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Bidding Fundamentals Standard 5 Card Majors

Opener's First Bid

13-20 pts (HCP + LP) Generally open longest suit

1♠ or 1♥ (major suits), shows 5 + cards

1♦ (minor suit) shows 4+ cards

1♣ (minor suit) shows 3+ cards

5+/5+ shape – open higher-ranked suit

4 /4 's in clubs and diamonds, open 1♦

3/3's in clubs and diamonds, open 1♣

1NT: 15- 17 pts, balanced (4443, 4432, 5332). (may contain a 5-card major if 5332)

Opener's Second Bid

Shows either 13-15 (minimum) 16-18 (medium) or 19-20 (maximum)

either (1) single-suited (6 +cards = bid suit again) or (2) 2/3 suited (5/4 + = bid 2nd suit)

or (3) balanced (= rebid NT) or (4) support for responder (= raise responder's suit)

In general with a minimum hand, bid at the most economic level, with a medium hand, jump a level, and with a maximum hand, jump to game level.

Responses to 1NT (Point Ranges 0 -7, 8/9, 10+)

0-7 pts (unbalanced shape) = bid 2 of long suit. Balanced = pass

8-9 pts (balanced shape) = bid 2NT

10+ pts (unbalanced) 6 + card suit = bid game in long suit, or if minor, bid 3NT

5 card suit = jump to 3 of long suit. If balanced = bid 3NT



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Responses to 1 of a Suit (Point Ranges 6-9, 10-12, 13+)

With a fit, revalue for shortage points: doubleton add 1, singleton add 3, void add 5

Limit raises: 0-5 pts = pass. 6-9 pts = raise to two of suit opened. 10-12 pts = jump to 3 of suit

13+ pts = bid 4/game

With no fit, bid new suit to show 6+ pts (at one level), or 10+ pts if suit is lower-ranked and needs to be shown at the next level. With 6-9 pts, no fit, bid 1NT (non forcing)

NB: Change of suit by unpassed hand is forcing.)

Second Response

Pass (if possible) with minimum, invite game if medium, go to game if maximum hand.

Rebid own suit if 6+ cards, bid new suit or NT or raise opener's suit.

Overcalls and Take-out Doubles (Competitive Bidding)

Overcall with:

- 8 – 17 points (one-level) eg 1♥ (1♠)
- 12 – 17 points (two-level) eg 1♥ (2♣)
- a good 5+ card suit with two of top three honours (AKQ), or three of top five (AKQJ10)
- 15-18 points = overcall 1NT with stopper in suit opened
- 10 – 14 points (in balancing seat) = overcall 1NT with balanced hand, stopper in suit opened

Responding to an Overcall

An overcall is not forcing, but with a fit and 6+ points, raise. (Points are less important than number of trumps)

Without a fit, either pass or

- Bid own suit to show a good five-card or longer suit (forcing) (eg 1♣ 1♥ pass 2♦)
- Bid NT with a stopper in the suit opened (eg 1♣ 1♥ pass 1NT/2NT)
- 1NT = 6-9 points, 2NT = 10 – 12 points, 3NT = 13+ points



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Takeout Doubles

These (X) show

- **opening** hand (or better) – a double takes no space in the bidding
- **shortage** (two cards or fewer) in the suit opened by the opponents
- **support** for the other three suits eg 1♥, X (double). Shows 3+ card support for clubs, diamonds and spades
- A double is forcing unless the next hand bids over it

Responding to a Double

- 0-8 points, bid at cheapest level possible (eg 1♣, double, pass, 1♥)
- 9-11 points, jump bid in best suit (eg 1♣, double, pass, 2♥)
- 12 + points, bid game (eg 1♣ double, pass, 4♥)

Doubler's Next Move

- Pass with minimum 13-15
- Raise responder one level with 16-18
- Jump raise with 19-20



Conventions: Intermediate to Advanced

Intermediate

- **Blackwood** 4NT = Ace ask once a fit has been discovered

Answers: 5♣ = 0/all, 5♦ = 1, 5♥ = 2, 5♠ = 3. If your side has all aces, then 5NT is ask for Kings. Answers are the same as for Aces.

- **Stayman** 2♣ after 1NT opening, or 3♣ after 2NT asks for four-card majors

Bid 2♦ with none, 2♥ with four hearts (and maybe four spades), 2♠ with four spades

- **2♣ and Weak 2's**

Open 2♣ with any hand that's too strong for a 1 bid. Open 2♦/♥/♠ to show weak hands, with six card suit, 6-9, less than an opening hand.

- **Transfers to Over 1NT and 2NT Openings**

Responder shows a 5+ card suit, (ANY number of points) by bidding the suit below the one held. (1NT p 2♦ shows hearts, 1NT p 2♥ shows spades, or one level higher over a 2NT opening). Responder can show a single-suited, two-suited, or balanced hand, each of which contains a five card or longer major. Later, transfers to minors is recommended.

Advanced

- **Jacoby 2NT** (shows a strong raise with four-card support, over partner's major opening. Asks opener to show a shortage).
- **Roman Key Card Blackwood** (an improvement to ordinary Blackwood to show the trump king and/or queen in the ace-asking process)
- **Inverted Minors** (a raise to 2 of pd's minor opening is stronger than a jump to 3, which is preemptive)
- **New Minor Forcing** (checkback by responder, who, with 10+ points, bids the other minor to discover more about opener's hand: eg 1♣ p 1♠ p 1NT p 2♦ = ask. Answers will show 3 cards in responder's major, or another four card major, or something else.)
- **Lebensohl** (a method of dealing with the opponents' interference of partner's 1NT opening, which shows weak, intermediate or strong hands with either long suits, and stoppers in the opponents' suit for No Trumps).
- **Negative and Support Doubles** (take-out doubles in competition to show values, and/or three card support)
- **Drury** (2♣/♦ by a passed hand after 1Major opening shows support and asks if partner has opened light in 3rd or 4th seat)
- **Michaels Cue Bids and the Unusual No Trump** (two-suited 5/5 overcall hands)
- **Splinter Bids** (4 + card raises of partner's opening to show a singleton or void in the suit bid eg 1♥ p 4♦ = a raise to 4♥ with a singleton or void in diamonds)
- **Help Suit Trial Bids** (the bid of a new suit after a major has been agreed asks for game to be bid with help in that suit).
- **Cue Raises** (bids to differentiate strong and weak raises of partner's overcall)