

OPENING BIDS

RESPONDING BIDS

OPENER'S REBIDS

BALANCED HANDS		0-10	Balanced: Pass		
12-14	Open 1NT	11-12	Balanced: 2NT (or unbalanced 5+ minor)		Raise 2NT to 3NT with 14 points otherwise pass
		13-18	Balanced: 3NT (or unbalanced 5+ minor)		Raise 4NT to 6NT with 14 points otherwise pass
		19-20	Balanced: 4NT invitational to 6NT		Always pass over 2♦, 2♥ or 2♠ response.
		0-10	Unbalanced with a 5+ card suit: 2♦, 2♥ or 2♠ (2♣ is reserved for 'Stayman' convention - see overleaf)		Pass after a bid of 4♥ or 4♠
		11+	With 6+ card major suit bid game		Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT.
			With 5 card major suit jump to 3 of the major		
			With 4 card major suit bid 2♣ (Stayman)		
		19+	Unbalanced: Look for a slam after finding a fit		
15-19	First open one of a suit then rebid NT		See responses to opening bids of one of a suit	15-16 17-18	Rebid NT at the lowest level (Pass after 1NT response) Jump rebid NT. With 19 points bid 3NT
20-22	Open 2NT	0-3	Pass		Pass after a bid of 4♥ or 4♠
		4-10	Balanced or long minor: Bid 3NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3♣ (Stayman)		Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT.
		11-12	Balanced: 4NT invitational to 6NT		Raise 4NT to 6NT with 22 points otherwise pass
		11+	Unbalanced: Look for a slam after finding a fit		
UNBALANCED HANDS					
12+	OPENING BIDS OF ONE OF A SUIT Open all hands with 12 points. With 10-11 points use the Rule of 20 test (see below). a) The longest suit b) The higher ranking of any two equal length suits, except with 4 Hearts and 4 Spades, then open 1♥. c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5	Pass		After limited response (same suit or NT) If combined points below game, pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with a 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid own 5+ card suit (need 6+ cards if 1NT response)
		6-9	Four of more cards in openers major suit Bid two of the suit		
		10-12	Bid three of the suit		
		13-15	Bid four of the suit		
		6+	Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level).	11-15	
		9+	Bid at the two level with 5+ card major suit or 4+ card minor suit <u>but only if you can't bid at the one level.</u> Bid 4 card major at the one level in preference to longer minor suit at the two level.		
		16+	Jump bid in a new suit. Must be 5+ card suit.	16-18	Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit after a 2 level response.
10-11	See 'Rule of Twenty' on front page.	6-9	If none of the above, bid No Trumps Bid 1NT - need not be balanced hand.		Jump rebid your suit with 6+ cards and 7 playing tricks.
		11-12	Bid 2NT with balanced hand.		
		13-15	Bid 3NT with balanced hand.	19	Bid game in partner's suit with a fit or bid 3NT. Jump bid in a new suit.
23+	OPENING BID OF 2♣ 23+ points (any shape) or 10 playing tricks	0-7	Bid 2♦ (negative response).		Over 2♦ bid 2NT with 23-24 balanced (not forcing).
		8+	...or with any 1 Ace and 1 King make a positive response.		Any other rebid is forcing to game.
5-10	OPENING BIDS OF 2♦, 2♥ or 2♠ (Weak Twos): Need six card suit with good suit quality. Should have no outside four card major.	0+	Raise to the 3 level with 3 card support. Raise to the 4 level with 4 card support or if game is certain opposite a minimum. hand.	5-7	Raises are pre-emptive so always pass if partner raises.
		14+	Bid 2NT (artificial and forcing) to find out more from partner. Bid 3NT to play if game is certain.	8-10	After a 2NT response: Bid three of own suit with minimum hand. Bid a suit containing an Ace or King or protected Queen. Bid 3NT with two of the top three honours in trumps.
6-9	PRE-EMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values and no four card major. With 8 card, suit bid four of suit.	0-15	Less than 3 card support, PASS. 3+ support, raise one level.		Don't bid again unless responder bid a new suit (forcing).
		16+	Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		

OVERCALLS

RESPONDING TO OVERCALLS

NFB CRIB SHEET

Takeout Double 12-15 16+	Need opening strength and good shape. The short suit is always opener's suit. Ideal shapes are 4441, 5440. Shapes with at least 3 cards in each unbid suit are also OK but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 6-9 9-12 13+ 13-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12, 2NT Jump bid in your longest suit. Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponent's suit
Suit Overcall 8-15 11-15	Must be a five card suit (containing two honours if minimum points). Bid at the one level. Can bid at the two level if necessary. The requirement for overcalling an opening bid of 1NT is 11-15 points and a good 5+ card suit.	0-5 6-9 10-15 16+ 9-12 13-14	After an overcall at the one level: Pass With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT. With 3+card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponent's suit. Bid 2NT with a stopper in opponent's suit. 15+ Bid 3NT After an overcall at the two level: Responses are same as if partner opened the bidding
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT. Bid game with a fit or 2NT. Bid 3NT with 13+ and no fit.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump <i>two levels</i> (double jump). Use with caution if vulnerable!		Treat as an opening pre-emptive bid.
1NT Overcall 16-18	A balanced hand with a stopper in the opponent's suit. (With 19+ and balanced hand, first double then rebid NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
Double of 1NT. 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally, pass.
LEADS Which suit to lead: Decide on the suit to lead before choosing which card. If partner bid, lead partner's suit otherwise lead an unbid suit. Which card to lead: Against NT contracts lead top of a sequence of three honours or 4 th highest of your longest suit. Against suit contracts lead a) top of a sequence of two or more honours e.g. KQxx b) small card from a suit with a single honour eg Kxxx <u>except</u> never lead away from Ace in a suit contract c) a singleton d) top card of doubleton e) 2 nd highest from suit with nothing higher than the nine (MUD). SIGNALS When following suit (and not trying to win): Encourage partner to continue playing the suit by playing a high card, followed by a lower card. Discourage by playing low then high. When discarding: Discard a high card of a suit you want led or low card of suit you don't want led.		STAYMAN Bid 2♣ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2♦ = no 4 card major, 2♥ = 4 hearts, 2♠ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2♦ (i.e. 2NT with 11-12). But you can use Stayman with 0-10 if 4-5 or 5-4 in the majors because you can rebid the 5 card major after 2♦ reply. BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5♣=0 or 4 Aces, 5♦=1, 5♥=2, 5♠=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. GERBER A bid of 4♣ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4♦=0 or 4, 4♥=1, 4♠=2, 4NT=3. Now 5♣ asks for Kings. Give the same responses at the 5 level.	

HAND VALUATION

High Card Points: Ace=4, King=3, Queen=2, Jack=1.
 Distributional Points: (only with an 8 card trump fit)
 Void=5, Singleton=3, Doubleton =1

RULE OF TWENTY

To decide whether to open with an unbalanced hand of 10-11 points, do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

CONTRACT LIMIT GUIDE

Approximate points required to bid to various levels:
 Part scores: 19-24. Major Suit games and 3NT: 25+.
 Minor Suit games: 27+. Small Slam: 6 in Suit 31+, 6NT 33+
 Grand Slam: 7 in Suit 35+, 7NT: 37+

SCORING

Tricks bid and made	UnDbld	Dbld	ReDbld
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120
Undertricks			
Not vulnerable - First trick	50	100	200
- Second and third trick	50	200	400
- Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
- Second & subsequent trick	100	300	600

Bonuses

Part-score contract bid and made	50
Game bid and made - not vulnerable	300
- vulnerable	500
Small slam bid and made - not vulnerable	500*
- vulnerable	750*
Grand slam bid and made - not vulnerable	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

* Slam bonuses are in addition to game bonuses.

Overtricks

Undoubled - Trick value
 Doubled - 100 each if not vulnerable, 200 each if vulnerable
 Redoubled - 200 each if not vulnerable, 400 each if vulnerable