

↑=jump, ↓=nonjump, ⇄=reverse, 3♠=raise p's suit, 3♠=raise own suit, 3♠=unbid suit, 3♠=enemy suit, s=any suit, x/y/z/w=different suits
!=forcing 1 round, !=forcing 2 rounds, ?=game invite, %=game forcing, ♣=slam invite, ×=sign off, G=game bid

1 Main Strategy

- Open 5-card majors, Strong 1NT (15–17p)
- Stayman Convention and Jacobi Transfers
- Honors points (4–3–2–1)
- Long suit points (1 ea. cd. after 4)
- Short suit points (3–2–1 only after fit)
- Balanced = 4-3-3-3, 4-4-3-2, or 5-3-3-2
- Semibalanced may have two doubletons

2 Openings

- 1♣♦ 13–22p, 3+
1♥♠ 13–22p, 5+
 • if only one 5-cd suit, bid it (unless 4 strong ♦'s and 5 weak ♣'s and ≤16p, then bid ♦)
 • if 5/5, bid higher ranking suit (unless ♣/♦ and ≤14p, then bid ♣)
 • if 5/6, bid long suit unless shorter suit ranks higher and ≤16p (unless 6 ♣'s and 5 ♠'s, then always bid ♣ first)
 • if only 4-cd suits, bid longest minor (♦ for 4/4 minors, ♣ for 3/3)
- 1NT 15–17p, balanced, 3 suits stopped
 2♣! ≥23p **strong**
 2♦♥♠ 5–11p, 6-cd suit, **weak**
 2NT 20–22p, balanced, all suits stopped
 ≥3s 0–8p, 7-cd suit, **preempt**
 3NT Acol, 16–21p, solid minor (7-cd)
 2 side suits stopped,
 no voids or worthless singletons

2.1 3rd and 4th seat

- 3rd: rule of 20 (open if HCP+2 suits≥20)
- 4th: rule of 15 (open if HCP+♠'s≥15)

3 Responses to NT

3.1 To 1NT

Responder is captain.
 PASS ≤8p
 2♣! Stayman, ≥8p, 4-cd major
 2♦♥! Jacoby, 5-cd major
 2NT? 9–10p, semibalanced, invite
 3♣♦× bust, long minor, sign off
 3NT 11–15p semi-balanced
 4NT♣ ≥16p, slam invite

3.2 To 2NT

PASS ≤4p
 3♣! Stayman, ≥4p, 4-cd major
 3♦♥! Jacoby, 5-cd major
 other bids natural

3.3 After enemy DBL

Stayman and Jacoby are OFF
 Only strong response is RDBL
 PASS ≤8p, balanced
 2s ≤8p, 5-cd suit
 RDBL >8p

3.4 After enemy overcall

Stayman and Jacoby are OFF
 2s 6–9p, 5-cd suit
 3s 6–9p, 6-cd suit if not a jump
 jump 10–11p, 5-cd suit
 DBL ≥8p, ≥4 trump
3♦♥ Stayman at 3-level if 3♦ or 3♥,
 must have ≥9p, opener bids 3NT
 to deny biddable 4-cd major

4 Stayman 1NT-2♣!

non-forcing (weak 4♦/4♥/4♠ okay) → PASS
 otherwise, responder has ≥8p and 4-cd major
 also 2NT-3♣! or 2♣-2♦-2NT-3♣!
 →4♣♦ strong (NOT Gerber), 3♥♠ w/ less pts

4.1 Opener's rebid

2♦ No 4-cd major
 2♥ 4 ♥'s, maybe 4 ♠'s
 2♠ 4 ♠'s, ≤3 ♥'s

4.2 Responder's rebid

2♥♠? 5/4 majors (5 in new), 8–9p, invite
 2NT 8–9p, wrong major (has ♠ if rejected ♥)
 3♣♦? 5-cd minor, ≥10p, maybe no 4-cd major
 →3NT discourages slam
 →any other response is slam try
3♥♠; 5/4 majors (5 in new), ≥10p
 →game bid discourages slam
 →cuebid ace or other bid for slam try
 3NT no fit (→4♠ if 4/4 majors)
 4♣!♣ Gerber, slam try asking for aces
4♥♠× sign off in long unfitted major
 4NT♣ quantitative raise (no fit), slam try

4.3 Interference after 2♣!

DBL PASS 4 ♣'s
 RDBL 5 ♣'s
 2♦ rescue
 normal responses on too
 o/c 2♥♠ still on if available
 DBL for penalty with 4 trump
 PASS →partner may DBL w/ 4 trump,
 →or bid NT w/ other suit

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5 Jacoby 1NT-2♦♥!

- sometimes 2♠ is transfer to ♣
- shows 5-cd major, any strength
- opener **MUST complete** transfer by bidding next possible suit bid, and MAY opt to **bypass** directly to the 3-level with 4-cd support and maximum 1NT opening

5.1 Responder's rebid

After normal completion (2♥♠):

PASS	bust, sign off (<8p)
2♠?	after 2♥, 5/5 majors, invite
2NT?	→PASS(2NT), 3♥♠, 3NT, or 4♥♠
3♣♦%	4-cd suit (slam?)
3♥%	after 2♠, 5/5 (slam?)
3♥♠?	6-cd suit
3NT%	→PASS(3NT) or 4♥♠
4♥♠×	6-cd suit, sign off
4NT♣	slam invite (NOT Blackwood) →to deny: PASS or 5♥♠

After opener bypasses (3♥♠):

PASS	game still hopeless
G	sign off
↓s!	slam try, shows control
4NT!	Blackwood

5.2 Over 2NT (or 2♣-2♦-2NT)

- note that 3♠ and 4♥ are *reversed*!

3♠♣	after 3♥, shows 5/5 with slam interest
3NT%	choice of game (3NT or 4♥♠)
4♥%	after 3♠, shows 5/5, <u>no slam interest</u>
4♣♦♣	4-cd suit, slam interest
4NT♣	quantitative raise (NOT Blackwood)

5.3 Interference

interference after transfer request:

DBL	PASS	routine, partner completes
	RDBL	strong/penalty
	2♥♠	3-cd fit (& lead pref.)
		after PASS or RDBL, responder may RDBL or PASS to play, or a normal rebid, or 2 of own suit to sign off
o/c	bypass	with <i>good</i> support
	DBL	penalty
	PASS	routine: partner may rebid normally, DBL w/ general strength, or PASS

6 Preemptive Openings ≥3x

- unfavorable vulnerability: overbid 2 tricks
- equal vulnerability: overbid 3 tricks
- favorable vulnerability: overbid 3–5 tricks
- consider trump honors w/ vulnerability
- don't preempt in 4th seat w/o good reason
- don't shift suits without amazing hand

Responding: count tricks, not points:

- trump honors (K, Q each full tricks)
- side quick tricks (A,A-K,A-Q,K-Q,K-X)
- voids or singletons count
- Q-X-X or worse is worthless

Responses:

↓x	a trump or two and a few tricks
3NT	good hand, stops, 2–3 cd fit in minor
4NT	Blackwood
↓y!	great hand, hope for game, ≈6-cd strong →raise ↓y w/ K-X or three small trump →rebid own suit ↓x otherwise →PASS if at game level (required)

7 Weak Two Bids 2♦♥♠

- no side 4-cd major (maybe 3rd/4th seat)
- caution with unfavorable vulnerability
- weak two bid is stronger from 4th seat

Responses (to 2x):

PASS	if nothing constructive
2NT!	strong hand, any distribution, forcing
↓y	7–13p, ≈6-cd strong suit, not forcing
3x×	trump support (3+), no defense
G×	strong hand, know where to play
competition: all meanings same (also may DBL)	

Rebids:

- **PASS after any raise, game, or slam!**
- PASS new suit, or raise w/ 3+ trump

rebids after to 2nt:

3x	minimum (5–7p)
3y	A, K, or Q in side suit y (9–11p)
3NT	original suit headed by A-K-Q

8 Strong Artificial 2♣

need 2–3 fewer points with great length

all rebids game-forcing except 2NT or self-raise

Responses:

2♦	0–7p, first negative
2♥♠/3♣♦	8+ p, best suit
2NT	8+ p, balanced hand

Rebids:

2NT?	23–24p, balanced (cf. 2NT opening) → Stayman/Jacoby are ON
3NT	25–27p, balanced
4NT♣	28–30p, balanced (NOT Blackwood)
↓s!	longest suit (higher ranking if =)

Second negative (after 2♦):

rebid cheapest minor/3NT w/ 0–4p, no ace

Other rebids after 2♦ (5–7p):

raise suit, new suit w/ 5+ cds, 2NT balanced

Rebids after positive response (8+ p):

game w/ minimum, else look for slam

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9 Responses to 1 of a suit

- this version is traditional: no limit raises

Unlimited responses

1♦♥♠!	1/1: 4-cd suit (6 ⁺ p)
↓2♣♦!!	2/1: 4-cd suit, force 2 rounds (10 ⁺ p)
↓2♥!!	2/1: 5 ♥'s, force 2 rounds (10 ⁺ p)

Preemptive 4–6p

↑↑x×	5 trump fit, interesting distribution
↑↑y×	7 trump w/ honors, independent suit
→partner will PASS or raise if confident	

Weak 6–10p

↓2♣♦	raise: 4-cd supp, denies 4-cd major
↓2♥♠	raise: 3-cd supp, denies higher major
(if very weak (6–7p, 3-cd), prefer 1NT)	
1NT	no fit, no 4-cd major @1-lvl

Invitational 11–12p

with fit: shift, then support suit to show values
with bal. hand: shift, then support or bid NT

Strong 13–19p

↑2NT%	13–15HCP, bal, unids stopped
	no 4-cd majors @1-lvl
↑3♣♦%	13–16p, 4 trump, no 4-cd major
↑3♥♠%	13–16p, 4 trump
↑3NT	16–18HCP, bal, stops, unwise
↑S	17–19p, 7 ⁺ trump or balanced+stops
only jump shift if know where to play,	
otherwise bid 1/1 or 2/1 and go fish	

Slam 20⁺p

do not jump; rather force with 1/1 or 2/1

9.1 Suit choice

- longest allowed suit
- 5/5 or 6/6: higher ranking first
- 4/4 or 4/4/4: bid up the line
- skip 5 ♦'s in favor of 4 ♥♠'s in weak hand

9.2 From a passed hand

weak/invitational bids the same

2NT	12HCP (11 w/ body)
2/1	requires 5-cd suit
↑s	jump raise 11–13p, 4-cd support
↑s!	13–15p (increased) w/ <i>good</i> fit
	bid long outside suit, slam try?
PASS	nonforce responses w/ submin opening

10 Raise (1x-2x, 6–10p)

min (13–16p): PASS

inv (17–19p):

↓3x?	invites 4x
↓y!?	new suit shows stopper, forcing
2NT?	balanced, unbid stoppers (esp if y=♣♦)
game (20–22p):	game (if known) or forcing ↓y!

10.1 Rebids

min=6–7p, **max**=9–10p

to reraise (3x):	min →PASS, max →4x
to new suit:	min →2NT/3x, max →↓z/3NT/4x
to 2NT:	min →PASS/3x, max →3NT/4x

11 Jump (13⁺p, game force)

- if ↑↑, then preempt→PASS w/ no support

jump raise (13–16p):

bid game/slam if obvious, else bid *below game*

new suit shows control

→ from minor, often try for 3NT over 5♣♦

2NT (13–15p): shows balanced hand, stoppers

→ show more suits to determine contract

jump shift (17⁺p): show features; next bid will reveal more about responder's suit

12 2/1 (1x-2y!!, 11⁺p)

2/1 is forcing two rounds (promises to bid again)
(in other words, *all rebids are forcing!*)

↓2z	4-cd suit, prefer non-reverse with 13–14p
2NT	13–16p, HCP, unbid stoppers, not barren
↓3z	15 ⁺ p, 4-cd suit
3y	≈4-cd minor support or 3 ♥'s (use care)
3NT	17–19p, balanced, unbid stoppers
2x	raise own suit as last resort (≤16p)
↑	may jump with 17 ⁺ p

12.1 Rebids

- rebid is required: discourage w/ 11–12p

1x-2y-3y (y=♣♦):

new suits=stoppers (try for 3NT) and are forcing

1x-2y-2x or **1x-2y-#z**:

↓y?	11–12p, decent 6-cd suit
↓x?	11–12p, 2-cd support if necessary
↓z?	11–12p, 4-cd support
2NT?	11–12p, unbid suits stopped
3NT	13 ⁺ p (less if z=2NT), bal, stoppers
↑%	13 ⁺ p jump, game forcing

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13 1/1 or 1NT (1 x -1 y , 6⁺p)

- if suits 6/4, give priority to majors
- pass 1NT response w/ minimum 13–16p

opener: 13–16=**min**, 17–19=**inv**, 20–22=**game**
 responder: 6–10=**min**, 11–12=**inv**, 13⁺=**game**

Minimum 13–16p

1z 4-cd suit (13–19p)
 1NT bal, 13–14p, no 4-cd major @1-lvl
 $\downarrow 2y$ 4 trump support (or strong 3)
 $\downarrow 2x$ 6 trump (or nothing else reasonable)
 $\downarrow 2z$ **not reverse** ($z < x$): 4-cd (13–19p)

Invitational 17–19p

1z 4-cd suit (13–19p)
 $\downarrow 2z$ not reverse ($z < x$): 4-cd (13–19p)
 $\downarrow 2z!$ **reverse** ($z > x$): 17⁺p, forcing 1 round
 4⁺-cd suit, 1st suit is **longer** (\neq)
 $\uparrow 2NT$ balanced, unbids stopped
 (may be semibalanced after 1NT)
 $\uparrow 3y$ 4 trump support
 $\uparrow 3x$ 6⁺ **good** trump

Game 20–22p

$\downarrow 2z!$ reverse ($z > x$), see above
 $\uparrow 3z\%$ jump shift, 4-cd (maybe 3)

13.1 After raise ($\downarrow 2y$, 13–16p)

min: PASS

inv: (11–12p)

2NT? 4 trump (\rightarrow PASS, 3 y , 3NT, or 4 y)
 $\downarrow 3x?$ only 4-cd y , but good fit to x
 $\downarrow z!$ \rightarrow 2NT/3 y =reject, others=%
 $\downarrow 3y?$ 5 trump fit

game: bid game/slam or force to investigate ($\uparrow?$)

13.2 After 1NT (13–14p)

min: find safe partscore (any non-rev, non-jump)

inv: 2NT, or over/under-bid

game: reverse=% or jump=% (1st suit longer)

13.3 After rebid ($\downarrow 2x$, 13–16p)

min: PASS unless 0–1 trump and 6-cd suit ($\rightarrow 2y$)

inv: (11–12p)

$\underline{z}!$ new suit forcing one round
 2NT unbid suits stopped
 $\underline{3x}$ adequate support (3 ♣♦'s, 2 ♥♠'s)
game: bid game if known, forcing new suit if not

13.4 After shift ($\downarrow z$, 13–19p)

(non-reverse: if $\# = 2$ then $z < x$)

min: 7–10p, usually bid again (PASS w/ 6)

1NT balanced, no fit yet
 $\downarrow 2x$ fit but not shown, or preferred doubleton
 $\downarrow 2z$ 4⁺-cd support
 these three only apply after 1NT response ($y = NT$):
 $\downarrow 3z$ 4⁺-cd support
 $\underline{2w}$ \approx 6-cd suit
 $\underline{3w}$ \approx 7-cd suit

inv: 11–12p, often no good rebid

2NT? (if $\# = 2$) last stopper

$\underline{w}!$ forcing if $y \neq NT$

$\downarrow 3z?$ 4⁺-cd support

$\uparrow?$ any jump bid from a *passed* hand

game: 13⁺p, any jump bid (%)

13.5 After reverse ($\downarrow 2z!$, 17⁺p)

- $z > x$, this bid is forcing

weak (6–8p): 2NT w/ last stopper, $\downarrow 3x$, or $\downarrow y$

game-forcing (9⁺p): \underline{w} , $\downarrow 3z$, $\uparrow 3NT$, or $\uparrow 4x$
 do not raise second suit (z) without 4 trump

13.6 After jump (17⁺p)

1 x -1 y -($\underline{3x}/\underline{3y}$) (17–19p):

\rightarrow PASS w/ $\lesssim 7p$, bid suit/NT game w/ $\gtrsim 8p$

1 x -1 y -2NT (17–19p):

\rightarrow PASS w/ $\lesssim 7p$, bid NT game or suit w/ $\gtrsim 8p$
 (after $y = NT$, probably 18–19p)

1 x -1 y - $\uparrow z\%$ jump shift, game forcing (20–22)

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14 Defense to one of a suit

- After RHO opens with $1x$ (NOT NT)

PASS with length in enemy suit

Direct overcalls

$1y$ 9–17p, strong 5⁺-cd suit (vuln, lead)
 1NT 15–17p, balnced hand, enemy stopper
 →responses same as to opening 1NT
 $\downarrow 2y$ 9–17p, strong 6⁺-cd suit (or distribution)
 need a few more points for 3-level overcall
 overcalling after 1NT requires stronger hand

Weak jump overcalls

STRONG after 1NT, RHO's PASS, or preempt
 $\uparrow y, \uparrow \uparrow y$ 0–10p, overbid 2/3/3–5, cf. openings

Direct cue-bids (Michaels)

must have $\leq 12p$ or $\geq 17p$ for Michaels cuebid
 otherwise just overcall and rebid w/ 13–16p
 $1\clubsuit\heartsuit!$ at least 5–5 majors
 $1\heartsuit!$ at least 5 ♠'s and 5 of unspecified minor
 $1\spadesuit!$ at least 5 ♥'s and 5 of unspecified minor

Unusual 2NT

must have $\leq 12p$ or $\geq 17p$ for unusual 2NT
 otherwise just overcall and rebid w/ 13–16p
 unusual after 1NT or strong 2 (artif. $2\clubsuit \rightarrow \clubsuit\heartsuit$)
 note: OFF after weak 2: shows 16–19p, balanced

2NT! shows $\geq 5-5$ in lower two unbid suits
 $\clubsuit \rightarrow \heartsuit, \heartsuit \rightarrow \spadesuit, \spadesuit \rightarrow \clubsuit$
 3NT× natural, long solid minor, enemy stopper
 AKQJxxx at minimum: count tricks
 4NT! unusual, $\geq 6-6 \rightarrow$ respond w/ best minor

Takeout Doubles

1S-DBL! 13⁺p, 3⁺-cd in all unbid suits
 need fewer points w/ 4-4-4-1, 5-4-4-0
 DBL! may show 18⁺p, any shape

14.1 Responses to direct o/c

- No direct overcalls are forcing

Raise partner's suit

need 3-cd support after $1x$, 2-cd after $2x$
 $2x$ 7–11p
 $3x$ 12–14p after $1x$; 7–11p after $2x$
 $4x$ 15⁺p after $1x$; 12⁺p after $2x$ (or preempt)

New suit after any overcall

$1z$ 8–13p, 5-cd suit
 $\downarrow 2z$ 8–13p, ≈ 6 -cd suit
 $\downarrow 3z$ 8–13p, strong 6-cd suit
 $\uparrow z$ 12–14p, strong 6-cd suit, non-forcing
 $\uparrow \uparrow z$ preempt (or strong game directly)

Notrump response

NT response suggests bal/semibal, unbid stops
 at least one enemy stopper is *required*
 1NT 8–11p
 2NT 12–14p after $1x$; 9–11p after $2x$
 3NT 15⁺p after $1x$; 12⁺p after $2x$

Cuebid response

cuebid is only possible forcing response
 expresses game interest, but need more info
 $2y!$ 15⁺p after $1x$; 12⁺p after $2x$

14.2 Responses to weak jump o/c

- Almost always **pass** a weak jump overcall!

Assume bidding was (LHO) $1y$ -(P) $2x$

$x \times$ raise with trump support
 $\downarrow z$ bid own *long, strong* suit if better
 NT very strong hand, stoppers in other 3 suits
 $\downarrow \downarrow!$ cuebid if unsure whether to bid game
 → $\downarrow x$ with minimal
 if RHO o/c's, maybe fight for partscore in x

14.3 Unusual 2NT(!)

A raise denotes either of partner's suits.

Responses

Assume weak ($\leq 12p$), partner will correct
 $\downarrow y \times$ no interest in game (may be doubleton)
 $\uparrow y$ shows good support, preemptive if $< G$
 $\downarrow x!i$ game or slam try
 →rebid *cheapest* suit if weak
 $\downarrow z$ independent suit, not forcing
 3NT to play
 4NT! i Blackwood (slam try)
 PASS only after DBL with no suit preference

Rebids (if weak)

PASS pass most hands unless cue-bid
 $\downarrow y$ raise one of own suits w/ 6⁺ trump

Rebids (if strong)

$\downarrow x!$ shows strong two-suiter
 → $\downarrow y \times$ reraise with nothing
 $\downarrow NT?$ shows stopper in opponent's suit
 $\downarrow z$ fourth suit shows strong two-suiter
 DBL in competitive auction is takeout, strong

14.4 Michaels Cuebid $2x!$

A raise denotes a known suit of partner.

Responses

responses same as unusual 2NT, except:
 2NT asks which minor suit after $\heartsuit\spadesuit$
 2NT? invitation to game after $\clubsuit\heartsuit$

Rebids

rebids same as unusual 2NT
 note: as long as minor unknown, 4NT still asks
 (Blackwood is OFF unless suits known or raised)