



Willow Valley Bridge Academy

CORE BIDDING SYSTEM

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GENERAL APPROACH - STANDARD AMERICAN

OPENING THE BIDDING

- ✓ Better Minors
- ✓ Five Card Majors
- ✓ Strong Two Clubs
- ✓ Weak Twos
- ✓ Preemptive Threes

RESPONDING TO NO TRUMP

- ✓ Major Suit Stayman
- ✓ Major Suit Transfers
- ✓ Quantitative Four No Trump

RESPONDING TO SUITS

- ✓ Strong Jump Shifts
- ✓ Major Suit Limit Raise
- ✓ Jacoby Two No Trump

REBIDS BY OPENER

- ✓ Reverses
- ✓ Help Suit Game Try

CONFIRMING A SLAM

- ✓ Blackwood for Suit Contracts
- ✓ Gerber for No Trump Contracts

COMPETING WITH OPPONENTS

- ✓ Simple Overcalls
- ✓ Weak Jump Overcalls
- ✓ Takeout Doubles
- ✓ Negative Doubles
- ✓ Lead Directing Doubles

HIGH CARD POINTS (HCP)

	ACE	KING	QUEEN	JACK
HCP	4	3	2	1

LONG SUIT POINTS (LSP)

	5 CARD	6 CARD	7 CARD
LSP	1	2	3
	45%	17%	4%

SHORT SUIT POINTS (SSP)

	DOUBLETON 2 CARD	SINGLETON 1 CARD	VOID 0 CARD
SSP	1	3	5
	64%	30%	5%

BIDDING POINTS

CONTRACT	POINTS		WHEN EXPECT TO BE
No Trump	HIGH CARD	HCP	Declarer or dummy.
Suit	DECLARER	HCP + LSP	Declarer.
	DUMMY	HCP + SSP	Dummy with 3+ trump.

BIDDING SYSTEM CONVENTION CARD

SPECIAL DOUBLES

After Overcall: Penalty _____
 Negative thru 3 SPADES
 Responsive : thru _____ Maximal
 Support: Dbl. thru _____ Redbl
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL

1 level 8 to 16 HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NConst NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL

Strong Intermediate Weak

OPENING PREEMPTS

Sound Light Very Light
 3/4-bids
 Conv./Resp. _____

DIRECT CUEBID

OVER: Minor Major
 Natural
 Strong T/O
 Michaels

NOTRUMP OVERCALLS

Direct: 15 to 17 Systems on
 Conv. _____
 Balancing: _____ to _____
 Jump to 2NT: Minors 2Lowest
 Conv. _____

DEFENSE VS NOTRUMP

vs:
 2♣ NATURAL _____
 2♦ NATURAL _____
 2♥ NATURAL _____
 2♠ NATURAL _____
 Dbl: PENALTY _____
 Other: _____

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit

2NT Over	Limit+	Limit	Weak
Majors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Minors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other	_____		

VS Opening Preempts Double Is

Takeout thru _____ Penalty
 Conv. Takeout: _____
 Lebensohl 2NT Response
 Other: _____

SLAM CONVENTIONS Gerber : 4NT: Blackwood RKC 1430

vs Interference: DOPI DEPO Level: _____ ROPI

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
X X	x x x x	X X	x x x x
x x x	x x x x x	x x x	x x x x x
A K x	T 9 x	A K J x	A Q J x
K Q x	K J T x	A J T 9	A T 9 x
Q J x	K T 9 x	K Q J x	K Q T 9
J T 9	Q T 9 x	Q J T x	Q T 9 x
K Q T 9		J T 9 x	T 9 x x

LENGTH LEADS:

4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads

Attitude Count Suit preference

SPECIAL CARDING **PLEASE ASK**

DEFENSIVE CARDING

vs SUITS vs NT
 Standard:
 Except

Upside-Down:
 count
 attitude

FIRST DISCARD

Lavinthal
 Odd/Even

OTHER CARDING

Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES Willow Valley Bridge Academy

GENERAL APPROACH STANDARD AMERICAN

Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other _____

NOTRUMP OPENING BIDS

1NT <u>15</u> to <u>17</u> _____ to _____ 5-card Major common <input type="checkbox"/> System on over <u>DBL</u> 2♣ Stayman <input checked="" type="checkbox"/> Puppet <input type="checkbox"/> 2♦ Transfer to ♥ <input checked="" type="checkbox"/> Forcing Stayman <input type="checkbox"/> 2♥ Transfer to ♠ <input checked="" type="checkbox"/> 2♠ --> CLUBS 2NT INV	3♣ --> DIAMONDS 3♦ _____ 3♥ _____ 3♠ _____ 4♦, 4♥ Transfer <input type="checkbox"/> Smolen <input type="checkbox"/> Lebensohl <input type="checkbox"/> (____ denies) Neg. Double: _____ Other: _____	2NT <u>20</u> to <u>21</u> Puppet Stayman <input type="checkbox"/> Transfer Responses: Jacoby <input checked="" type="checkbox"/> Texas <input type="checkbox"/> 3♠ _____ 3NT _____ to _____ Conventional NT Openings
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MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	<input type="checkbox"/>	<input checked="" type="checkbox"/>
3rd/4th	<input type="checkbox"/>	<input checked="" type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other: _____
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. _____ to _____
 3NT: _____ to _____
 Drury : Reverse 2-Way Fit
 Other: _____

MINOR OPENING

Expected Min. Length	4	3	0-2	Conv.
1♣	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1♦	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RESPONSES

Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other: _____
 Frequently bypass 4+♦
 1NT/1♣ _____ 6 _____ to _____ 10
 2NT Forcing Inv. _____ 11 to 12
 3NT: _____ 13 to 15
 Other: _____

DESCRIBE

RESPONSES/REBIDS

2♣ _____ to _____ HCP Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/> 2♦ Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>	OTHER SUIT 8+ HCP
2♦ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♥ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>
2♠ <u>5</u> to <u>10</u> HCP Natural: Weak <input checked="" type="checkbox"/> Intermediate <input type="checkbox"/> Strong <input type="checkbox"/> Conv. <input type="checkbox"/>	2NT Force <input checked="" type="checkbox"/> New Suit NF <input type="checkbox"/>

OTHER CONV. CALLS: New Minor Forcing: 2-Way NMF _____
 Weak Jump Shifts: In Comp. Not in Comp. _____
 4th Suit Forcing: 1 Rd. Game _____
 HELP SUIT GAME TRY _____

DUPLICATE BIDDING

BIDDING TEMPO	
When right hand opponent makes a skip (jump) bid	Wait 10 seconds.
BIDDING ANNOUNCEMENTS	
When partner opens 1NT :	Say "15 to 17".
When partner responds 2♦ or 2♥ to your 1NT opening bid:	Say "Transfer".
When partner responds 3♦ or 3♥ to your 2NT opening bid:	Say "Transfer".
BIDDING ALERTS	
When partner responds 2♠ or 3♣ to your 1NT opening bid:	Say "Alert".
When partner responds Jacoby 2NT to your major suit opening bid:	Say "Alert".
When partner rebids after your Jacoby 2NT response:	Say "Alert".
When partner rebids a new suit after your weak two-level major suit response (<i>A Help Suit Game Try</i>):	Say "Alert".

OPENING BIDS

NO TRUMP OPENING BIDS

HIGH CARD POINTS			
15 — 17	18	20 - 21	25 — 27
4%		1%	0%
1NT		2NT	3NT

OPENER OPENS 1NT

HCP
15 — 17
4%

RESPONDER RESPONDS IN PRIORITY ORDER

HIGH CARD POINTS				
0 — 7	8 — 9	10 — 15	16 - 17	18 — +
45%	21%	31%	2%	0%

	Artificial 2♦¹ or 2♥¹ (<i>Transfer to 2♥ or 2♠</i>)		5+ Card Major
<i>Forcing</i>	Artificial 2♣¹ (<i>Stayman</i>)		4 Card Major
<i>Invitational</i>	3MIN		6+ Card Minor
<i>Invitational</i>	2NT		Balanced
<i>Signoff</i>		3NT	Balanced
<i>Invite Slam</i>		<i>Quantitative</i> 4NT	Balanced
<i>Force Slam</i>			Artificial 4♣ (<i>Gerber</i>)
PASS	¹ Make a stolen bid double if opponent overcalled your bid.		

SUIT OPENING BIDS

DECLARER POINTS			
0 ————— 6	7 ————— 12	13 ————— 21	22 ————— +
15%	50% WEAK	34% MEDIUM	1% STRONG
PASS	Weak Twos 2♦, 2♥, 2♠ 6+ Cards	Five Card Majors 1♥, 1♠ 5+ Cards	Strong 2♣ (Artificial, Forcing)
	Preemptive Threes 3♣, 3♦, 3♥, 3♠ 7+ Cards	Better of Minors 1♣, 1♦ 3+ Cards	
	PASS		
WITH A FIVE-CARD OR LONGER SUIT		WITHOUT A FIVE-CARD OR LONGER SUIT	
✓ Open longest suit ✓ Open higher ranking of equal length suits		✓ Open longest minor ✓ Open 1♦ with two four-card minors ✓ Open 1♣ with two three-card minors	

OPENER OPENS 1♣ OR 1♦

DECLARER POINTS	
13 ————— 18	19 — 21
90%	10%

RESPONDER RESPONDS IN PRIORITY ORDER

DUMMY POINTS				
0 ————— 5	6 ————— 9	10 — 12	13 — 16	17 ————— +
10%	30%	28%	24%	5%
<i>Forcing</i>	Cheap New 4+ Card Major (1♥ or 1♠)			
<i>Invitational</i>	2NT	3NT	Balanced, stoppers	
<i>Invitational</i>	2MIN	3MIN	5+ card support	
<i>Forcing</i> ¹	Cheap New 4+ Card Minor (1♦ over 1♣)			
<i>Forcing</i> ¹	Cheap New 4+ Card Minor (2♣ over 1♦)			
<i>Sign-off</i>	5MIN		5+ card support	
<i>Marathon</i>	<i>Strong Jump Shift (slam interest)</i>		Jump New Suit (2♦, 2♥, 2♠, 3♣)	
<i>Invitational</i>	1NT	Balanced		
PASS	¹ Not forcing if responder is a passed hand			

OPENER OPENS 1♥ OR 1♠

DECLARER POINTS	
13 ————— 18	19 ——— 21
90%	10%

RESPONDER RESPONDS IN PRIORITY ORDER

DUMMY POINTS				
0 ————— 5	6 ————— 9	10 ——— 12	13 ————— 16	17 ————— +
10%	30%	28%	24%	5%

	4MAJ	<i>Preemptive</i>		5+ card support
<i>Marathon</i>		<i>Artificial</i>	Jacoby 2NT	4+ card support
<i>Invitational</i>		3MAJ	<i>Limit Raise</i>	4+ card support
<i>Invitational</i>	2MAJ			3+ card support
<i>Forcing</i> ¹	Cheap New 4+ Card Major (1♠ over 1♥)			
<i>Forcing</i> ¹	Cheap New 4+ Card Minor (2♣ or 2♦)			
<i>Forcing</i> ¹	Cheap New 5+ Card Major (2♥ over 1♠)			
<i>Marathon</i>		<i>Strong Jump Shift (slam interest)</i>	Jump New Suit (2♠, 3♣, 3♦, or 3♥)	
<i>Invitational</i>	1NT			
PASS			¹ Not forcing if responder is a passed hand	

Dummy Points	MAJOR SUIT SUPPORT	
	3 CARDS	4+ CARDS
6-9	Respond opener's major at two-level	
10-12	Respond new suit forcing On next turn rebid opener's major at cheapest level	Respond opener's major at three-level <i>(a limit raise)</i>
13+	Respond new suit forcing On next turn rebid game in opener's major	Respond a Jacoby 2NT

NO TRUMP RESPONSE CONVENTIONS

STAYMAN RESPONSE TO A 1_{NT} OPENING BID

PLAYER	BIDDING
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Opener: Opens the bidding:

1_{NT}	Describes a balanced hand with 15-17 HCP. <i>Responder says "15-17."</i> ²
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Responder: Initiates the *Stayman* convention:

2_♣ ¹	Artificial, forcing. Promises 8+ HCP and four cards in a major or a five-card and a four-card major. <i>Directs opener to bid a four-card major.</i>
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Opener: Responds to the *Stayman* request (bid up the line):

2_♦	Artificial. Indicates no four-card major.
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2_♥	Promises four hearts. Might also have four spades.
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2_♠	Promises four spades and less than four hearts.
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Responder: With 8-9 HCP, invites partner to bid a game:

2_{NT}	If opener did not bid a major or opener's major does not match responder's major. <i>Invites opener to bid 3_{NT} or, with four hearts and four spades, 3_♠ or 4_♠.</i>
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3_{Maj}	If opener's major matches responder's major. <i>Invites opener to bid the game.</i>
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With 10-15 HCP, bids a game:

3_{NT}	If opener did not bid a major or opener's major does not match responder's major. <i>Invites opener with four hearts and four spades to pass or bid 4_♠.</i>
-----------------------	--

4_{Maj}	If opener's major matches responder's major.
------------------------	--

With 16+ HCP, confirm a slam:

4_♣	Artificial, Gerber. <i>Directs opener to bid an Ace count.</i>
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Opener: If invited, determines final contract based on combined points and trump fit.

¹ Make a *stolen bid double* if opponent overcalls **2_♣**.

² In duplicate, responder must announce opening no trump point range.

Note that with the appropriate adjustment to point values, *Stayman* can be used after a **2_{NT}** opening bid or after a strong **2_♣** opening bid starts the following bidding sequence:

2_♣ → PASS → 2_♦ → PASS → 2_{NT}

MAJOR SUIT TRANSFER RESPONSE TO A 1_{NT} OPENING BID

PLAYER	BIDDING
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Opener: Opens the bidding:

1_{NT}	Describes a balanced hand with 15-17 HCP. <i>Responder says "15-17."</i> ³
-----------------------	---

Responder: Initiates the **Transfer** convention:

2♦¹	Artificial, forcing. Promises five or more hearts. <i>Directs opener to rebid 2♥.</i> <i>Opener says "transfer" immediately.</i> ⁴
2♥²	Artificial, forcing. Promises five or more spades. <i>Directs opener to rebid 2♠.</i> <i>Opener says "transfer" immediately.</i> ⁴

Opener: Rebids two of the major suit one rank above responder's bid suit.

Responder: With 0-7 HCP, game is unlikely:

Pass	
-------------	--

With 8-9 HCP, invites opener to bid the game:

2_{NT}	Promises exactly five cards in major. <i>Invites opener to bid game.</i>
3 Maj	Promises six or more cards in major. <i>Invites opener to bid game.</i>

With 10-15 HCP, bids game or *control bids* a suit with an ace:

New Suit	Forcing to game. Promises an ace in the new suit. ⁵ Indicates possible slam interest. <i>Directs opener to bid again.</i>
3_{NT}	Promises exactly five cards in major. <i>Invites opener with three or more cards in the major to pass or bid 4 Maj.</i>
4 Maj	Promises six or more cards in major.

With 16+ HCP, confirms a slam:

	Confirm a slam.
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Opener: If invited, determines final contract based on combined points and trump fit.

¹ Make a **stolen bid double** if opponent overcalls 2♦.

² Make a **stolen bid double** if opponent overcalls 2♥.

³ In duplicate, responder must announce opening no trump point range.

⁴ In duplicate, opener must announce use of the transfer convention.

⁵ Some partnerships prefer to use a new suit to show a good four card or longer suit.

Note that with the appropriate adjustment to point values, **Transfers** can be used after a 2_{NT} opening bid or after a strong 2♣ opening bid starts the following bidding sequence:

2♣ → PASS → 2♦ → PASS → 2_{NT}

MAJOR SUIT RESPONSE CONVENTIONS

LIMIT RAISE RESPONSE TO A MAJOR SUIT OPENING BID

PLAYER	BIDDING								
<i>Opener:</i>	<p>Opens the bidding:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">1♥</td> <td>Promises 13-21 declarer points with at least five hearts and more hearts than spades.</td> </tr> <tr> <td style="text-align: center;">1♠</td> <td>Promises 13-21 declarer points with at least five spades.</td> </tr> </table>	1♥	Promises 13-21 declarer points with at least five hearts and more hearts than spades.	1♠	Promises 13-21 declarer points with at least five spades.				
1♥	Promises 13-21 declarer points with at least five hearts and more hearts than spades.								
1♠	Promises 13-21 declarer points with at least five spades.								
<i>Opponent:</i>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">Pass</td> <td></td> </tr> </table>	Pass							
Pass									
<i>Responder:</i>	<p>Initiates a <i>limit raise</i> conversation:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">3 Maj</td> <td>Invitational. Promises 10-12¹ dummy points and at least four cards in opener's major.</td> </tr> </table>	3 Maj	Invitational. Promises 10-12 ¹ dummy points and at least four cards in opener's major.						
3 Maj	Invitational. Promises 10-12 ¹ dummy points and at least four cards in opener's major.								
<i>Opener:</i>	<p>With 13-14 declarer points (game unlikely):</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">Pass</td> <td><i>No game or slam interest.</i></td> </tr> </table> <p>With 15-18 declarer points (game likely, slam unlikely):</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">4 Maj</td> <td>Sign-off. Directs responder to pass.</td> </tr> </table> <p>With 19-21 declarer points (slam possible):</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">New Suit</td> <td>Forcing, control bid. Shows first round control in the new suit. <i>Definite slam interest.</i></td> </tr> <tr> <td style="text-align: center;">4NT</td> <td>Artificial, Blackwood. Directs responder to bid an Ace count. ²</td> </tr> </table>	Pass	<i>No game or slam interest.</i>	4 Maj	Sign-off. Directs responder to pass.	New Suit	Forcing, control bid. Shows first round control in the new suit. <i>Definite slam interest.</i>	4NT	Artificial, Blackwood. Directs responder to bid an Ace count. ²
Pass	<i>No game or slam interest.</i>								
4 Maj	Sign-off. Directs responder to pass.								
New Suit	Forcing, control bid. Shows first round control in the new suit. <i>Definite slam interest.</i>								
4NT	Artificial, Blackwood. Directs responder to bid an Ace count. ²								

¹ Some partnerships prefer 11-12 dummy points to respond with a limit raise. In that case a responder with only 10 points should make a new suit forcing response in a side four-card suit and rebid the major at an invitational level on the next turn. Without a side four-card suit responder should choose between a weak raise or a limit raise based on the quality of the hand.

Note that a *limit raise* does not apply if responder's right hand opponent makes an *overcall* or a *takeout* double.

JACOBY 2_{NT} RESPONSE TO A MAJOR SUIT OPENING BID

PLAYER	BIDDING	
<i>Opener:</i>	Opens the bidding in first or second seat:	
	1♥	Promises 13-21 declarer points with at least five hearts and more hearts than spades.
	1♠	Promises 13-21 declarer points with at least five spades.
<i>Opponent:</i>	Pass	
<i>Responder:</i>	Initiates the <i>Jacoby 2N</i> convention:	
	2 _{NT}	<i>Artificial, marathon.</i> Promises 13+ dummy points and at least four cards in opener's major. <i>Opener alerts.</i> ¹
<i>Opener:</i>	First priority is to show shape regardless of strength:	
	3 _{New}	<i>Artificial.</i> Show singleton or void in new suit. <i>Responder alerts.</i> ¹
	4 _{New}	Promises good suit with at least five cards. <i>Responder alerts.</i> ¹
	With 13-16 declarer points:	
	4 _{Maj}	Denies interest in a slam. <i>Responder alerts.</i> ¹
	With 17-18 declarer points:	
	3 _{NT}	<i>Artificial.</i> Possible interest in a slam. <i>Responder alerts.</i> ¹
	With 19-21 declarer points:	
	3 _{Maj}	Definite interest in a slam. <i>Responder alerts.</i> ¹
<i>Responder:</i>	Determines final contract or confirms a slam.	
	Pass	Only if opener jumped to game. <i>No slam interest.</i>
	New Suit	<i>Forcing, control bid.</i> Shows first round control in the new suit. <i>Definite slam interest.</i>
	4 _{Maj}	<i>Sign-off.</i> <i>No slam interest.</i>
	4 _{NT}	<i>Artificial, Blackwood.</i> <i>Directs opener to bid an Ace count.</i> ²

¹ In duplicate, you must say "alert" or show the *alert card* when partner makes an alertable bid.

Note that the *Jacoby 2N* convention does not apply if partner opens in third or fourth seat or responder's right hand opponent makes an *overcall* or *takeout double*.

OPENER'S REBID CONVENTIONS

	REVERSE REBIDS
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PLAYER	BIDDING
<i>Opener:</i>	<p>Opens the bidding with a one-level suit bid (<i>natural, limited, invitational</i>).</p> <ul style="list-style-type: none"> • Promises 13-21 declarer points. • Promises at least a five-card major or at least a three-card minor.
<i>Responder:</i>	<p>Responds a new suit at the one level (<i>natural, unlimited, forcing</i>):</p> <ul style="list-style-type: none"> • Promises at least 6 points. • Promises at least four cards in the suit. <p>Responds a weak 1NT (<i>natural, limited, invitational</i>):</p> <ul style="list-style-type: none"> • Promises 6-9 points. • Denies support for opener's suit.
<i>Opener:</i>	<p>Cheap rebids a new suit at the two-level that has a higher rank than the opening bid suit, a reverse (<i>natural, unlimited, forcing</i>):</p> <ul style="list-style-type: none"> • Promises an unbalanced hand with 17+ points. • Promises five (or six) cards in the opening suit and four (or five) cards in the rebid suit.
<i>Responder:</i>	<p>With a weak hand (6-8 points):</p> <ul style="list-style-type: none"> ✓ Cheap rebid opener's first suit with three-card support. ✓ Cheap rebid opener's second suit with four-card support. ✓ Cheap rebid responder's suit with at least five cards. ✓ Rebid 2NT with a balanced hand and a stopper in the unbid (fourth) suit. <p>With a strong hand (9+ points):</p> <ul style="list-style-type: none"> ✓ Jump raise opener's first suit with three-card support (<i>forces game</i>). ✓ Jump raise opener's second suit with four-card support (<i>forces game</i>). ✓ Jump raise responder's suit with at least five cards (<i>forces game</i>). ✓ Rebid 3NT with a balanced hand and a stopper in the unbid (fourth) suit.

HELP SUIT GAME TRY FOR MAJOR SUIT CONTRACTS

PLAYER	BIDDING	
<i>Opener:</i>	Opens the bidding:	
	1♥	Promises 13-21 declarer points with at least five hearts and more hearts than spades.
	1♠	Promises 13-21 declarer points with at least five spades.
<i>Responder:</i>	Supports opener's major:	
	2 Maj	Invitational. Promises 6-9 dummy points and at least three card support for opener's major.
<i>Opener:</i>	With border line game strength (15-18 declarer points) and two or more losers in a side suit:	
	New Suit	Forcing. Asks responder for help in taking tricks in new suit. <i>Responder alerts.</i> ¹
<i>Responder:</i>	Accepts or rejects game try:	
	3 Maj	Sign-off. Denies high cards or shortness in opener's new suit.
	4 Maj	Sign-off. Promises <i>either</i> high cards in opener's new suit <i>or</i> shortness in opener's new suit and enough trump (usually four) to make some ruffs.
<i>Opener:</i>	Pass	

¹In duplicate, you must say "alert" or show the *alert card* when partner makes an alertable bid.

OPENING TWO-LEVEL CONVENTIONS

WEEK TWO OPENING BIDS

PLAYER	BIDDING
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Opener Opens the bidding:

2♦	Promises at least six cards with no side four-card major, 7-12 declarer points with two of the top four honors if not vulnerable or 10-12 declarer points with three top five honors if vulnerable.
2♥	
2♠	

Responder

2NT	<i>Artificial, forcing.</i> Promises at least an opening hand.
Raise Open	<i>Sign-off.</i> Promises support in opener's suit. Usually a preemptive raise. <i>Directs opener to pass.</i>
New Suit	<i>Forcing.</i> Promises a strong hand with a good a five card or longer suit.
3NT	<i>Sign off.</i> <i>Directs opener to pass.</i>
Game Bid	<i>Sign-off.</i> Promises a strong hand with a good six card or longer suit. <i>Directs opener to pass.</i>

Opener If responder bid a new suit (forcing):

Raise Resp	Promises three card support or a doubleton with an honor in responder's bid suit.
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If responder bid **2NT** (forcing) or a new suit (forcing):

Rebid Open	Indicates a minimum opening (5-7 HCP) with or without a feature in a side suit. ¹
New Suit	Indicates a maximum opening (8-10 HCP) and a <i>feature</i> in the suit (usually A or KQ). ²
3NT	Indicates a maximum opening (8-10 HCP) and no feature in a side suit.

Responder Passes, sets final contract or explores for slam.

¹ Some partnerships prefer that an opener with a feature always rebids the feature suit regardless of the strength of the hand. Opener rebids the original suit only if the weak hand does not have a feature.

² Some partnerships include the **Kxx** in the feature set.

STRONG 2♣ OPENING BID • NEGATIVE RESPONSE

PLAYER	BIDDING				
<i>Opener</i>	Opens the bidding: <table border="1"> <tr> <td>2♣</td> <td>Artificial, forcing. Promises either 22+ total points and a good five card or longer suit or a balanced hand with 22-24 HCP and stoppers in all four suits.</td> </tr> </table>	2♣	Artificial, forcing. Promises either 22+ total points and a good five card or longer suit or a balanced hand with 22-24 HCP and stoppers in all four suits.		
2♣	Artificial, forcing. Promises either 22+ total points and a good five card or longer suit or a balanced hand with 22-24 HCP and stoppers in all four suits.				
<i>Responder</i>	With 0-7 points, make a negative response : <table border="1"> <tr> <td>2♦</td> <td>Artificial. A waiting bid.</td> </tr> </table>	2♦	Artificial. A waiting bid.		
2♦	Artificial. A waiting bid.				
<i>Opener</i>	With an unbalanced hand: <table border="1"> <tr> <td>Best Suit</td> <td>Forcing. Promises a good five card or longer suit. Bid the higher-ranking of two equal length suits.</td> </tr> </table> With a balanced hand: <table border="1"> <tr> <td>2NT</td> <td>Promises 22-24 HCP and stoppers in all four suits.</td> </tr> </table>	Best Suit	Forcing. Promises a good five card or longer suit. Bid the higher-ranking of two equal length suits.	2NT	Promises 22-24 HCP and stoppers in all four suits.
Best Suit	Forcing. Promises a good five card or longer suit. Bid the higher-ranking of two equal length suits.				
2NT	Promises 22-24 HCP and stoppers in all four suits.				

IF OPENER REBID A SUIT AFTER A 2♦ WAITING BID

PLAYER	BIDDING												
<i>Responder</i>	With 0-3 points, make a cheaper minor negative rebid : <table border="1"> <tr> <td>3♣</td> <td>Artificial. Cheapest minor if opener rebid 2♥ or 2♠.</td> </tr> <tr> <td>3♦</td> <td>Artificial. Cheapest minor if opener rebid 3♣.</td> </tr> <tr> <td>3NT</td> <td>Artificial. If opener rebid 3♦.</td> </tr> </table> With 4-7 points, make a positive rebid : <table border="1"> <tr> <td>Raise Open</td> <td>Promises three or more card support in opener's suit.</td> </tr> <tr> <td>New Suit</td> <td>Promises at least five cards in the new suit.</td> </tr> <tr> <td>2NT</td> <td>If opener rebid 2♥ or 2♠.</td> </tr> </table>	3♣	Artificial. Cheapest minor if opener rebid 2♥ or 2♠.	3♦	Artificial. Cheapest minor if opener rebid 3♣.	3NT	Artificial. If opener rebid 3♦.	Raise Open	Promises three or more card support in opener's suit.	New Suit	Promises at least five cards in the new suit.	2NT	If opener rebid 2♥ or 2♠.
3♣	Artificial. Cheapest minor if opener rebid 2♥ or 2♠.												
3♦	Artificial. Cheapest minor if opener rebid 3♣.												
3NT	Artificial. If opener rebid 3♦.												
Raise Open	Promises three or more card support in opener's suit.												
New Suit	Promises at least five cards in the new suit.												
2NT	If opener rebid 2♥ or 2♠.												
<i>Opener</i>	Sets the final contract or begins to confirm a slam.												

IF OPENER REBID NO TRUMP AFTER A 2♦ WAITING BID

PLAYER	BIDDING
<i>Responder</i>	3♣ <i>Artificial, Stayman.</i> Promises 2-7 HCP and a four card major.
	3♦ <i>Artificial, forcing.</i> Promises five or more hearts. <i>Directs opener to bid 3♥.</i> Opener says "transfer" immediately. ¹
	3♥ <i>Artificial, forcing.</i> Promises five or more spades. <i>Directs opener to bid 3♠.</i> Opener says "transfer" immediately. ¹
	3NT Promises 2-7 HCP and no four card or longer major.
	Pass With less than 2 HCP.
<i>Opener</i>	Makes an appropriate convention rebid or passes if responder rebid 3NT.

¹ In duplicate, opener must announce use of the transfer convention.

STRONG 2♣ OPENING BID • POSITIVE RESPONSE

PLAYER	BIDDING						
<i>Opener</i>	Opens the bidding: <table border="1"> <tr> <td>2♣</td> <td><i>Artificial, forcing.</i> ¹</td> </tr> </table>	2♣	<i>Artificial, forcing.</i> ¹				
2♣	<i>Artificial, forcing.</i> ¹						
<i>Responder</i>	With 8+ points, try to make a positive response : <table border="1"> <tr> <td>2♦</td> <td><i>Artificial.</i> A waiting bid. Unbalanced hand without a good suit.</td> </tr> <tr> <td>New Suit</td> <td>Promises either a good five card suit or a six card or longer suit. <i>Slam interest.</i></td> </tr> <tr> <td>2NT</td> <td>Promises a balanced hand. <i>Slam interest.</i></td> </tr> </table>	2♦	<i>Artificial.</i> A waiting bid. Unbalanced hand without a good suit.	New Suit	Promises either a good five card suit or a six card or longer suit. <i>Slam interest.</i>	2NT	Promises a balanced hand. <i>Slam interest.</i>
2♦	<i>Artificial.</i> A waiting bid. Unbalanced hand without a good suit.						
New Suit	Promises either a good five card suit or a six card or longer suit. <i>Slam interest.</i>						
2NT	Promises a balanced hand. <i>Slam interest.</i>						
<i>Opener</i>	With an unbalanced hand: <table border="1"> <tr> <td>Best Suit</td> <td><i>Forcing.</i> Promises a good five card or longer suit. Bid the higher ranking of two equal length good suits.</td> </tr> </table> With a balanced hand: <table border="1"> <tr> <td>2NT</td> <td>Promises 22-24 HCP and stoppers in all four suits.</td> </tr> <tr> <td>3NT</td> <td>Promises 28+ HCP and stoppers in all four suits.</td> </tr> </table>	Best Suit	<i>Forcing.</i> Promises a good five card or longer suit. Bid the higher ranking of two equal length good suits.	2NT	Promises 22-24 HCP and stoppers in all four suits.	3NT	Promises 28+ HCP and stoppers in all four suits.
Best Suit	<i>Forcing.</i> Promises a good five card or longer suit. Bid the higher ranking of two equal length good suits.						
2NT	Promises 22-24 HCP and stoppers in all four suits.						
3NT	Promises 28+ HCP and stoppers in all four suits.						
<i>Responder</i>	Starts confirming a slam. <ul style="list-style-type: none"> ✓ Control bid an Ace ✓ Initiate Gerber for a no trump slam ✓ Initiate Blackwood for a suit slam 						

CONFIRMING SLAM

QUANTITATIVE 4NT

Any jump to 4NT over a natural 1NT or 2NT bid.

BLACKWOOD 4NT

A bid of 4NT after partners have agreed on a trump suit.

Explicit if both partners have bid the same suit.

Implicit after a natural suit bid or a Jacoby 2NT.

GERBER

Any jump to 4♣ over a natural 1NT or 2NT bid.

A bid of 4♣ after the Stayman convention.

GERBER AND BLACKWOOD CONVENTIONS

COMMUNICATION		GERBER	BLACK
Que	How many Aces?	4♣	4NT
Ans	Zero or all four Aces.	4♦	5♣
	One Ace.	4♥	5♦
	Two Aces.	4♠	5♥
	Three Aces.	4NT	5♠
Que	How many Kings?	5♣	5NT
Ans	Zero Kings.	5♦	6♣
	One King.	5♥	6♦
	Two Kings.	5♠	6♥
	Three Kings.	5NT	6♠
	All four Kings.	6♣	6NT

COMPETITIVE BIDS

COMPETITIVE BIDS

AFTER OPPONENT OPENS THE BIDDING

- **SIMPLE OVERCALL**

- ✓ 9-17 declarer points at 1-level
- 11-17 at 2-level or bad vulner

With 18 or more declarer points, use a takeout double followed by a suit bid.

- ✓ a good five card or longer suit

- **WEAK JUMP OVERCALL**

- ✓ 7-12 declarer points; 10-12 if vulner
- ✓ a good 6 card suit at 2-level
- a good 7 card suit at 3-level"
- ✓ at least two of top four honors

- **TAKEOUT DOUBLE**

- ✓ 13+ dummy points
- ✓ no more than 3 cards in opponents suit (*shorter preferred*)
- ✓ at least 3 cards in each unbid suit; at least 4 cards if opponents bid two suits

AFTER OPPONENT OVERCALLS PARTNER'S OPENING BID

- **NORMAL RESPONSE**

- **CUEBID OPPONENT'S SUIT**

- ✓ 11+ dummy points
- ✓ support for partner's suit

- **NEGATIVE DOUBLE**

- ✓ 7+ dummy points
- ✓ at least 4 cards in the two unbid suits