

Strategy:
Find the Suit or No Trump to play

- #1) Major Suit
- #2) No Trump
- #3) Minor Suit

Then Determine the Contract Level

Open 1 of a Major Suit – 1♥ or 1♠ :

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- 5+card major suit

Open No Trump (all 3 criteria)

- NO 5+card major
- **Balanced**: no void, no singleton, 1 or 0 doubletons
- 1 NT Exactly 15 to 17 HCPs
- 2 NT Exactly 20 to 21 HCPs
- 3 NT Exactly 25 to 27 HCPs

Open 1 of a Minor Suit – 1♣ or 1♦ :

- 12 to 21 High Card Points (HCPs)
(do not care where the points are)
- NO 5+card major suit
- **Better Minor** - longest minor suit
If equal length (4, 5, or 6) choose 1♦
If equal length (3) choose 1♣

Distribution Points - AFTER suit is established

Short Suit Points (not trump suit)	
Suit Length	Pts
Void (0 cards)	with 5 trump 5 pts
	with 4 trump 4 pts
	with 3 trump 3 pts
Singleton (1 card)	2 pts
Doubleton (2 cards)	1 pts
Long Suit Points (trump suit only)	
Suit Length	Pts
3-cards (min)	0 pts
4-cards	1 pts
5-cards	2 pts
6-cards	3 pts
7-cards	4 pts

Respond to 1♥ or 1♠ Opening (0 to 5 HCPs PASS)

#1) Support Opened Major (3+cards in same major)

6 to 9 pts	2♥ or 2♠	(single raise)
10 to 12 pts	3♥ or 3♠	(double raise)
13 to 16 pts	4♥ or 4♠ or 2 NT	
17 to 20 pts	3 NT	

#2) Propose other Major (4+cards in other major)

- open 1♥ : propose Spade:

6-16 HCPs	1♠
17-20 HCPs	2♠ (jumpshift)
- open 1♠ : propose Heart:

6-9 HCPs	1 NT (1-over-1)
10-16 HCPs	2♥
17-20 HCPs	3♥ (jumpshift)

#3) Propose better 4+card Minor

6-9 HCPs	1 NT (1-over-1)
10-16 HCPs	2♣ or 2♦
17-20 HCPs	3♣ or 3♦ (jumpshift)

Respond to 1♣ or 1♦ Opening (0 to 5 HCPs PASS)

#1) Ignore opened Minor

#2) Propose better Major (need 4+cards)

6 to 16 HCPs	1♥ or 1♠	(1-over-1)
17 to 20 HCPs	2♥ or 2♠	(jumpshift)

#3) Support opened minor suit (need 5+cards)

6 to 9 pts	2♣ or 2♦	(single raise)
10 to 12 pts	3♣ or 3♦	(single raise)
13 to 16 pts	2 NT	
17 to 20 pts	Raise to GAME or 3 NT	

#4) Propose other 4+card Minor (need 4+cards)

- Propose Diamond

6 to 16 HCPs	1♦ (1-over-1)
17 to 20 HCPs	2♦ (jump-shift)
- Propose Club

6 to 9 HCPs	1 NT (1-over-1)
10 to 16 HCPs	2♣
17 to 20 HCPs	3♣ (jump-shift)

Opener's Response (Bid 3) for Suit Support:

12 to 14 pts	SINGLE raise (1-suit to 2-suit)
15 to 17 pts	DOUBLE raise (1-suit to 3-suit)
18 to 21 pts	TRIPLE raise (1-suit to 4-suit)

Responses to 1 NT Opening
0-17 HCPs – 3 Paths

Path 1: 5+card Major - Transfers

Responder has 5-card Major

0 to 17 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

Responder has 6+card Major

0 to 13 pts

- 2♦ or 4♦ (Xfr to hearts)
- 2♥ or 4♥ (Xfr to spades)

14 to 17 pts

- 4♦ (Xfr to hearts) OR 3♥ (natural – demand game)
- 4♥ (Xfr to spades) OR 3♠ (natural – demand game)

Path 2: 4-card card Major - Stayman

0 to 7 HCPs: PASS

8-17 HCPs: 2♣ (Stayman) then opener bids:

- 2♦ No 4-card major
- 2♥ 4-card heart & maybe 4-card spade
- 2♠ 4-card spade only

Path 3: No 4+card major

All Hands: 0 to 7 HCPs: bid PASS

Balanced:

8 to 9 HCPs: 2 NT

10 to 17 HCPs: 3 NT

6+clubs:

8 to 9 HCPs: 2 NT

10 to 13 HCPs: 3 NT or 3♣

14 to 17 HCPs: 3 NT or 5♣

6+diamonds:

8 to 9 HCPs: 2 NT

10 to 13 HCPs: 3 NT or 3♦

14 to 17 HCPs: 3 NT or 5♦

18+ HCPs – Invite Slam

4♠ - Gerber – Ask for Aces

4 NT Quantitative Invitation – Ask for HCPs

- Weak Openings** (3 criteria)
- Points: 9 to 11 HCPs
 - Suit length:
6 cards: 2♦, 2♥, or 2♠ (NO 2♣)
7 cards: 3♣, 3♦, 3♥, or 3♠
8 cards: 4♥ or 4♠ (no minor)
 - **CRITICAL:** must have 5+HCPs in longest suit

- Strong 2♣ Opening**
- 2♣ : 22+ HCPs (any suit – artificial bid)
 - (rare) 2♣ Equivalent :
(9 sure tricks in Major suit) or
(10 sure tricks in Minor suit)

- Responses to 2♣ Opening (22+ HCPs)**
(Demand Bid – must keep bidding open)
- **2-Diamonds Waiting Responses** (artificial bids)
0 to 7 pts: 2♦ (artificial bid)
8 to 10 pts (natural bid -game level)
 - 5+card Suit: 2♥, 2♠, 3♣, 3♦
 - NO 5+card Suit: 2NT
11+ pts (slam level)
 - 5+card Suit: 3♥, 3♠, 4♣, 4♦
 - NO 5+card Suit: 3NT
 - **3-Point Step Response** (artificial bids)
0 to 3 HCPs: 2♦
4 to 6 HCPs (game): 2♥
7 to 9 HCPs (game): 2♠
10 to 12 HCPs (slam) 2NT
13+ HCPs (slam): 3♣

- Partnership Points for a Game**
- 25 pts and 9 tricks in No Trump
 - 25 pts and 10 tricks in a Major Suit
 - 29 pts and 11 tricks in a Minor Suit
 - 33 pts and 12 tricks for a Baby Slam
 - 37 pts and 13 tricks for a Grand Slam

- Bidding Slam (Gerber -asking for Aces)**
- | | |
|----------------------|-----------------------|
| 4♣ (asking for aces) | 5♦ (asking for kings) |
| 4♦ 0 or 4 aces | 5♦ 0 or 4 kings |
| 4♥ 1 ace | 5♥ 1 king |
| 4♠ 2 aces | 5♠ 2 kings |
| 4NT 3 aces | 5NT 3 kings |

- Bidding Slam (Blackwood -asking for Aces)**
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|-----------------------|------------------------|
| 4NT (asking for aces) | 5NT (asking for kings) |
| 5♣ 0 or 4 aces | 6♣ 0 or 4 kings |
| 5♦ 1 ace | 6♦ 1 king |
| 5♥ 2 aces | 6♥ 2 kings |
| 5♠ 3 aces | 6♠ 3 kings |

- Bidding Slam (Quantitative Invitation)**
- 4NT - after 1NT or 2NT opening – asking for points in opener’s hand
- Opener’s Response:
- | Bid | after 1 NT | after 2 NT |
|-----|-----------------------|------------|
| 5♣ | 15 HCPs | 20 HCPs |
| 5♦ | 16 HCPs | 21 HCPs |
| 5♥ | 16 HCPs w 5-card suit | |
| 5♠ | 17 HCPs | |

- Bidding Slam with Intervening Bid**
- Ask for Aces: **DOPI**
- DOUBLE if you have 0 Aces
 - Pass – if you have 1 Ace
 - Next higher suit – if you have 2 Aces
 - 2 steps higher if you have 3 Aces
- Ask for Kings: **DEPO**
- DOUBLE if you have EVEN # of Kings
 - Pass – if you have ODD # of Kings

Contract Scoring for Duplicate								Point Categories		
Final Contract (bid and made)					Contract Level	Partnership HCPs Required	Tricks Required	Trick Points	Game Bonus	Slam Bonus
(Trick Points for Contract)										
7♣ 140 pts	7♦ 140 pts	7♥ 210 pts	7♠ 210 pts	7NT 220 pts	Grand Slam	37 pts	13	140 to 220	300 (not vul) or 500 (vul)	1,000 (not vul) or 1,500 (vul)
6♣ 120 pts	6♦ 120 pts	6♥ 180 pts	6♠ 180 pts	6NT 190 pts	Small Slam	33 pts	12	120 to 190		500 (not vul) or 750 (vul)
5♣ 100 pts	5♦ 100 pts	5♥ 150 pts	5♠ 150 pts	5NT 160 pts	Game Level 5C or 5D	29 pts	11	100 to 160		
4♣ 80 pts	4♦ 80 pts	4♥ 120 pts	4♠ 120 pts	4NT 130 pts	Game Level 4H or 4S	25 pts	10	120 to 130		
3♣ 60 pts	3♦ 60 pts	3♥ 90 pts	3♠ 90 pts	3NT 100 pts	Game Level for 3 NT	25 pts for 3 NT	9	100	Part Score 50	
2♣ 40 pts	2♦ 40 pts	2♥ 60 pts	2♠ 60 pts	2NT 70 pts	Part Score	<25	8	40 to 80		
1♣ 20 pts	1♦ 20 pts	1♥ 30 pts	1♠ 30 pts	1NT 40 pts	Part Score	<25	7	20 to 40		