

(1) THE BASICS: STANDARD 5 CARD MAJORS

(The basics are the most important of all.)

OPENER'S FIRST BID	OPENER'S SECOND BID	RESPONDING TO 1NT	RESPONDING TO 1 OF A SUIT	COMPETITIVE BIDDING
<p>Open 1NT with 15-17 and balanced (4333, 4432, 5332)</p> <p>Open one of longest suit 13-20</p> <p>Open 1♠ or 1♥ with 5+ cards</p> <p>Open 1♦ with 4+ cards.</p> <p>Open 1♣ with 2+ cards.</p> <p>Open higher-ranked suit with 5+/5+ shape</p> <p>Open 1♦ with 4/4 shape in minors</p> <p>Open 1♣ with 3/2 shape in minors</p>	<p>SINGLE-SUITED (6+ cards), bid that suit again</p> <p>TWO-SUITED (5/4+) bid 2nd suit</p> <p>BALANCED, bid 1NT</p> <p>SUPPORT for responder, raise their suit</p> <p>MINIMUM 13-15 bid at the most economic (lowest) level</p> <p>MEDIUM 16-18 jump one level</p> <p>MAXIMUM 19-20 jump to game</p>	<p>0-7 points unbalanced, bid 2 of long suit</p> <p>0-7 points balanced, pass</p> <p>8-9 points balanced, bid 2NT</p> <p>10+ points unbalanced, jump to game with 6+ cards in suit, or with 5 cards in suit, jump to 3 of that suit</p> <p>10+ points balanced, bid 3NT</p>	<p>(1) With Fit</p> <p>Add short suit points:</p> <p>Doubleton (2 cards) add 1 point</p> <p>Singleton (1 card) add 3 points</p> <p>Void (0 cards) add 5 points</p> <p>With 6-9 points raise to two level</p> <p>With 10-12 points jump to three level</p> <p>With 13+ points bid 4/game level</p> <p>(2) With no Fit</p> <p>6+ points Bid own suit (the bidding is forcing so opener can't pass)</p> <p>6-9 no fit nor support, bid 1NT</p>	<p>Overcalls</p> <p>8-16 points, 5+ cards, good suit (two level overcalls are 12+ points)</p> <p>Double 13+ points, with no long suit; at least three cards in the other suits not bid by opener; & 2 or fewer cards in opener's suit.</p> <p>Responding to an overcall</p> <p>Raise overcall with 3+ card support. Jump with weak hand (6-9) and 4+ trumps.</p> <p>Responding to a double</p> <p>0-8 points, bid longest suit (prefer a major) at cheapest level</p> <p>9-11 points, jump bid best suit</p> <p>12+ points, jump to game or bid opener's suit</p>

(2) CONVENTIONS FOR INTERMEDIATES

(Add when ready. You don't need many conventions. You could win championships using only these!)

STAYMAN	TRANSFERS	BLACKWOOD	OPENING 2♣	WEAK 2-BIDS
<p>2♣ after 1NT opening, (or 3♣ after 2NT opening) asks for a four-card major</p> <p>Respond</p> <p>2♦ with no major</p> <p>2♥ with 4 hearts (may have four spades)</p> <p>2♠ with 4 spades (denies four hearts)</p>	<p>Responses after partner opens 1NT or 2NT</p> <p>Bid the suit below the suit you actually hold to show 5+ cards, (<i>any</i> points)</p> <p>1NT p 2♦ (shows a hand with 5+♥)</p> <p>1NT p 2♥ (shows a hand with 5+♠)</p>	<p>4NT = Asks for Aces when a fit has been found</p> <p>Answers:</p> <p>5♠ = 0 (Aces)</p> <p>5♦ = 1</p> <p>5♥ = 2</p> <p>5♣ = 3</p> <p>If your side has all aces then 5NT asks for Kings. Answers as for Aces.</p>	<p>Open 2♣ Usually 19+ points and 3 or fewer losers, or 22+ balanced</p> <p>Open 2♣ with hands that are too strong for a one-bid, either balanced or unbalanced.</p> <p>(Responses 2♦ shows a hand with fewer than 8 points, and no good suit)</p>	<p>Open 2♦/♥/♠ to show weak hands, with six cards in suit, 6-9 pts and a good suit (2 of the top 3, or 3 of the top 5 honours) ie at least 2 of the AKQ, or 3 of the AKQJ10</p> <p>Must have less strength than an opening 1 bid</p>