

*With 13 – 21 points you can open the bidding at the one level:*

- 1) **Do I have 16-18 points in a balanced hand?**
  - *Open One Notrump.*
- 2) **Do I have a five card or longer suit?**
  - *Open your longest suit, with equal length suits open the highest ranking suit.*
- 3) **Do I have a four card minor?**
  - *Open your highest ranking four card minor.*
- 4) **Do I have three Clubs?**
  - *Open One Club.*
- 5) **Then I must have three Diamonds**
  - *Open One Diamond*

**When partner opens 1NT, here are the possibilities:**

- 1) **Do I have 10 or more points? We have GAME, so bid it or force.**
  - Do I have a six card or longer major?  
*Bid four of the major, which is game in the major.*
  - Do I have a five card major?  
*Bid three of the major to offer partner a choice between 3NT and 4 of the major.*
  - Otherwise *bid 3NT* (there is no major suit fit) or use the Stayman convention with a four card major.
- 2) **Do I have 8 or 9 points? There MAYBE a GAME, so invite.**
  - Bid 2NT asking partner to go on to game with maximum points.
  - If you know the Stayman convention, bid 2♣ whenever you have a four card or longer major.
- 2) **Do I have 0 to 7 points? There is only a PARTSCORE, so sign off.**
  - Do I have a five card or longer suit?  
*Bid two of your suit to play there (but not 2♣ which is reserved for Stayman).*
  - Otherwise *pass the bid of 1NT.*

## RESPONDING TO A ONE OF A SUIT OPENING

**WHEN YOU KNOW THERE IS AN EIGHT CARD MAJOR SUIT FIT, raise your partner immediately and show your point range at the same time:**

Points	Category	Raise to the
6-10	Minimum	2 level
11-12	Medium	3 level
13-16	Maximum	game

***WHAT DO YOU BID WHEN YOU CANNOT RAISE PARTNER'S MAJOR?  
Try to make a descriptive bid to start a bidding conversation as follows:***

- 1) **Bid a 4+ card major suit at the one level**, this says nothing about points yet:
  - Generally bid your longest suit first at whatever level is required except minimums may not be able to do this since they are only allowed to bid new suits at the one level.
  - With two 5 card or longer suits, bid the higher ranking
  - With only 4 card suits, bid up the line (nearest) - since partner can also bid 4 card suits so it will be easier to find your fit at a low level
  
- 2) **Raise partner's minor with 5 card support**
  - Minimum raises to 2,
  - Medium to 3,
  - Maximum has to get to game, so uses 2NT or 3NT (depending on ranges) or bids a new suit
  
- 3) **Otherwise:**
  - A minimum hand that cannot bid a new suit at the one level or raise, bids **the catch all 1NT bid (6-10 points any distribution therefore not necessarily balanced)**
  - Jump to 2NT with 13-15 balanced
  - Jump to 3NT with 16-18 balanced
  - **With 11+ bid a new suit at the 2 level**, minors can be as few as 4 cards but majors must be 5 or more cards.

## *OPENER'S REBIDS after the response to a one of a suit opening*

Point Range	Category	Opposite a minimum raise	When raising responder
13-15	Minimum	pass	2 level
16-18	Medium	invite	3 level
19-21	Maximum	game	game

## *REBID QUESTION LIST (if partner hasn't raised you)*

- 1) Is there an 8 card major suit fit?** The priorities in order are: raise partner's major, bid a new major at the one level, or raise yourself . With four card support for partner's suit or a six card suit of your own:
  - Raise to 2 with a minimum hand.
  - Raise to 3 with a medium strength hand.
  - Raise to game with a maximum.
- 2) Is your hand balanced?** If so then:
  - With a minimum (13-14), rebid the cheapest number of NT or pass partner's NT response.
  - You cannot have a medium hand since you did not open 1NT.
  - With a maximum, jump in NT or raise partner's NT bid 1 level.
- 3) Your hand must be unbalanced, therefore bid a new suit if possible**
  - A minimum hand can only bid a new suit when it can be bid below 2 of the suit that was opened. Therefore sometimes a minimum hand has to rebid a 5 card suit, usually this will be a minor.
  - A medium hand makes its natural rebid of its second suit. Note that a reverse, (bidding a new suit higher than 2 of the suit opened, for example 1♣ 1♠ 2♥) promises at least medium strength values.
  - **A maximum hand needs to force to game.** Therefore a maximum must either jump in a new suit (strong jump shift) or reverse and then follow with another strong bid or game.

## RESPONDER'S REBIDS

By the fourth bid of the auction, it is usually possible to place the contract or make a bid that lets partner place it. Responder first figures out what point range Opener has shown and adds them to his own.

**Not enough points for game?** Then look for a safe place to play:

- Pass partner's last bid
- Make the minimum bid in an old suit
- Do not bid 1NT with less than 8 points. It won't be a good spot to play.

**Maybe there is a game?**

- If **minimum** (8-10) keep the auction open with a descriptive bid:
- Raise partner's last bid with a fit
- Bid the minimum number of an old suit
- Bid 1NT with the unbid suit(s) stopped
- With a **medium** hand make an invitational bid:
- Jump raise partner's major with a fit.
- Bid a new major at the one level (1♣ - 1♦ - 1♥ - 1♠)
- Jump in a previously bid suit
- Otherwise bid 2NT, If partner did not bid NT this promises stoppers in the unbid suit(s). This is invitational even when it is not a jump.

**Game is certain?** Then either bid a game or make a forcing bid:

- Bid game in a known eight card major suit fit.
  - Bid a four card major that has not yet been bid.
  - Bid game in NT with the unbid suit(s) well stopped.
  - Otherwise, the only forcing bid is a new suit. Bid a new suit even with only three cards in it, when you don't know what game to play in.
- Responders new suits are always forcing unless Opener's last bid was 1NT.*