

OPENING BIDS

RESPONDING BIDS

OPENER'S REBIDS

BALANCED HANDS (Point Counts Shown are High Card Points)				
12-14	Open 1 of a suit (1♣ or 1♦ if no 5 card major) then rebid NT		See responses to opening bids of one of a suit	Give a single raise with 4 card support for responder's suit. Show a 4 card major at the one level. Otherwise rebid NT at the lowest level. Pass if the response was 1NT.
15-17	Open 1NT	0-7 8-15 16-17 0-7 8+ 8-9 10+	Balanced: Pass Balanced (or unbalanced 5+ minor): 8-9 2NT, 10-15 3NT Balanced: 4NT invitational to 6NT Unbalanced: Transfer (see overleaf) then Pass (2♣ is reserved for 'Stayman' convention - see overleaf) With 4 card major suit bid 2♣ (Stayman) With 6+ card major transfer then bid three of the major, invitational. With 5 card major transfer then bid 2NT, invitational. With 6+ card major transfer then bid game in the major. With 5 card major transfer then bid 3NT.	Raise 2NT to 3NT with 17 points, otherwise Pass. Raise 4NT to 6NT with 17 points, otherwise Pass. Transfers (see overleaf): Bid 2♥ when partner bids 2♦ Bid 2♠ when partner bids 2♥ Bid 3♣ when partner bids 2♠ Raise partner's invitational bid with 17 points. Convert partner's NT bid (in a transfer sequence) to major suit contract when holding 3+ cards in the major.
18-19	First open one of a suit then jump rebid NT		See responses to opening bids of one of a suit	Jump rebid NT (except with 4 cards in responder's major).
20-21	Open 2NT	0-3 4-11 12	Pass Balanced or long minor: Bid 3NT With 6+ card major suit transfer then bid game in the major. With 5 card major suit transfer then bid 3NT. With 4 card major suit bid 3♣ (Stayman) Balanced: 4NT invitational to 6NT	Raise 4NT to 6NT with 21 points, otherwise Pass. Transfers (see overleaf): Bid 3♥ when partner bids 3♦. Bid 3♠ when partner bids 3♥ Convert partner's NT bid (in a transfer sequence) to major suit contract when holding 3+ cards in the major.

UNBALANCED HANDS (Point counts shown below are Total Points except where shown When raising partner's suit, add Short Suit Points instead of Long Suit Points.)

13-21	<p>OPENING BIDS OF ONE OF A SUIT</p> <p>Open all hands with 13 Total Points. With 12 Total Points use the Rule of 20 test (see below).</p> <p>With a 5 card or longer suit: Bid the longest suit. Bid the higher ranking of suits of equal length.</p> <p>With no five card or longer suit: Bid the longer minor (may be only 3 cards). Bid 1♦ with 4 clubs and 4 diamonds Bid 1♣ with 3 clubs and 3 diamonds.</p> <p>Rule of 20 With 12 Total Points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.</p>	0-5 6-9 10-12 13+ 6+ 11+ 19+ 6-10 11-12 13-15	<p>Pass</p> <p>Three or more cards in openers major suit Raise to two level Raise to three level Bid a new suit</p> <p>Bid a new suit (forcing) Bid 4+ card suit at the one level (need 11+ to bid at two level). Bid a new suit at the two level with 5+ card major suit or 4+ card minor suit <u>but only if you can't bid at the one level.</u> (With less than 12 HCP bid 4 card major at the one level in preference to bidding longer minor suit at the two level) Jump bid in a new suit. Must be 5+ card suit.</p> <p>If none of the above are possible, raise partner's minor suit or bid No Trumps Bid 1NT - need not be balanced. Bid 2NT* with balanced hand. * See note overleaf about Bid 3NT* with balanced hand. 2NT and 3NT responses.</p>	13-15 16-18 19-21	<p>After same suit response If max combined points below game, pass. If game possible if partner max, raise 1 level to invite game. If game is certain even if partner minimum, bid game. If partner raised to two of minor, bid 3NT with 19-21.</p> <p>After a new suit or 1NT response Raise responder's major suit with a 4+ cards. Bid a new suit at the one level if possible. Bid a new lower ranking suit at the two level. Rebid your own suit (usually 6+ cards but sometimes 5) If responder bid 1NT, pass with less than 6 card suit.</p> <p>Jump support responder's major with 4+ cards (or with 3 cards if the response was 2♥). Bid a new suit 'above the barrier'. Bid a new lower ranking suit at the two level if no 'above the barrier bid is available'. Notice this bid shows 13-18 range. Jump rebid own suit with 6+ cards.</p> <p>Bid game in partner's major suit with 4+ cards. Otherwise jump bid in a new suit or bid game in own suit or 3NT.</p>
5-10 HCP	OPENING BIDS OF 2♦, 2♥ or 2♠ ("Weak Twos"): Needs six card suit with good suit quality and a hand with less than 13 total points. Should have no outside four card major.	0+ 15+	Raise to the three level with 3 card support Raise to the four level with 4 card support or if game is certain opposite a minimum hand. Bid 2NT to find out more from partner or bid a new suit (forcing). Bid 3NT to play if game is certain.	5-7 8-10	Raises are pre-emptive and not invitational so pass if partner raises. After a 2NT response: Bid three of own suit with minimum hand. Bid a suit containing an Ace or King or bid 3NT with two of the top three honors in trumps
22+	OPENING BID OF 2♣ 22+ total points unbalanced or 22+ HCP balanced	0-7 8+	Bid 2♦ (negative response). ...or with any 1 Ace and 1 King make a positive response.		Over 2♦ bid 2NT with 22-24 balanced (not forcing). Any other rebid is forcing to game.
5-10 HCP	PRE-EMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with good suit quality and no four card major. Less than 13 total points. With 8 cards, open four of the suit.	0-15 16+	Less than 3 card support, PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		Don't bid again unless responder bid a new suit (forcing).

OVERCALLS

Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponent's suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points.
16+	With 6 card suit, first double then rebid 6 card suit.
Simple Overcall	Must be a five card suit (containing two honors if minimum points). Avoid overcalling with 5332 shape unless hand or suit is strong.
8-16 HCP	Bid at the one level.
10-16 HCP	Can bid at the two level if necessary. Only bid a 5 card suit at the two level if it is very strong. (With 16+ and a 6 card suit, first double then rebid the suit). Similar principles apply after a 1NT opening.
Jump Overcall 5-10	A six card suit containing two honors if jump is at 2 level. A seven card suit with two honors if jump is at 3 level.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump <i>two levels</i> (double jump). Use with caution if vulnerable!
1NT Overcall 15-18	A balanced hand with a stopper in the opponent's suit. (With 19+ and balanced hand, first double then rebid NT at lowest level)
Double of 1NT. 16+	This is always a penalty double. Any shape hand.

NOTE ABOUT 2NT AND 3NT RESPONSES TO 1 OF A SUIT
We have used the modern 'limit' style, but in traditional SAYC they show 13-15 and 16-18 points respectively. Check with your partner which style you are using before you play. If in doubt try to find a new suit bid and follow up with 2NT or 3NT on the next round.

RED SUIT TRANSFERS

Use in response to 1NT opening, 2NT opening and 1NT overcall when you have a 5+ card major suit. Bid \heartsuit for hearts, bid \spadesuit for spades. NT bidder must bid next suit, e.g. 1NT pass $2\heartsuit$ pass $2\spadesuit$
With no chance of game: transfer and then PASS.

Game going hand and 6+ cards: transfer then bid game in major.

Game going hand and 5 cards: transfer then bid 3NT. Partner will convert to major suit game with 3 card support.

Invitational hand and 6+ cards: transfer then bid three of major.

Invitational hand and 5 cards: transfer then bid 2NT.

Transferring to clubs or diamonds: With a weak hand and a 6+ card minor suit bid $2\clubsuit$ over 1NT. The 1NT bidder must bid $3\clubsuit$, which responder either passes or converts to $3\heartsuit$.

RESPONDING TO OVERCALLS

0-8	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit.
6-10	1NT if balanced with 1 stopper in enemy suit. 11-12, 2NT
9-12	Jump bid in your longest suit.
13+	Cue bid opponent's suit or bid game in own 6+ card suit.
13-15	Bid 3NT if balanced with stopper in opponent's suit
0-9	After an overcall at the one level with support: With 3+card support raise to the level of the fit.
10+	Cue bid opener's suit to find out more about partner's hand.
0-8	After an overcall at the one level without support: Pass without 3 card support
9+	Bid a very good new 5+ card suit (not forcing).
9-12	Bid 1NT with a stopper in opponent's suit.
13-14	Bid 2NT with a stopper in opponent's suit. 15+ Bid 3NT
	After an overcall at the two level: Responses are similar to when partner opened the bidding
6-10	With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT.
11+	Bid game with a fit or 2NT. Bid 3NT with 13+ and no fit.
	Respond in the same way as an opening pre-emptive bid.
	Respond in the same way as an opening bid of 1NT.
0-4	If very unbalanced, bid your longest suit.
5+	Generally pass.

STAYMAN

Bid $2\clubsuit$ in response to 1NT opening to check if you have a major suit fit. Partner's responses are $2\heartsuit$ = no 4 card major,
 $2\heartsuit$ = 4 hearts, $2\spadesuit$ = 4 spades.

Usually need 8+ points to respond with Stayman because you must have an honest rebid if partner bids $2\heartsuit$ (i.e. 2NT with 8-9). But you can use Stayman with 0-7 if 4-5 or 5-4 in the majors because you can sign off in the 5 card major after $2\heartsuit$ reply.

BLACKWOOD

A bid of 4NT is asking for Aces.

The responses are $5\clubsuit$ =0 or 4, $5\heartsuit$ =1, $5\spadesuit$ =2, $5\heartsuit$ =3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam.

GERBER

A bid of $4\clubsuit$ over an opening bid of 1NT or 2NT asks for Aces. The responses are $4\heartsuit$ =0 or 4, $4\heartsuit$ =1, $4\spadesuit$ =2, 4NT=3. Now $5\clubsuit$ asks for Kings. Give the same responses at the 5 level.

NO FEAR BRIDGE CHEAT SHEET AMERICAN STYLE FIVE CARD MAJORS AND STRONG 1NT (15-17)

HAND VALUATION

High Card Points (HCP): Ace=4, King=3, Queen=2, Jack=1.

Long Suit Points: One point for every card more than four.

Short Suit Points: (with a trump fit only): Void=5,

Singleton=3, Doubleton =1.

Use Short Suit Points **instead** of Long Suit Points when raising partner's suit.

Total Points (TP): High Card Points + Long Suit Points OR
High Card Points + Short Suit Points

CONTRACT LIMIT GUIDE

Approximate points required to bid to various levels:

Part scores: 19-24. Major Suit games and 3NT: 25+.

Minor Suit games: 29+. Small Slam: 6 in Suit 31+, 6NT 33+

Grand Slam: 7 in Suit 35+, 7NT: 37+

SCORING

Tricks bid and made	UnDbl	Dbl	ReDbl
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120

Undertricks

Not vulnerable - First trick	50	100	200
- Second and third trick	50	200	400
- Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
- Second & subs. trick	100	300	600

Bonuses

Part-score contract bid and made	50
Game bid and made - not vulnerable	300
- vulnerable	500
Small slam bid and made - not vulnerable	500*
- vulnerable	750*
Grand slam bid and made - not vulnerable	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

* Slam bonuses are in addition to game bonuses.

Overtricks

Undoubled - Trick value

Doubled - 100 each if not vulnerable, 200 each if vulnerable

Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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