

NATURAL BIDDING

OPENING

WITH	OPEN	TEMPO	REBID
Average hand or worse (< 13 pts), no good suit	Pass	None	Only as responder
Above-average hand (13–21 pts) and No 5+ card major, 13–18 pts	1♣, 1♦	Asks for 4-card major	<ul style="list-style-type: none"> • Cheapest NT with balanced minimum • Rebidding a suit promises 1 more card • Bidding a new suit is forcing for 1 round • Jump in a bid suit with 16–18 pts and 6+ cards in your suit or 3+ card support • Bid suits in reverse order with 16–18 pts
5+ card major, 13–18 pts	1♥, 1♠	None	
<i>With 2 biddable suits: Weaker hands open the longest or the higher-ranking of two equally long suits. Stronger hands “reverse” by opening the lower-ranking suit.</i>			
Balanced distribution, 16–18 HCP	1NT	None	Let partner place the contract; bid only when asked to respond
19–21 pts	1 of a suit	None	Double jump raise of your or partner’s suit; jump in new suit or notrump
Strong hand (22+ pts or 8+ tricks) and Unbalanced distribution	2-level	Game force	Jump straight to game with minimum; show strength by rebidding, bidding side suits
Balanced distribution, 22–24 HCP	2NT	Game invite	Let partner place the contract
Balanced distribution, 25–27 HCP	3NT	None	Let partner place the contract
Weak hand (7–10 pts) but some strength in a 7+ card suit	3- or 4-level	Discouraging	Let partner place the contract

OVERCALLING

WITH	BID	TEMPO	REBID
8–17 pts, mostly in a 5+ card suit	Suit at cheapest level (2-level shows extra pts, trump)	None	As if opened
13+ pts , strength in all unbid suits or any very strong hand (18+ pts)	Double (Takeout double)	1-round force	Follow partner’s lead with minimum; cuebid to force game
16–18 HCP, balanced , stopper in opponent’s suit	1NT	None	Let partner place the contract; bid only when asked to respond
Weak hand (7–10 pts), 7+ card suit	3 or 4 of the suit	Discouraging	Let partner place the contract

RESPONDING

To	WITH	BID	TEMPO
1 of a minor	No strength (0–5 pts)	Pass	None
	6–12 pts and a good suit	New suit at cheapest level (Prefer major suits; 2-level shows 10+ pts)	1-round force
	13+ pts and a good suit	Jump in new suit	Game force
	Balanced hand, no 4+ card major, and 6–9 HCP	1NT	None
	10–12 HCP	2NT	Game invite
	13–15 HCP, strength in unbid suits	3NT	None
	16+ HCP, strength in unbid suits	Jump in new suit (bid NT next)	Game force; slam invite
	4+ card support, no 4+ card major, unbalanced, and 6–11 pts	2 of the suit	None
	12–14 pts	3 of the suit	Game invite
	15+ pts	4 of the suit	Game force; slam invite
1 of a major	No strength (0– 5 pts)	Pass	None
	3+ card support for partner’s suit and 6–9 pts	2 of the suit	None
	10–12 pts	3 of the suit	Game invite
	< 10 pts, 5+ card support	4 of the suit	None
	13+ pts	New suit at cheapest level (jump in partner’s suit next)	1-round force
	No support for partner’s suit, unbalanced and 6–12 pts	New suit at cheapest level (2-level shows 10+ pts)	1-round force
	13+ pts, good suit	Jump in new suit	Game force
	No support for partner’s suit, balanced and 6–9 HCP	1NT	None
	10–12 HCP	2NT	Game invite
	13–15 HCP	3NT	None
16+ HCP	Jump in new suit (bid NT next)	Game force; slam invite	

Responding continues on next page

RESPONDING (CONT.)

To	WITH	BID	TEMPO	
1 NT	A balanced hand and	0–7 HCP	Pass	None
		8–9 HCP	2NT	Game invite
		10–14 HCP	3NT	None
		15–16 HCP	4NT	Small slam invite
		17–18 HCP	6NT	Discouraging
		19+ HCP	4♣ (Gerber)	Conventional
	Unbalanced hand and	0–8 pts, no good suit	Pass	None
		0–8 pts, unbalanced with a long suit	2♦, 2♥, 2♠, 3♣	Discouraging
		8+ pts, 1 or both 4-card majors	2♣ (Stayman)	Conventional
		9+ pts, long suit	3 of the suit	Game force
2 of a suit	No strength (0–5 HCP)	2NT	Discouraging	
	Some strength (6+ HCP)	New suit at cheapest level or 3NT	Slam invite	

COMMON CONVENTIONS

NAME	BID	USED WHEN	RESPONSE
Stayman	Cheapest club response after notrump opening (e.g., 1NT—2♣)	Responder has 8+ pts and wants to know whether opener has a 4-card major	Opener bids a 4-card major if s/he has one, diamonds if not, and hearts if both
Blackwood (Gerber)	Jump to 4NT (4♣ in notrump)	You want to know how many aces (and kings) partner has	1 step = 0 or 4 aces 2 steps = 1 ace 3 steps = 2 aces 4 steps = 3 aces 5NT (5♣) asks for kings

OPENING LEADS

Lead your **partner's bid suit**

Lead **trump** to prevent declarer from ruffing

Lead from **strength (top of a sequence)** in any contract to establish winners: **A** K, **K** Q J, **I** T 9 x, **K** **I** T 9, etc.

Lead from **length (4th best)** in a notrump contract to establish a long suit: x x x **x** x, x x x **x**

Lead from **shortness (singleton or doubleton)** in a trump contract if you have trump losers

STANDARD AMERICAN–YELLOW CARD BIDDING

OPENING

WITH	OPEN	TEMPO	REBID
Average hand or worse (< 12 pts), no good suit	Pass	None	Only as responder
Above-average hand (13–21 pts) and No 5+ card major, 13–18 pts	1♣, 1♦	Asks for 4-card major	<ul style="list-style-type: none"> • Cheapest NT with balanced minimum • Rebidding a suit promises 1 more card • Bidding a new suit is forcing for 1 round • Jump in a bid suit with 16–18 pts and 6+ cards in your suit or 3+ card support • Bid suits in reverse order with 16–18 pts
5+ card major, 13–18 pts	1♥, 1♠	None	
<i>With 2 biddable suits: Weaker hands open the longest or the higher-ranking of two equally long suits. Stronger hands “reverse” and open the lower-ranking. Open 1♣ if 3-3 in the minors.</i>			
Balanced distribution, 15–17 HCP	1NT	None	Let partner place the contract; bid only when asked to respond
19–21 pts	1 of a suit	None	Double jump raise of your or partner’s suit; jump in new suit or notrump
Strong hand (22+ pts or 8+ tricks) and Unbalanced distribution or 22–24 HCP balanced	2♣	1-round force	Best suit or NT if balanced
Balanced distribution, 20–21 HCP	2NT	Game invite	Let partner place the contract; bid only when asked to respond
Balanced distribution, 25–27 HCP	3NT	None	Let partner place the contract
Weak hand (5–11 pts) with strength in a 6+ card ♦, ♥, ♠ suit	2-level	Discouraging	Rebid suit with minimum or show a feature or bid 3NT with maximum
7+ card suit	3-level	Discouraging	Let partner place the contract

OVERCALLING

WITH	BID	TEMPO	REBID
8–16 pts, mostly in a 5+ card suit	Suit at cheapest level	None	As if opened
13+ pts, strength in all unbid suits or any very strong hand (17+ pts)	Double (Takeout double)	1-round force	Follow partner with minimum; cuebid to force game
15–18 HCP, balanced , stopper in opponent’s suit	1NT	None	Let partner place the contract; bid only when asked to respond
Weak hand (7–10 pts), 6+ card suit	Jump in the suit	Discouraging	Let partner place the contract
5-5 in the lowest unbid suits	2NT (Unusual)	Conventional	Any rebid shows a strong hand
5-5, including the highest unbid suit	Cuebid (Michaels)	Conventional	Bid other suit after 2NT

RESPONDING

To	With	Bid	Tempo
1 of a minor	No strength (0–5 pts)	Pass	None
	6–17 pts and a good suit	New suit at cheapest level (Prefer major suits; 2-level shows 10+ pts)	1-round force
	18+ pts and a good suit	Jump in new suit	Slam invite
	Balanced hand, no 4+ card major, and 6–10 HCP	1NT	None
	13–15 HCP, strength in unbid suits	2NT	Game force
	16–17 HCP	3NT	None
	18+ HCP, strength in unbid suits	Jump in new suit (bid NT next)	Game force; slam invite
	4+ card support, no 4+ card major, unbalanced, and 6–11 pts	2 of the suit	None
	12–14 pts	3 of the suit	Game invite
	1 of a major	No strength (0– 5 pts)	Pass
3+ card support for partner’s suit and 6–10 pts		2 of the suit	None
10–12 pts		3 of the suit	Game invite
< 10 pts, 5+ card support		4 of the suit	None
13+ pts		2NT (Jacoby)	Conventional
No support for partner’s suit, unbalanced and 6–17 pts and a good suit		New suit at cheapest level (2-level shows 11+ pts)	1-round force
18+ pts and a good suit		Jump in new suit	Slam invite
No support for partner’s suit, balanced and 6–10 HCP		1NT	None
15–17 HCP		3NT	None
11–14 or 18+ HCP		New suit at cheapest level (jump in NT next if 18+)	1-round force

Responding continues on next page

RESPONDING (CONT.)

To	WITH	BID	TEMPO
1 NT	Balanced hand and		
	0–7 HCP	Pass	None
	8–10 HCP	2NT	Game invite
	11–14 HCP	3NT	None
	15–16 HCP	4NT	Small slam invite
	17–18 HCP	6NT	Discouraging
	19+ HCP	4♣ (Gerber)	Conventional
	Unbalanced hand and		
	0–8 pts, no good suit	Pass	None
	8+ pts, 1 or both 4-card majors	2♣ (Stayman)	Conventional
	5+ card major	2♦, 2♥ (Jacoby transfer)	Conventional
	Weak hand, 6+ card minor	2♠ (transfer)	Forces 3♣; pass or correct
	8–10 pts, 6+ card minor	3 of the minor	Game invite
	15+ pts, 6+ card major	3 of the major	Slam invite
2♣	No better bid	2♦ (waiting)	1-round force
	8+ pts, 5+ card suit	2♥, 2♠, 3♣, 3♦	Game force
	8+ HCP, balanced	2NT	Game force

CONVENTIONS

NAME	BID	USED WHEN	RESPONSE
Stayman	Cheapest club response after notrump opening (e.g., 1NT—2♣)	Responder has 8+ pts and wants to know whether opener has a 4-card major	Opener bids a 4-card major if s/he has one, diamonds if not, and hearts if both
Blackwood (Gerber)	Jump to 4NT (4♣ in notrump)	You want to know how many aces (and kings) partner has	1 step = 0 or 4 aces 2 steps = 1 ace 3 steps = 2 aces 4 steps = 3 aces 5NT (5♣) asks for kings
Jacoby 2NT	2NT over 1 of a major	You have game-forcing values with support and want opener to describe his hand	3 of the major = maximum 3 of a suit = singleton or void 3NT = medium 4 of the major = minimum
Jacoby transfers	The suit below your major after notrump opening (e.g., 1NT—2♦)	You have a 5+ card major but want the NT opener to be Declarer	2♥ over 2♦ 2♠ over 2♥ (Jump to 3-level with 4-card support, maximum values)