

Opening Bids

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

Competing Bids (Raising the bid set by the opponent)

Do not add points for length when considering an overcall [9,11]
Overcall Suite Requires 5 card suite, 2 honours, 9+ points at 1 level, 10+ points at 2 level [9]
Overcall 1 NT same as opening 1NT (15-17, balanced hand) but with stopper (A, K+1, Q+2, J+3) [9]
Take out Double D (Red "D" bidding card) needs : [11]

- 12+ points, shortage in their suit (2 or less cards) [11]
- Support for other 3 suits (4+ cards) OR support for 2 suits and tolerance (3 cards) in 3rd suit. [11]
- Tells partner to bid their longest suit to ensure a fit. Partner must respond. [11]

Openers Rebid (2nd bid by declarer)

Rebidding Balanced Hand

- 12-14 Rebid at lowest possible NT level E.g. 1♥-1♠; 1NT
- 18-19 : always jump in NT E.g. 1♥-1♠; 2NT

Rebidding Your Suite (Unbalanced)

- 6+ cards and (12-15 level 1), (16-17 level 2), (18-19 level 3)

Change of Suite by Opener (Unbalanced)

- Second suite 4-5 cards and (<18 level 1), (18+ jump)
- NB. A Jump in suite by opener is forcing to game and shows 18+ points. E.g. 1♥-1♠; 3♦ (18+ points)

Raising Responders Suite (Unbalanced)

- 4-5 cards and (12-15 level 1), (16-17 level 2), (18+ level 3) E.g. 1♥-2♣; 3♣ (12-15 points)

6-4 and 7-4 Hands (Unbalanced)

- 6-4 Hands : Open 6->4->6 (6 card suite, then 4 card suite, then 6 again when you get the chance)
- 7-4 Hands: Rebid just the 7 card suite again to emphasize the length. Ignore the 4 card suite

Stayman Convention (Responding to 2♣)

- Respond 2♦ If you have no 4 card major
- Respond 2♥ If you have 4♥ or 4♠.
- Respond 2♠ If you only have 4♠.

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Feel free to share or improve ☺

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Download (Note that Russell has 2 L's)

- PDF <https://tinyurl.com/RussellsBridgePDF>
- Powerpoint <https://tinyurl.com/RussellBridgePPT>

Responding to Partners opening Bid

Adjust Doubleton +1, Singleton +2, Void +3 (**Don't also include length** when adjusting) [6, 11]
A fit is 8 combined cards of a suite (you and partner). [6]
Must Respond with 5+ points otherwise pass. [6]

Same Suite [6]

- Raising Opening Suite (e.g. 1♥ to 2♥) : Fit and (5-9 to 2), (10-11 to 3), (12+ to 4) points [6]

Change Suite [6]

- E.g. 1♣ to 1♦ 4 cards and (5-9 level 1), (10+ level 2) points.
- Change suite at level 2 (e.g. 1♠ to 2♦) requires 4 cards and 10+ points.

NB. Partner cannot pass after an initial change of suite and must respond again.

Responding with 1NT [6]

- When cannot support partner & have no 4+ card suit at 1 level. Very common response showing 5-9 pts.
- 1NT response is not a forcing bid (unlike the change of suite bid).

Responding to 1NT and 2NT

- 1NT : 8,9,10+ rule - 8 points: pass, 9 : 2NT, 10+ : 3NT [7]
- 2NT : 4+ points bid 3NT, otherwise pass [7] 66% chance of making game

Responding to Take out Double D:

- Must respond with longest suit no matter how weak the hand [11]

Responding to 2♣ Club Opening [12]

- 0-6 pts or 7+ pts with no 5+ card suite bid 2♦ negative response [12]
- 7+ pts, 5 card suite bid best (long) suite (2♠, 2♥, 2♣, 3♦) positive response [12]
- Note that 3♦ not 2♦ is used to represent a positive ♦ response. [12]

Stayman Convention

- When partner opens 1NT and you have 9+ points and a 4 card major, bid 2♣

| 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+ |

[6, 7]

Lessons referenced at end of each line. E.g. [8] means Refer to Lesson 8

Opening Leads (NT)

Most common: **4th highest of longest and strongest.** [11]
Same as Suite Contracts except that the **sequence needs 3 touching cards** [KQJxx](#) [11]
If there aren't 3 in a row lead **4th highest.** [11]
Unsupported Ace: **Can lead 4th highest** but **never the Ace.** (Called *Underleading an Ace*) [11]

Opening Leads (Suits)

For lead purposes, **10 (T) is considered an honour card.** [10]
Top of a sequence (any 2 touching cards down to 10) [AKxx](#) [KQxx](#) [QJxx](#) [T98](#) [10]
Top of interior sequence (10 must be present) [KJTxx](#) [QT9x](#) [10]
Low from an honour (not below 4th highest) [K82](#) [Q964](#) [J8632](#) [T754](#) [Q96543](#) [K876](#) (No Ten - not a seq.) [10]
Top of a doubleton [86](#) [72](#) [94](#) [10]
MUD - **Middle Up Down from 3 cards.** Follow up with higher then lower card. [863](#) play [6](#), [8](#) then [3](#) [10]
4th highest from 4 small cards [9732](#) [8754](#) [10]
Never lead a suite with an unsupported Ace (Ace without King). Avoid the suite completely. [10]

Card Play

Playing 2nd hand: do not play high card immediately. 2nd hand low [12]
Playing 3rd hand: play highest card. 3rd hand high [12]
Card distribution [7]

- Even cards likely slightly unevenly distributed e.g. [\(4,2\)](#) not [\(3,3\)](#) [7]
- Odd cards likely evenly distributed e.g. [\(2,1\)](#) or [\(3,2\)](#) [7]

The Finesse Play small cards towards larger cards to try and draw out a high card [12]