

Opening bids and rebid plans with balanced hands

Shapes: 4-3-3-3, 4-4-3-2, 5-3-3-2. No voids or singletons. Only one doubleton (may be worthless).

- 12-14 hcp Open 1 of a suit, planning to rebid 1NT (or 2NT after 2/1)
- 15-17 hcp Open 1 NT **Announce range**
- 18-19 hcp Open 1 of a suit, planning to jump rebid 2 NT (or 3NT after 2/1)
- 20-21 hcp Open 2 NT
- 22-24 hcp Open 2C, then rebid 2 NT
- 25-27 hcp Open 3 NT

Responses to opening 1NT (or 2NT or 2C-2D-2NT), no interference

2NT 8-9 hcp, balanced

3NT 10-14 hcp, balanced

2C Stayman: 8+ hcp, 4 card major(s)

Responses by opener:

- 2D = no 4 card major
- 2H = 4 hearts, maybe spades
- 2S = 4 spades, not hearts

Rebids by responder: 2S = 5+ spades, game invite

3C/3D = 5+ card & slam interest (15+pts)

2D, 2H Jacoby Transfer: 0+ hcp, 5+ card **Announce transfer**

Rebids by responder:

- pass = 0-7 pts
- 2 NT = 5 card, invitational
- Raise to 3H/3S = 6+ card invitational
- New suit at 3 level = natural, game force
- 3 NT = 5 card, choice of game
- Raise to 4H/4S = 6+ card, balanced, slam interest
- Other jump = splinter, slam interest**

2S Jacoby Transfer: 0+ hcp, 6+ card minor. Will correct if D

3C ?? Puppet Stayman: Game force, asking for 5card major

3D/3H/3S Splinter: void or singleton, 3 suiter, game force

4C Gerber

4D/4H Texas Transfer: 6+ card suit, no slam **Announce transfer**

Conventions NOT ADOPTED

- Smolen (5-4 in majors)

Responses to opening 1 NT after interference (a.i.)

Note: Take out double is NOT interference. Ignore it. Redouble is strong

- Cue bid is game forcing Stayman
- Double is for penalty, > 7 hcp
- No Jacoby or Texas transfers
- Conventions NOT ADOPTED
 - lebensohl

Opening with one of a major and rebid plans, **not GF**

13-21 points, 5+ card suit. 10-21 pts in 3rd or 4th position

10-15	6+ card suit	rebid suit
	partner support	raise partner
	balanced	bid lowest NT
	unbalanced	bid new suit
16-18	6+ card suit	jump rebid suit
	partner support	jump raise
	unbalanced	reverse in new suit
19-21		jump shift

Responses with support for suit:

raise to 2	6-9 pts, 3+ card support
raise to 3	10-11 pts, 4 card support
new suit, then raise or jump	10-11 pts, 3 card support
2 NT: Jacoby (game force)	12-15 pts, 4 card support

Opener rebids:

3 level, including new suit	slam interest
raise to game	sign off
3 NT	12-15 pts, balanced

Responses without support for suit:

New suit, 1 level (force)	6+ pts, 4+ card suit
New suit, 2 level (force)	10+ pts, 5+ card suit
1 NT	6-9 hcp, balanced or too weak for 2 level

Responses to one of a major when 2/1 game force is ON

1st or 2nd position, no interference

1 NT	6-12 pts
1 NT, then raise	6-7 pts, 3 card support
raise to 2	7-10 pts, 3 card support
raise to 3	11-12 pts, 4 card support
1 NT, then jump raise	11-12 pts, 3 card support
2 NT: Jacoby	13-15 pts, 4 card support
3 NT	13-15 pts, 4-3-3-3
jump to "4 level" (3S)	Splinter: void or single, 12-15 pts
jump below opener's 3 level	6+ card, invitational

Responses to one of a major in competition

raise to 3	< 7pts, 4+ card support
2 NT	natural
jump shift	weak
No splinters	

Negative double 6 (9) + pts if response at the 1 or 2 (3) level
 at least one 4 card unbid major or 5+ card but hand too weak to bid it
 If no major is unbid: 4+-4+ in minors
 Specifically, 1C-1D-X : 4+-4+ in majors

Assorted bids

New minor forcing After a sequence beginning 1m – 1 M – NT, responder's second bid of a new minor asks for (1) 3 card support of the major, (2) four card other Major, (3) cheapest available bid

Opening with one of a minor

1 C/1D- open better (longer) minor, 1D with 4-4, 1C with 3-3
 inverted minor raises

Two-level openings

2C 22+ pts or equivalent

Response: 2D waiting

2D/H/S 6 card, QJTxxx or better

Response: 2NT asks for feature or rebid or 3NT (AKQxxx)

RONF (new suit = one round force)

Overcalls, etc.

One level overcall: 9-16 hcp, 5+ card suit, QJxxx +

Responses: 8-9 pts, single raise

8-9 hcp, 5+ card suit, new suit

10+ hcp: cue bid

Two level overcall: 13-16 hcp, 5++ card suit

1 NT: 15-18 hcp, balanced hand, opponent suit stopped

Double: 13+ dummy pts, support for unbid suits or 18+. Forcing.

Responses:

0 to 8 pts

4+ card major. Otherwise, 4+ card minor.

9- 11 pts

jump in 4+ card major or jump in 4+card minor.

12+ pts

jump to major game or cue bid opponent

8-10 hcp, stopper 1 NT

11-12 hcp, stopper 2 NT

13+ hcp, stopper 3 NT

Cue bid opponent

Michaels, 5-5 or better in top 2 unbid suits

Jump in no trump

Unusual NT, 5-5 + in lowest 2 unbid suits

In balancing position,

3 points less

Opening leads against no trump

Priorities

1. Five-card or longer suit
2. Safe honor sequence
3. Four cards <i>without</i> ace or king
4. Worthless three cards
5. Worthless doubleton
6. Unsafe honor sequence
7. Four cards with ace or king

Opening leads against suit

Priorities

1. Suit headed by ace-king
2. Singleton <i>if you desire a ruff</i>
3. Safe honor sequence
4. Long suit <i>without</i> ace or king
5. Safe trump lead
6. Unsafe honor sequence
7. Worthless doubleton
8. Worthless three cards
9. Long suit with ace or king