BRIDGE BASICS

HIGH LOW <u>A K Q J 10</u> 9 8 7 6 5 4 3 2 = 13 cards = 13 tricks. Majority is 7; bidding "1" includes the **book** of 6 tricks. HONORS

RANK	Suit	TRICK VALUE L	EVEL OF GAME (100 PTS)
Low	Clubs		
	• Diamonds Minors		5 level
	♥ Hearts		
	▲ Spades Majors	30 pts each	4 level
HIGH	NT Notrump	40 pts 1st trick, 30 pts all ot	hers 3 level

STRENGTH VALUE:	DISTRIBUTION	ALUE:
$\mathbf{A} = 4 \operatorname{HCP}$	Void (no cards in a suit)	= 3 pts
$\mathbf{K} = 3 \operatorname{HCP}$	Singleton (only 1 card in a suit)	= 2 pts
$\mathbf{Q} = 2 \operatorname{HCP}$	Doubleton (only 2 cards in a suit)	= 1 pt
$\mathbf{J} = 1 \operatorname{HCP}$		

10 High Card Points (HCP) in each suit 40 HCP in the entire deck 10 HCP = average hand

Since **notrump** hands should be **balanced** (no voids or singletons; no more than one doubleton), distribution points do **not** count in notrump.

EACH TRICK NEEDS ABOUT 3 PTS-EXTRA TRUMP COMPENSATE FOR LOW STRENGTH

Any 5-card or longer suit is biddable; any 4-card suit with a queen or better is biddable. Exception: Do not open a 4-card major.

FINDING A SUIT:

8 cards in a suit (between both your hands) is good enough in a trump contract

Try to be **balanced** in notrump

FINDING THE LEVEL:

Can you make game? 3NT or 4 of a major needs 26 pts (2 opening hands) 5 of a minor needs 29 pts (one trick more)

Can you make slam? Small slam (12 tricks) needs 33 pts (missing only one ace) Grand slam (13 tricks) needs 37 pts (missing no aces)

YOUR CARDS

YOUR HAND

NATURAL BIDDING

O P E N I N G				
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	 Cheapest NT with balanced minimum Rebidding a suit promises 1 more card Bidding a new suit is forcing for 1 round 	
5+ card major, 13–18 pts	1♥,1♠	None	 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 	

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.

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	Темро	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

WITH	BID	Темро
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
No strength (0– 5 pts)	Pass	None
3+ card support for partner's suit and6–9 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
	No strength (0–5 pts) 6–12 pts and a good suit 13+ pts and a good suit Balanced hand, no 4+ card major, and 6–9 HCP 10–12 HCP 13–15 HCP, strength in unbid suits 16+HCP, strength in unbid suits 16+HCP, strength in unbid suits 4+ card support, no 4+ card major, unbalanced, and 6–11 pts 12–14 pts 12–14 pts 12+ pts No strength (0– 5 pts) 3+ card support for partner's suit and 6–9 pts 10–12 pts < 10 pts, 5+ card support 13+ pts No support for partner's suit, unbalanced and 6–12 pts 13+ pts, good suit No support for partner's suit, balanced and 6–9 HCP 10–12 HCP	No strength (0–5 pts)Pass6–12 pts and a good suitNew suit at cheapest level (Prefer major suits; 2-level shows 10+ pts)13+ pts and a good suitJump in new suitBalanced hand, no 4+ card major, and 6–9 HCPINT10–12 HCP2NT13–15 HCB, strength in unbid suitsJump in new suit (bid NT next)4+ card support, no 4+ card major, unbalanced, and 6–11 ptsJump in new suit (bid NT next)4+ card support, no 4+ card major, unbalanced, and 6–11 pts2 of the suit 3 of the suit12–14 pts3 of the suit15+ pts4 of the suit15+ pts2 of the suit10–12 pts3 of the suit10–12 pts3 of the suit13+ ptsNew suit at cheapest level (jump in partner's suit, unbalanced and 6–9 pts6-12 pts3 of the suit13+ pts, good suitNew suit at cheapest level (jump in partner's suit, nubalanced and 6–12 ptsNo support for partner's suit, unbalanced and 6–12 ptsNew suit at cheapest level (jump in partner's suit next)No support for partner's suit, balanced and 6–9 HCPINT13+ pts, good suitJump in new suitNo support for partner's suit, balanced and 6–9 HCPINT10–12 HCP2NT

RESPONDING (CONT.)

То	WITH	Bid	Темро
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

 $5NT(5\clubsuit)$ 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: <u>A</u> K, <u>K</u> Q J, J T 9 x, K J T 9, etc.

Lead from length (4th best) in a notrump contract to establish a long suit: x x x <u>x</u> x, x x x <u>x</u>

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

STANDARD AMERICAN-YELLOW CARD BIDDING

O PENING				
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	 Cheapest NT with balanced minimum Rebidding a suit promises 1 more card Bidding a new suit is forcing for 1 round 	
5+ card major, 13–18 pts	1♥,1♠	None	 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 	

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 14 if 3-3 in the minors.

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	Темро	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

То	WITH	Bid	Темро
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	None
	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.)

Pass	
	None
2NT	Game invite
3NT	None
4NT	Small slam invite
6NT	Discouraging
4 ♣ (Gerber)	Conventional
Pass	None
2 4 (Stayman)	Conventional
2♦, 2♥ (Jacoby transfer)	Conventional
2♠ (transfer)	Forces 3♣; pass or correct
3 of the minor	Game invite
3 of the major	Slam invite
2 (waiting)	1-round force
2♥, 2♠, 3♣, 3♦	Game force
2 NT	Game force
	2NT 3NT 4NT 6NT 4* (Gerber) Pass 2* (Stayman) 2*, 2* (Jacoby transfer) 2* (transfer) 3 of the minor 3 of the major 2* (waiting) 2*, 2*, 3*, 3*

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 $5NT (5 \clubsuit)$ 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)