_Jump_Shift_response)

ö: --3♠/4♣/4♦/4♥ ww/ 11-15S, and singleton or void in the bid suit

* Non-supportive response:
  + ℜ: 1NT ww/ 6-10HCP ww/o 3♥/♠ support [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_NT_response)
  + ℜ: 2 over 1 ww/ 11+SP (May have 8-fit trump, just not showing) [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Major_Opening#Rebid_on_2_over_1_Response)

**Unlimited Response (forcing)**

* ℜ: 1 over 1: 1♠ (over 1♥) ww/ 6+HCP and 4+ ♠s ww/o 3+♥ support
* ℜ: 2 over 1: 2♣/2♦/2♥(over 1♠) ww/ 11+HCP and 4+ ♣s/4+ ♦s/5+ ♥s
* ℜ: Jump Shift: 2♠(over 1♥) or 3♣/3♦(over 1♥/1♠) ww/ 16+HCP ww/ 6+suit

**Weak response**

* ℜ: Raise to responder's suit
* ℜ: Back the opening suit

**Strong response (and forcing)**

* ℜ: New suit above level 1
* ℜ: Cue bid

## Rebid on Raise

### Opener w/ 14-HCP

* ö: Pass; no Game

### Opener w/ about 15HCP

* ö: Inviting with 3♥/3♠
  + ℜ: Pass ww/ <= 8SP
  + ℜ: 4♥/4♠ ww/ 9-10SP
* Cue-bid after Raise for long/short suit
  + On 2♥ over 1♥ raise:
    - ö: Long suit support seeking: 2NT(→♠)/3♣/3♦
    - ö: Short suit cue bid preparation: 2♠
      * ℜ: 2NT (mandatory)
        + ö: 3♣/3♦/3♥→♠
  + On 2♠ over 1♠ raise:
    - ö: Long suit support seeking: 3♣/3♦/3♥
    - ö: Short suit cue bid preparation: 2NT
      * ℜ: 3♣ (mandatory)
        + ö: 3♦/3♥/3♠(→♣)
  + ℜ: Decide whether to go Game

### Opener w/ 16-18HCP

* ö: Opener Jump Shifts to the second suit (long suit seeking Q/K).
* ö: Opener bid a second suit then cue bid the third suit (short suit cue bid).
  + ℜ: moves to another suit means support in that suit (sounds long suit support seeking)
    - ö: decides whether go Game.
  + ℜ: jumps shift means highSP (9-10SP) with honor card in that suit;
    - ö: decides whether go Game.
  + ℜ: moves back to the opening suit means lowSP (6-8SP);
    - ö: Pass.

### Opener w/ 19-20HCP

* ö: Jump to Game directly (4♥/4♠).

## Rebid on Jump Raise

Jump Raise (3♥/3♠ over 1♥/1♠) is a highly limited (11-12SP) response.

### Opener w/ 13-HCP

* ö: Opener w/ a balanced hand:
  + ℜ: Usually Pass.
* ö: Opener w/ a non-balanced hand:
  + ℜ: Usually can raise to Game (4♥/♠).

### Opener w/ 14+HCP

ö: Game is sure, but Slam in doubt. If the joint cards are well matched, Slam is possible. So cue bids are usually used to seek a good Slam contract.

## Rebid on Jump to Game response

Continue rebid only when Slam is visible. However, since responder has 10-HCP, Slam tentative is only used for very strong opener.

## Rebid on Splint

ö: Whether go Slam mostly depends on hand pattern and match. Both parties can use cue bid to find matches.

## Rebid on 1 over 1 response

The only possibility of 1 over 1 is 1♠ over 1♥, which is an unlimited response, and thus a forcing bid.

### Opener w/ 15-HCP (Weak Rebidding)

* ö: 2♠ ww/ 4-support;
* ö: Rebid opening suit ww/ 6+suit;
* ö: Rebid 4+minor @ level 2; (also applies to 16-17HCP)
* ö: 1NT catch all other cases.

#### Re-Response to Weak Rebidding

* ℜ: No Game ww/ 9-HCP/SP
* ℜ: Go Game ww/ 13+HCP/SP
* ℜ: Further seek Game ww/ 10-12SP

### Opener w/ 16-18HCP (Strong Rebid)

* ö: Jump Raise (3♠) ww/ 4-support
* ö: Jump opening suit (3♥) ww/ 6+ ♥
* ö: 2-minor over 1 (2♣/♦) ww/ 4+ minor suit and 16-17HCP
* ö: 2NT: catch all other cases

#### Re-Response to Strong Rebid

* ℜ: Seeking Game ww/ 8-SP
* ℜ: Go Game ww/ 9+SP
* ℜ: Seeking Slam ww/ 14+SP

##### Opener w/ 19-20HCP

* ö: Go Game

## Rebid on 2 over 1 Response

### Weak Rebid ww/ 13-HCP/SP

* ö: Raise response ww/ 3-support;
* ö: New suit @ level 2 (below opening suit);
* ö: Rebid opening suit @ level 2.

#### Re-Response to Low End Rebid

Weak Rebid is a limited bid. Responder shall make decision on the contract.

* Weak response ww/ 11-12HCP/SP
  + ℜ: Response to either opening suit or 2-over-1 suit;
* Strong response ww/ 13+HCP
  + ℜ: Jump or New Suit until Game

### Strong Rebid ww/ 14+HCP/SP

* ö: Jump Raise (responder's) major suit ww/ 4+support and about 14SP;
* ö: Jump Raise opening suit ww/ 6-opening suit;
* ö: New Suit ww/ 4-suit
* ö: Jump Shift ww/ 5+suit
* ö: Raise (responder's) minor suit ww/ 4+ support
* ö: 2NT catch all other cases.

#### Re-Response to Strong Rebid

* Game is sure.
  + ℜ: Go Game ww/ 11-12SP
  + ℜ: Slam seeking ww/ 13+SP

## Rebid on NT response

### Rebid on 1NT response

* Weak Rebid ww/ about 13HCP
  + ö: Rebid opening suit ww/ 6-suit
  + ö: Pass otherwise

### Rebid on 2NT response

* ö: Game is sure. Seeking Slam ww/ highHCP

### Rebid on 3NT response

* 3NT response is not a stop bid; on the contrary, it's forcing:
  + ö: 4-major is a stop
  + ö: 4NT: Blackwood

## Rebid on Jump Shift Suit response

Jump Shift indicates 16HCP and 6+ strong suit (5 winners).

* ö: ww/ 1+ honor card in the New Suit:
  + ℜ: Raise the suit ww/ 12-13HCP
  + ℜ: Cue bid a new suit ww/ 14+HCP
* ö: ww/o honor cards in the New Suit:
  + ℜ: Re-bid opening suit ww/ 6+suit;
  + ℜ: Re-bid NT at the lowest level.
    - ö: Re-response with the 6+ New Suit
    - ö: 3NT if no Slam potential;
  + ö: Cue bid when Slam is at reach;
    - ℜ: Cue bid control/singleton/void.
  + ö: Cue bid new suit ww/ 14+HCP (Seeking Slam)

# 1-Minor Opening

[Jump to navigation](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#mw-head)[Jump to search](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#searchInput)

Back to ⇒ [Notes on Contract Bridge Bidding](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding)

## Contents

* [11 Minor (1♣/♦) Opening](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#1_Minor_.281.E2.99.A3.2F.E2.99.A6.29_Opening)
* [2Response to 1 Minor opening](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Response_to_1_Minor_opening)
* [3Rebid on 1-minor over 1](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_1-minor_over_1)
  + [3.1Weak Rebid of Opener w/ 15-HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Weak_Rebid_of_Opener_w.2F_15-HCP)
    - [3.1.1Response to Weak Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Response_to_Weak_Rebid)
  + [3.2Strong Rebid w/ 16+HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Strong_Rebid_w.2F_16.2BHCP)
    - [3.2.1Response to Strong Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Response_to_Strong_Rebid)
* [4Rebid on 2-Over-1 Response w/ balanced hand](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_2-Over-1_Response_w.2F_balanced_hand)
  + [4.1Weak Rebid on 2-Over-1 Response ww/ 13-SP](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Weak_Rebid_on_2-Over-1_Response_ww.2F_13-SP)
  + [4.2Strong Rebid on 2-Over-1 Response ww/ 14-15SP](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Strong_Rebid_on_2-Over-1_Response_ww.2F_14-15SP)
  + [4.3Jump Shift on 2-Over-1 Response w/ 16+HCP](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Jump_Shift_on_2-Over-1_Response_w.2F_16.2BHCP)
* [5Rebid on Raise](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_Raise)
* [6Rebid on Jump Raise](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_Jump_Raise)

## 1 Minor (1♣/♦) Opening

* Indications for a 1♣/♦ opening:
  + ö: 12-20HCP
  + ö: No 5+ major suits
  + Excluding:
    - Balanced hand w/ 16-18HCP
* ö: Open longest between 1♣ and 1♦, but:
  + if the ♦ suit is shorter than 4, open 1♣.
  + (In the worst sinarios (4-4-3-2 pattern), there's only 2 cards in ♣)

## Response to 1 Minor opening

* ℜ: Pass ww/ 0-5HCP
* ℜ: 1 minor over 1 (1♦ over 1♣) ww/ 6+HCP and 5♦s, excluding 4 major suit; forcing. [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_1-minor_over_1)
* ℜ: 1 major over 1 minor ww/ 6+HCP and 4+major suit; forcing. [⇒Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_1-minor_over_1)
* ℜ: 2 over 1 (2♣ over 1♦) ww/ 11+HCP, 4+♦, excluding a 4-major suit. [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_2-Over-1_Response_w.2F_balanced_hand)
* ℜ: Raise, ww/ 11+HCP 4+support, excluding 4-major suit, forcing. [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_Raise)
* ℜ: Jump Raise ww/ 6-10HCP, 5+support, non-forcing. [⇒ Rebid](https://wiki.orian.life/mediawiki/index.php?title=1-Minor_Opening#Rebid_on_Jump_Raise)
* ℜ: 1NT, catching all ww/ 6-10HCP.
* ℜ: 2NT, ww/ 13-15HCP, balanced hand, stopper in all non-bid suits.
* ℜ: 3NT, ww/ 16-18HCP, balanced hand, stopper in all non-bid suits.
* ℜ: Jump Shift, ww/ 16+HCP and strong 6+suit.

## Rebid on 1-minor over 1

### Weak Rebid of Opener w/ 15-HCP

* ö: Raise to level 2 (for both major and minor).
* ö: 1 over 1, while possible w/ 4-suit.
* ö: Minor @ level 2 ww/ 4-suit.
* ö: Raise opening suit, ww/ strong 5-suit.
* ö: Raise 1♦, ww/ 3 ♦s.
* ö: 1NT, otherwise.

#### Response to Weak Rebid

* ℜ: ww/ 9-HCP/SP: pass or re-response with the first response suit @ level 2.
* ℜ: ww/ 13+HCP/SP: Select a Game contract.
* ℜ: ww/ 10-12HCP/SP: Tentative inviting.

### Strong Rebid w/ 16+HCP

* ö: Jump Raise, ww/ 4-support; Game inviting.
* ö: Jump Shift or Reverse bid, ww/ 18+HCP, 4+suit.
* ö: Jump Raise opening suit ww/ 6+suit.
* ö: 2NT ww/ 19-20HCP.

#### Response to Strong Rebid

* ℜ: ww/ 7-SP: Choose a non-Game contract.
* ℜ: ww/ 9-13SP: Choose a Game contract.
* ℜ: ww/ 6-8SP: Continue bid to seek a Game.
* ℜ: ww/ 14+SP: Slam Tentative (Cue bid/Blackwood).

## Rebid on 2-Over-1 Response w/ balanced hand

* ö: 12+HCP: 2♥/♠, ww/ stoppers in the bid suit; excluding stoppers in the other suit.
* ö: 12-13HCP: 2NT, ww/ stoppers in both majors, balanced hand.
* ö: 14-15HCP: 3NT, ww/ stoppers in both majors, balanced hand.
  + ℜ: match stoppers in the major suits in both hands. If both major suits have stoppers w/ balanced hands, choose an NT contract.
  + ℜ: otherwise, seek a minor contract (Game/Non-Game).

### Weak Rebid on 2-Over-1 Response ww/ 13-SP

* ö: 2♦, ww/ 4 ♦s w/o major stoppers, non-balanced hand.

### Strong Rebid on 2-Over-1 Response ww/ 14-15SP

* ö: 3♣, ww/ 4-support, excluding major stoppers.
* ö: 3♦, ww/ 5-support, excluding major stoppers.

### Jump Shift on 2-Over-1 Response w/ 16+HCP

## Rebid on Raise

Raise response is forcing!

* ö: NT Seeking:
  + ö: 12-13HCP: 2NT, no weak 2-suit.
  + ö: 14-15HCP: 3NT, balanced hand w/ stoppers in unbid suits.
  + ö: Cue bid stoppers w/ 12+HCP, excluding stoppers in skipped suit.
* ö: 16+HCP: Jump Shift ww/ good 4+suit.

## Rebid on Jump Raise

Jump Raise minor response is preemptive, showing a good 6+suit and 6-10SP.

* ö: Pass w/ 12-13HCP
* ö: Game inviting: raise to level 4
* ö: 3NT ww/ reliable stoppers

# Other Openings

[Jump to navigation](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#mw-head)[Jump to search](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#searchInput)

Back to ⇒ [Notes on Contract Bridge Bidding](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_Contract_Bridge_Bidding)

## Contents

* [1Strong 2♣](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Strong_2.E2.99.A3)
* [2Flannery 2♦ Convention](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Flannery_2.E2.99.A6_Convention)
* [3Response to 2♦ Opening](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Response_to_2.E2.99.A6_Opening)
* [4Pre-emptive opening](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Pre-emptive_opening)
  + [4.1Preemptive Weak 2](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Preemptive_Weak_2)
  + [4.2Preemptive Weak 3](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Preemptive_Weak_3)
  + [4.3Preemptive 4-Major](https://wiki.orian.life/mediawiki/index.php?title=Other_Openings#Preemptive_4-Major)

## Strong 2♣

**ö: 2♣ ww/ a balanced hand**

ö: 2♣ ⇒ 2NT, ww/ 21-22HCP

ö: 2♣ ⇒ 3NT, ww/ 25-17HCP, w/o 5 major suit

**2♣ ww/ 4-4-4-1 hand pattern (not in suit rank order)**

ö: 2♣ ⇒ jump to the singleton suit

**2♣ ww/**

ö: 21+HCP, or

ö: 16+HCP w/ 8 winners w/ a major trump or

ö: 16+HCP w/ 9 winners w/ a minor trump,

ö: excluding 23-24HCP w/ balanced hand (2NT)

* Response to 2♣:
  + ℜ: ww/ 0-7HCP: ⇒ 2♦
  + ℜ: ww/ 8-10HCP:
    - 5-suit at the lowest level ww/ a 5-suit
    - 2NT ww/ a balanced hand
  + ℜ: ww/ 11+HCP: ⇒ 2♦
    - Jump 5-suit ww/ a 5-suit
    - 3NT ww/ a balanced hand
    - Re-bit ww/ balanced hands

ö: ⇒ 2NT for 22-24HCP

ö: ⇒ 3NT for 27-28HCP

## Flannery 2♦ Convention

* Indication of Flannery 2♦ Opening
  + ö: Hand pattern in the form of 4-5-x-x or 5-6-x-x or 4-6-x-x
  + ö: 11-15HCP
    - ö: (Reverse ww/ 16+HCP)

## Response to 2♦ Opening

* ℜ: Pass ww/ 10-HCP & 6+♦ ww/o major fit
* ℜ: 2♥/2♠ ww/ 10-SP and at least 7-card fit in trump
  + ö: Raise ww/ 14-15SP and better than normal pattern (5-6 or 4-6 major pattern), inviting
    - ℜ: Game ww/ 9-10SP
* ℜ: 3♥/3♠ ww/ 11-12SP and 8+fit; Invitation
  + ö: Game ww/ 14-15SP
* ℜ: 4♥/4♠ good fit; closing
* ℜ: 2NT ww/ 13+HCP: pattern query
  + ö: 3♥ ww/ 6 ♥ (4-6-x-x)
  + ö: 3♠ ww/ 5 ♠ (5-6-x-x)
  + ö: 3♣ for 4-5-1-3
  + ö: 3♦ for 4-5-3-1
  + ö: 3NT for 4-5-2-2
* ℜ: 3♣ ww/ 10-12HCP and strong 6+♣ suit w/o major fit
  + ö: 3NT ww/ stopper in ♦
* ℜ: 3♦ ww/ 10-12HCP and strong 6+♦ suit w/o major fit
  + ö: 3NT ww/ stopper in ♣
* ℜ: 3NT ww/ 10+HCP and stoppers in both minors w/o major fit (closing)

Back to ⇒ [Notes on 《桥牌自然叫牌法》](https://wiki.orian.life/mediawiki/index.php?title=Notes_on_%E3%80%8A%E6%A1%A5%E7%89%8C%E8%87%AA%E7%84%B6%E5%8F%AB%E7%89%8C%E6%B3%95%E3%80%8B)

## Pre-emptive opening

* 2/3-Law:- Down 3 or 2 when vulnerable;
* ww/HCP: 6-10 strictly; no excuse!
* 1-A's

### Preemptive Weak 2

* ö: 2♥/♠ -- ww/ a 6-suit +:

2/3-Law translates to 5 winning suits or 6 when vulnerable

ww/o side 5-suit, or 4-major-suit, or voids -- don't quite understand!!

### Preemptive Weak 3

* ö: 3♣/♦/♥/♠ -- ww/ a 7-suit +:

2/3-Law translates to 6 winning suits or 7 when vulnerable

Voids are okay

### Preemptive 4-Major

* ö: 4♥/♠ -- ww/ 8-10HCP, a half-strong 8-suit w/ 7 winners (8 when vulnerable), 0-1 Ace.
* ö: 4♣/♦ Preemptive Major Transfer: -- ww/ 11-15HCP, a strong 8-suit or 7-suit + 1 Ace/King in a site suit.
  + ℜ: 4♥/♠ when no Slam interest
  + ℜ: Anything else means Slam seeking; e.g.:
    - ℜ: 4♦/4♥ (Cue bid); or
    - ℜ: 4NT (Blackwood)