

HAND VALUATION

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

Long Suit Points: One point for every card more than 4.

Short Suit Points: (trump fit only): Void=5, Singleton=3, Doubleton=1. Only use Short Suit Points when raising partner's suit.

Total Points (TP): High Card Points + Long Suit Pts (when bidding) OR High Card Pts + Short Suit Pts (when FIT has been found)

CONTRACT LIMIT GUIDE - Approx. points required to bid to various levels:

Part scores: 19-24 **Major Suit games & 3NT: 25+** **Minor Suit games: 27+**

(1) THE BASICS (Standard 5 Card Majors):

OPENER'S FIRST BID	OPENER'S SECOND BID	RESPONDING TO 1NT	RESPONDING TO 1 OF A SUIT	COMPETITIVE BIDDING
<p>Open 1NT with 15-17 HCP & a balanced shape (4333, 4432, 5332)</p> <p>Open one of the longest suit with 13-20pts</p> <p>- Open 1♠ or 1♥ with 5+ cards in that suit</p> <p>- Open 1♦ with 4+ cards in diamonds</p> <p>- Open 1♣ with 2+ (3+) cards in clubs</p> <p>- Open the higher ranked suit with 5+/5+ shape</p> <p>Short Club - Open 1♣ with 3/2 shape in minors</p> <p>Better Minor</p> <p>- Open 1♦ with 4 / 4 (or 3/2) shape in minors</p> <p>- Open 1♣ with 3 / 3 shape in minors</p>	<p>SINGLE-SUITED (6+cards), bid suit again</p> <p>TWO-SUITED (5/4+) bid 2nd suit</p> <p>BALANCED, bid 1NT</p> <p>SUPPORT for responder, raise their suit;</p> <p>MINIMUM 13-15 bid at the most economic (lowest) level</p> <p>MEDIUM 16-18 jump one level</p> <p>MAXIMUM 19-20 jump to game</p>	<p>BALANCED 0-7pts Pass 8-9pts bid 2NT 10+pts bid 3NT</p> <p>UNBALANCED Consider Transfers or Stayman (highlighted below)</p>	<p>(1) With Fit (8+cards) 3 for a major, 4 for ♠s & 5 for ♣s Add short suit (dummy) points for suits other than trump suit.</p> <p>Doubleton (2 cards only) add 1 point</p> <p>Singleton (one card only) add 3 points</p> <p>Void (zero cards) add 5pts</p> <p>6-9/10pts raise to 2 in opener's suit 10/11-12pts jump to 3 in opener's suit 13+pts bid 4 or look for game</p> <p>(2) With no Fit</p> <p>- 6+pts bid own suit at 1 lvl (forcing so opener can't pass)</p> <p>- 12+pts bid own suit at the 2 level (forcing to game)</p> <p>- With 6-11pts - after 1♦/♥/♠ opening & can't bid own suit at 1 level, bid 1NT</p> <p>(2) No Fit & Not Playing 2/1</p> <p>- 6-9/10pts & can't bid own suit at 1 level, bid 1NT</p> <p>- 10+pts bid own suit at 2 lvl</p>	<p>Overcalls (check vulnerability) 8-16pts, 5+cards, good suit - 2 level o'calls need 12+tp - 1NT 15-18pts & stopper</p> <p>Responding: to 1 lvl Overcall</p> <p>(1) Fit (3+card support) 4-6pts 4 trumps jump to 3lvl 6-9pts raise a level 3+trumps 10-12/13pts jump raise / cue</p> <p>(2) No Fit (Non Forcing) 0-7pts Pass 8-11 1NT (stopper in opponent's suit), 12-14 2NT 8+ pts bid new suit</p> <p>To 2lvl o'call: 0-7 Pass, 8-13 raise/bid new suit, 14+ game</p> <p>Takeout Double 12+ pts - no 5 card suit - 3+ cards in other suits - max 2 cards in opener's suit.</p> <p>Responding to a Double 0-8pts bid longest suit (best a major) at cheapest level 9-11pts, jump bid best suit 12+pts, jump to game</p>

Responder's Suit Rebid Ranges: min. 6-9/10pts, medium 10/11-12pt jump a level, max. 13+pts bid game

BLACKWOOD	STAYMAN	TRANSFERS (announce)	WEAK 2 BIDS	STRONG 2C (alert)
<p>4NT = Ace ask after fit is found.</p> <p>Responses: 5♣ = 0 (Aces) 5♦ = 1 5♥ = 2 5♠ = 3</p> <p>If your side has all aces, then 5NT asks for Kings.</p>	<p>After a 1NT opening & holding 8+HCP, a 4 card major & a shortage, bid 2♣ to ask Opener if they have a 4 card major.</p> <p>Opener's Responses 2♦ with no major (alert) 2♥ with 4 cards (may also have 4♠) 2♠ with 4 cards</p> <p>Responder Responses: Fit: 3major 8/9, 4mjr 10+pts No Fit: 2NT 8/9, 3NT 10+pts</p> <p>Similarly, after a 2NT (20/21) opening, holding 5+HCP, a 4card major & shortage bid 3♣</p> <p>Same responses but at 3 lvl</p>	<p>If partner opens 1NT or 2NT, bidding suit below the genuine suit held shows 5+ cards, (any pts)</p> <p>1NT p 2♦ (= 5+♥) 1NT p 2♥ (= 5+♠)</p> <p>Opener then bids partner's actual suit, eg 1NT 2♦ 2♥ (or 1NT 2♥ 2♠). Next partner shows pts:</p> <p>0-7 Pass (0-4 over 2NT) 8/9 bid 2NT 10+ bid 3NT (5+pts over 2NT)</p> <p>If 6+cards in major then: 0-7 Pass 8/9 bid 3 major 10+ bid 4 major</p>	<p>Open 2♦/♥/♠ to show weak hands, with 6 cards in suit, 6-9/10 pts & a good suit (2 of top 3, or 3 of top 5 honours), ie. need at least 2 of AKQ, or 3 of AKQJ10.</p> <p>Responses: Pass - no support If weak then bid 3lvl with 3 trumps or 4lvl with 4 trumps Game with 16+HCP & 2+trumps in a major New suit with 16+HCP & 5 card suit</p>	<p>Bid 2♣ with hands too strong for 1lvl, either balanced or unbalanced. Initially need 22+pts.</p> <p>Responses: 2♦ "waiting" 0+pts 2♥/2♠/3♣/3♦ 8+HCP & good 5+ card suit</p> <p>Opener bids after 2♦: - Their 5+ card suit (forcing to game) or - 2NT if balanced (22-24)</p> <p>With more experience typically require 20+HCP or max 4 losers to open 2♣</p>



COUNTING WINNERS & LOSERS - Planning

- **A = Count your sure winners (& your losers in a suit contract), & decide how many tricks need to be developed.**
- **B = Decide how to develop extra tricks**
 - In NT via a) Promotion, b) Length, &/or c) the Finesse
 - In suit contracts, the above 3 methods & additionally
 - d) Use Trump Suit to reduce losers & develop side suits
 - e) Discarding Losers on Winners.
- **C = Consider the order of play, eg**
 - Which hand do you need to be in?
 - Do you have entries to reach your winners?
 - Should you draw trumps first?

OPENING BIDS - UNBALANCED HANDS (single or two suited)

Eg 6322 or 5422 (so not 4333, 4432, 5332 hand shapes)

< 6HCP	Pass
6-9/10HCP	Good 6 card suit consider Weak Two (eg 2D/H/S) Good 7 card suit consider Preempt (3C/D/H/S)
12-19 _{an} HCP	If 5+ card major open 1H/S If no 5 card major but 4+ diamonds open 1D If 4:4 in diamonds & clubs open 1D If 3:3 in diamonds & clubs open 1C (alert) If 3:2 Ds & Cs bid 1C (short club - alert) or 1D (better minor)
22+HCP	2C - Game Force. (More experienced make 20+ with good shape)
Remember	<ul style="list-style-type: none">• Rule of 20 (HCP + length in 2 longest suits = 20+)• Rule of 15 (in 4th seat after P P P - HCP + no. of spades)• Third seat light - only need 10+HCP• If 5:5 open higher suit

IMPROVE YOUR DEFENCE - OPENING LEADS

OPENING LEADS AGAINST 1NT - WHICH SUIT?

- If partner has bid, typically **lead** their suit, else
- Lead top of **3** card sequence of own long suit => promotion
- Lead **4th** highest of your longest & strongest suit => length
- Do not lead suits that have been bid by declarer or dummy
- If bidding goes 1NT 3NT consider leading a major

IMPROVE YOUR DEFENCE - OPENING LEADS

OPENING LEADS AGAINST SUITS - WHICH SUIT?

- If partner has bid, typically **lead** their suit, else
- Lead a strong sequence of own long suit => promotion
- Lead a singleton if unbid suit or partner may have Ace
- Lead **4th** highest of your longest & strongest suit => length
- Lead an unbid suit. Typically do not lead suits bid by declarer or dummy
- Lead trump if dummy has likely ruffs, other leads unattractive

General

- Lead low if have honour in suit, lead high if nothing
- With a doubleton lead high low

Against Suit Contracts

- Q963 - lead fourth highest
- KQ75 - top of touching honours (only need 2)
- A754 - Do not lead away from an Ace. Try to find another suit to lead but, if have to lead suit, play Ace

Against No Trump contracts

- Q963 - same as suit (4th highest)
- KQJ75 - need sequence of 3 in NT
- A754 - OK to lead away from Ace In NT

IMPROVE YOUR DEFENCE - ATTITUDE SIGNALS

Attitude - to tell partner you liked/disliked the lead

- If cannot win trick make attitude signal about partner's lead.
 - Partner leads ♥3, dummy wins ♥A, you have ♥K92 encourage
 - Partner leads ♥A (shows ♥K) encourage if have ♥Q
 - Partner leads ♥Q (shows ♥J) encourage if have ♥K or ♥10
 - Discourage if want another suit, hold ♦AQTx over dummy's KJx
- Sending an Attitude Signal When Discarding:
 - When you have no cards left in suit that's being played signal to partner, via your first discard, what suit you'd like them to switch to/avoid if they win a later trick.

1. **Guideline of 20** - In first and second seat, add the length of your two longest suits to your HCP. When the total is 20 or more, open the bidding. With less, do not open at the one level.
2. **Guideline of 15** - The "book" rule on whether or not to open with a 1-level bid in 4th seat (**after 3 Passes**) says to add HCP to your number of ♠s. If total is 15+, open the bidding. If less than 15, pass it out.
3. The **Rule of 11** is applied when the **opening lead** is the fourth best from the defender's suit.^[1] By subtracting the rank of the card led from 11, the partner of the opening leader can determine how many cards higher than the card led are held by declarer, dummy and himself; by deduction of those in dummy and in his own hand, he can determine the number in declarer's hand.