

Opening Bids

1 NT: 15 - 17, balanced (no voids, singletons, 2 doubletons (excluding length)).
2 NT: 20 - 22, balanced can have 2 doubletons
5+ length, 12+: open strongest suit.
Major suite 5+ length, 12-21: Open strongest (1♠, 1♥)
Minor suite 4♦, 4♣, 12-21: open 1♦
Minor suite 3♦, 3♣: 12-21: open 1♣
Artificial bid 2♣: 23+ points. **Partner must respond!**
Weak 2 bids 2♦, 2♥, 2♠: 6 card suit, 5 - 9 with 2 honours.
Pre-emptive bid 3♦, 3♥, 3♠: 7 card suit, 5 - 9 with 2 honours
Pre-emptive bid 4♦, 4♥, 4♠: 8 card suit, 5 - 9 with 2 honours

Competing Bids

Raising the bid set by the opponent
Overcall Suite: Requires 5 card suite, 2 honours, 9+ at 1 level, 10+ at 2 level
Overcall 1 NT same as opening **1 NT** (15-17, balanced hand) but with **stopper** (A+1, K+2 etc.)
Take out Double D: (**Red “D” bidding card**) needs :
• 12+points, shortage in their suit (2 or less cards)
• **Support for other 3 suits** (4+ cards) OR **support for 2 suits and tolerance** (3 cards) in 3rd suit.
• Tells partner to **bid their longest suit** to ensure a fit. Partner **must respond**.

Opening Leads (Suits)

Top of a sequence (any 2 touching cards down to 10) **A**Kxx **K**Qxx **Q**Jxx **T**98
Top of interior sequence (10 must be present) **K**JTx **Q**T9x
Low from an honour (never below 4th highest) **K**82 **Q**964 **J**8632 **T**754 **Q**96543 **K**876 (No Ten - not a seq.)
Top of a doubleton **8**6 **7**2 **9**4
MUD (Middle Up Down) from 3 cards. Follow up with higher then lower card. **8**63 play **6**, **8** then **3**
4th highest from 4 small cards **9**732 **8**754
Never lead a suite with an unsupported Ace (Ace without King). Avoid the suite completely.

Opening Leads (NT)

Most common: **4th highest of longest and strongest**.
Same as Suite Contracts except that the sequence needs 3 touching cards **K**QJxx
If there aren’t 3 in a row lead **4th highest**.
Unsupported Ace: **Can lead 4th highest** but **never the Ace**. (*Underleading an Ace*)

Responding Bids

Length is **included** (Notes say otherwise)
A fit is **8 combined cards** of a suite (you and partner).
Respond with 5+ points otherwise pass.
Single raise (1 -> 2) : 5-9 pts and a fit.
Jump raise (1 -> 3) : 10-11 points and a fit.
Direct raise (1 -> 4) : 12+ points and a fit.
Change suite at level 1 (e.g. 1♣ to 1♦) requires 4 cards and 5 points.
Change suite at level 2 (e.g. 1♠ to 2♦) requires 4 cards and 10+ points.
1 NT: 8 points: pass, 9 points: **2 NT**, 10+ points: **3 NT**
2 NT: 4+ points bit **3 NT** (66% chance of making game), otherwise pass
Adjust Doubleton +1, Singleton +2, Void +3 (**Don’t include length** when adjusting)
Take out Double D: **Must respond** with longest suit (no matter how weak the hand)
2♣ Club Opening
• **0-6 pts** or **7+ pts with no 5+ card** suite bid **2♦** *negative response*
• **7+ pts, 5 card suite** bid best (long) suite (2♠, 2♥, 2♣, 3♦) *positive response*
• Note that **3♦** not **2♦** is used to represent a *positive ♦ response*.

NB. Partner cannot pass after this and **must respond again** to a change of suite.

Bids					Goal	Pts
1♣	1♦	1♥	1♠	1NT		
2♣	2♦	2♥	2♠	2NT		
3♣	3♦	3♥	3♠	3NT	Game	25
4♣	4♦	4♥	4♠	4NT	Game	25
5♣	5♦	5♥	5♠	5NT	Game	27
6♣	6♦	6♥	6♠	6NT	Small Slam	33+
7♣	7♦	7♥	7♠	7NT	Grand Slam	37+

Card Play

3rd hand: play highest card. *3rd hand high*
2nd hand: do not play high card immediately. *2nd hand low*

- Download** (Note that Russell has 2 L’s)
- PDF <https://tinyurl.com/RussellsBridgePDF>
 - Powerpoint <https://tinyurl.com/RussellBridgePPT>