



Bridge – Year 2  
Help Document

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GAMES: 25 pts - Major or NT    28 pts - Minor  
33 pts - Small Slam    38 pts - Grand Slam

<b>COUNTING HIGH-CARD POINTS (HCP)</b> Aces - 4    Kings - 3    Queens - 2    Jacks - 1		<b>Adding Distribution: Only with 8+ card Fit</b> + 3 points   Void    + 2 points   Singleton    + 1 point   Doubleton  Add Distribution for Spot Card Singletons, Doubletons, Voids always  Do Not Add Distribution for: * King, Queen, or Jack Singletons    Ace Singleton – Fine  * Queen or Jack Doubletons    King or Ace Doubleton – Fine		<b>Opener Bids 1H or 1S    12-20 hcp and 5+ cards</b>	
<b>OPENING BIDS</b>		<b>Bidding Ranges With Fit</b>		<b>Responder Options</b>	
<b>Standard 1-level Opening Bids</b>		<b>Responder Ranges</b>		1S    IF Opener bids 1H.   6+ hcp and 4+ Spades	
1H or 1S	12-20 hcp and 5+ cards in Major <i>Any 5 cards. 5-5: Open Spades</i>	6 – 9 total Responding Points	Minimum Responding hand <i>Raise a Minimum Amount Can afford the 2-level</i>	2H or 2S	Raise a Minimum amount with 6 – 9 points
1NT	15-17 hcp and Balanced Hand No Voids, No Singletons, ≤ 1 Doubleton <i>4-3-3-3, 4-4-3-2, 5(minor) -3-3-2</i>	10 - 12 total Responding Points	Medium / Invitational Responding <i>Raise a Medium Amount Can afford the 3-level: Invite</i>	3H or 3S	Raise a Medium amount with 10-12 points
1C or 1D	1C or 1D    12-20 hcp and 3+ cards in Minor <i>As few as 3 cards to Open the Minor 4-4: Open Diamonds    3-3: Open Clubs</i>	13+ total Responding Points	Maximum Responding hand <i>Bid a new Suit to Force Opener to Bid again</i>	4H or 4S	Raise to Game with 5+ card support and any points OR   Bid a New Suit
<b>Alternate 1-level Opening Bids</b>		<b>Opener’s Ranges</b>		1NT	“Junk Drawer” 6-9 hcp and NO suit to offer on 1-level
11 hcp and a 6+ card Suit	Open the 6+ card suit	12 - 15 total Opening Points	Minimum Opening hand <i>Raise a Minimum Amount Can afford the 2-level</i>	2C or 2D	Bid a New Suit on the 2-level with 10+ hcp and 5+ cards
1 <sup>st</sup> or 2 <sup>nd</sup> Seat	Rule of 20    Open 1C, 1D, 1H, or 1S <i>Add hcp to the length of your two longest suits If it equals 20 or more, Open SUIT on the 1-level</i>	16 – 18 total Opening Points	Medium / Invitational <i>Raise a Medium Amount Can afford the 3-level: Invite!</i>	2NT	10-12 hcp. No 5+ card suit to bid on 2-level.   Balanced.
	12-20 hcp and 5+ cards in Major <i>Any 5 cards. 5-5: Open Spades</i>	19 – 20+ total Opening Points	Maximum Opening hand	3NT	13+ hcp.   No 5+ card suit to bid on 2-level.   Balanced.
3 <sup>rd</sup> Seat	After 2 Passes, Open a 1-level Suit with 10+ hcp			4NT	20+ points with Dist.   Slam Territory.   Asks for Aces
				<i>Remember to add Distribution with a known 8+ card Fit before Responding</i>	
				<b>Opener Rebid Options</b>	
				<b>With Fit, Opener adds Distribution</b>	
				Raises a Fit higher with at least Invitational points. Uses logic and math to determine if Game is possible.	
				<b>Without Fit, Opener has several Rebid Options.   No Distribution</b>	
				Rebid Opening Suit with 6+ cards. Rebid a 2 <sup>nd</sup> Lower-Ranking Suit with a Two-Suited Hand Rebid NT if Opener started with a roughly balanced hand.	
				<i>See Opener and Responder Rebid Document for more detailed help.</i>	



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Opener Bids 1C or 1D      12-20 hcp and 3+ cards

Responder Options

- 1H or 1S    Change to New Major Suit on 1-level.    6-9 hcp and 4+ cards
- 1NT      “Junk Drawer” 6-9 hcp and NO suit to offer on 1-level
- 2C or 2D    Raise in Opener’s Minor Suit.    6-9 points and 5+ cards
- 3C or 3D    Raise in Opener’s Minor Suit.    10-12 points and 5+ cards
- 5C or 5D    Raise to Game in Opener’s Minor suit.    16+ points  
                    5+ cards in Minor AND no reason to shift to NT
- 2NT      10-12 hcp    Balanced Hand.
- 3NT      13+    hcp    Balanced Hand
- 4NT      20+ points with Dist.    Slam Territory. Asks for Aces

Remember to add Distribution with a known 8+ card Fit before Responding

Opener Rebid Options

With Fit, Opener adds Distribution

Raises a Minor Fit higher with at least Invitational points.  
Uses logic and math to determine if Game is possible.  
Does not have a reason to shift to NT

Without Fit, Opener has several Rebid Options. No Distribution

Rebid Opening Suit with 6+ cards.  
Rebid a 2<sup>nd</sup> Lower-Ranking Suit with a Two-Suited Hand  
Rebid NT if Opener started with a roughly balanced hand.

See Opener and Responder Rebid Document for more detailed help.

1NT Openings and Responses

Opener bids 1NT: 15-17 hcp and Balanced Hand  
Responder needs 10 points for a game; 8-9 Invite

Responder - Stayman

Bids 2C: 4-and-only-4 card Major and 8+ hcp

Opener bids 2S, 2H to show 4 -card Major or  
Opener bids 2D - No 4-card Major

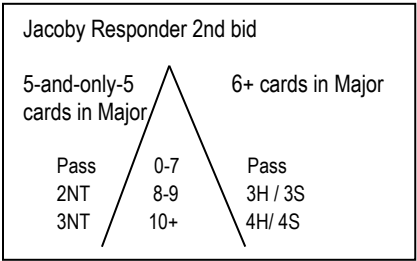
Responder continues to bid in Major-Suit Fit or  
Returns to appropriate level of NT

Responder - Jacoby Transfer

Bids 2D as Transfer to Hearts: 5+ cards and 0+ hcp  
Bids 2H as Transfer to Spades: 5+ cards and 0+ hcp

Opener bids transferred suit! Opener MUST bid Responder’s Major.

Responder bids suit again or returns to NT based on shape and points:



Opener may bid again.

If Responder returns to NT, Opener may correct back to suit with a sure 8-card Major-suit Fit.

If Responder does not bid game, Opener may continue to Game with a sure 25 points.

Simple Overcalls

Opener bids a suit (not NT)

Opponent wants to bid a new suit (not NT)

Opponent needs

- \*5+ cards and 8-16 hcp for 1-level Overcall  
\*5+ cards and 10-16 hcp for 2-level Overcall  
\*6+ cards and 14-16 hcp for 3-level Overcall

Opponent needs to have a very good Overcall suit if the point count is closer to 8 hcp.

Opponent may have any quality suit if point count is closer to 16 hcp.

Simple Overcalls are NEVER a jump.

Simple Overcalls are ALWAYS made as cheaply as possible

Advancer:

- FIT? 6-9 points (with Dist)    Raise to 2-level  
10+ points (with Dist)    CUEBID Raise of Opener’s Suit

No FIT? 12ish+ hcp    Good 5+ card Major.    Bid New Major

- 8–11 hcp    Bid 1NT with at least 1 stopper in Opener suit  
12-14 hcp    Bid 2NT with at least 1 stopper in Opener suit  
15+ hcp    Bid 3NT with at least 1 stopper in Opener Suit

NOTE: Advancer bidding NT is rare. It’s not wise at all.  
Only do it if you really believe you can make a NT contract.

**5-and-only-5-cards** – No Distribution  
*Responder bids 3NT with 4+ hcp*  
*Responder Passes with 0 – 3 hcp*



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## MegaHand Bidding – 2C Openers

Dealer has one of three conditions to open 2C:

- \* 21 hcp and Unbalanced Hand: 5+ card Major/6+-card Minor
- \* 22+ hcp and Balanced Hand
- \* 9 Winning Tricks in Hand

### Opener bids 2C – Artificial – Does not mean Clubs

*This is forcing for Responder.*

### Responder – Required to bid because 2C does not mean Clubs

Most Common Response – 2D “Waiting”  
*“Waiting to Hear What Bigger Hand Bids Next”*

Less Common Response – Responder’s own Major Suit  
*Needs 5+ cards in Major and specific kinds of cards*

### Opener Rebid: Opener bids 5-card Major or 2NT (less commonly – 6-card Minor)

*This is Opener’s first real bid. This is still forcing for Responder.*

### Responder Rebid: Hopefully, partnership has a Fit

Opener Rebid in a Major?  
*Responder needs 3-card support. Adds Distribution.*  
*Responder needs 4 hcp for Game.*

Opener Rebid in 2NT?  
*Responder may bid Stayman or Jacoby.*  
*Responder needs 4 points for a Game.*

Partnership may play in a Game if Responder has 4+ points.  
Partnership may play in a Suit Contract with an 8+-card Fit.

## MegaHand Bidding – Slam Bidding

Partnership needs 33+ points for a Small Slam  
*6-level Suit or NT Contract*

Partnership needs 38+ points for a Grand Slam  
*7-level Suit or NT Contract*

Small Slams require 33ish points and at least 3 of 4 Aces.  
Grand Slams require 38 points, all 4 Aces, and all 4 Kings.

### **BLACKWOOD**

Used if any suits have been bid in the auction.

Either Partner may Ask for Aces.

It’s the Partner who first realizes that there are 33ish points.

### **4NT = “How many Aces do you have?”**

Answers:  
5C = 0 or 4 Aces (Partner should be able to figure out)  
5D = 1 Ace  
5H = 2 Aces  
5S = 3 Aces

The player who Asks for Aces is the player who places the contract.

Has at least 3 Aces? Bid 6-level Slam

Fewer than 3 Aces? Bid on 5-level to stop the Slam

## MegaHand Bidding – Slam Bidding

Partnership needs 33+ points for a Small Slam  
*6-level Suit or NT Contract*

Partnership needs 38+ points for a Grand Slam  
*7-level Suit or NT Contract*

Small Slams require 33ish points and at least 3 of 4 Aces.

Grand Slams require 38 points, all 4 Aces, and all 4 Kings.

### **GERBER**

Used ONLY immediately after 1NT or 2NT Openers

This is always the first bid by Responder.  
Responder is the one who realizes that there are 33ish points.

### **IMPORTANT: Responder does not have 4+ cards in Major.**

There will be no Stayman and no Jacoby bidding.  
Responder does not have a Major Suit to offer.  
Immediately Asks for Aces.

### **4C = “How many Aces do you have?”**

Answers:  
4D = 0 or 4 Aces (Partner should be able to figure out)  
4H = 1 Ace  
4S = 2 Aces  
4NT = 3 Aces

This keeps the auction low in case there are not at least 3 Aces.

The player who Asks for Aces is the player who places the contract.

Has at least 3 Aces? Bid 6-level Slam

Fewer than 3 Aces? Bid 4NT to stop the Slam



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Opening Leads Against Trump Contracts

1. Top of Touching Honors

AK, KQ, QJ, JT

*You are attempting to push out the higher Honor cards from the Opponents' hands.  
By doing so early, you have a better chance of **promoting your** remaining middle honor(s) as winners before Declarer runs out of this suit and begins trumping it.*

2. 4th Down from the Top in Your Longest, Strongest Suit

K 9 8 5, Q 8 6 4 3, J 9 8 2

Opening Leads Against NT Contracts

1. Top of a True Sequence

AK Q x, KQ J x, QJ T x, JT 9 x

*You are attempting to push out the higher Honor cards from the Opponents' hands.  
By doing so early, you have a better chance of **promoting** a long run in your suit a little later.  
Since your suit cannot be trumped, you might be able to force Declarer to discard important cards on your winning run.*

**Other types of sequence Leads discussed in the future.**

2. 4th Down from the Top in Your Longest, Strongest Suit

K 9 8 5, Q 8 6 4 3, A 9 8 2

Declarer Development Techniques:

There are Development tools that Declarers can use to develop extra or necessary tricks.

Promotion

*A suit has connected middle honors but is missing the highest honor (s).*

K Q J T    Q J T x    J T x

*Declarer bravely plays a high honor intending to lose it.  
This forces the Opponents to play their higher honor.  
Then the remaining connected middle honors are promoted to winners once Declarer regains the lead.*

Establishing Length

*A suit has 8+ cards (sometimes 7 cards are enough). The suit might not have honors.  
Declarer plays a long suit and loses, perhaps more than once.  
The Opponents will become void after 1, 2, 3 rounds of play.  
Then any length remaining in Declarer's hands automatically become winners.*

Declarer A 9 8 3 2    Dummy 7 6 4  
Win Ace. Then play suit and lose twice. Declarer's 2 remaining cards in suit are established winners.

Finesse

*A suit has a couple / few honors but has missing honors in the middle.*

A Q x    or    A J T x

*Start play from opposite side of table. Play a low card. Watch next Opponent play.  
Force that next Opponent to Commit to a card.  
If / When that Opponent plays a low card, bravely play the lower-ranking honor in the suit and hope that the next Opponent does not have the missing honor.*

*You are hoping that the lower-ranking honor wins a trick.*



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GAMES: 25 pts - Major or NT    28 pts - Minor  
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## Declarer Makes a Plan in a Trump Contract

Opening Lead is made. Dummy comes down.

Declarer should stop and think about how to play this hand before calling / playing even a single card from Dummy.

*Declarer is allowed a minute or so of quiet thinking time at the table – no one else interrupting. Then Declarer is supposed to play all 13 tricks in an even tempo for the remainder of the hand.*

### Counting Losers:

Determine the disposition of each of the 13 cards on one side of the table:

- \* Outright Winner
- \* Part of a Winning Combo
- \* Loser

### Playing the Hand

#### 1. First Thoughts:

How many tricks are needed to make the contract? How many tricks can Declarer afford to lose? Count Losers.

#### 2. Win an Early, Reasonable Trick.

Win a trick as soon as possible

#### 3. Pull The Opponents’ Trump cards.

For right now, Pull the Opponents’ trump as your first job! Even if you are missing the high trump.

#### 4. Develop Suits that need a Little Extra Help to Cultivate Winners

Leave your sure winners alone! Instead, work on suits that need some development. Force Opponents to take their high honors in suits early. Then Opponents will play back to your sure winners.

#### 5. Play Remaining Winners.

Now take the rest of your winning tricks.

## Declarer Makes a Plan in a NT Contract

Opening Lead is made. Dummy comes down.

Declarer should stop and think about how to play this hand before calling / playing even a single card from Dummy.

*Declarer is allowed a minute or so of quiet thinking time at the table – no one else interrupting. Then Declarer is supposed to play all 13 tricks in an even tempo for the remainder of the hand.*

### Counting Winners:

Count true-blue, absolute winners off the top.

If each suit were played right now, how many winners could you take in a row?

### Playing the Hand

#### 1. First Thoughts:

How many tricks are needed to make the contract? How many tricks can Declarer afford to lose? Count Winners off the top

#### 2. Win an Early, Reasonable Trick.

Win a trick as soon as possible.

#### 3. Develop Suits that need a Little Extra Help to Cultivate Winners

Leave your sure winners alone! Instead, work on suits that need some development. Force Opponents to take their high honors in suits early. Then Opponents will play back to your sure winners.

#### 4. Play Remaining Winners.

Now take the rest of your winning tricks.