#### Year 1 **Essex Bridge Center ©**

GAMES: 25 pts - Major or NT 28 pts - Minor

33 pts - Small Slam 37 pts - Grand Slam

5-3 Fits

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## **COUNTING HIGH-CARD POINTS (HCP)**

Aces - 4 Kings - 3 Queens - 2 Jacks - 1

#### **OPENING BIDS**

1H or 1S 12-20 hcp and 5+ cards in Major

Any 5 cards. 5-5: Open Spades

15-17 hcp and Balanced Hand 1NT

> No Voids, No Singletons, ≤ 1 Dbltn 4-3-3-3, 4-4-3-2, 5(minor) -3-3-2

1C or 1D 12-20 hcp and 3+ cards in Minor

Any 3 cards. 4-4: Open Diamonds

## Opener Bids 1H or 1S Responder Has Fit in Major Suit

Responder has 3+ cards in Major.

The partnership has the 5-3 Major-suit Fit.

Responder adds Distribution:

Opener adds Distribution

partnership has potential for game.

12-15 points Can afford the 2-level

16-18 points Can afford the 3-level

19-20 points Can afford the 4-level

Opener's Rebid:

Opener has

1-Doubleton, 2-Singleton, 3-Void

Responder now bids in Major suit to show total Responding points:

Now Opener knows the partnership has a Fit.

Opener bids in suit or passes, depending on whether

Minimum Resp 6-9 points Raise to 2-Level Medium/Inv Resp 10-12 points Raise to 3-Level Maximum Resp 13+ points See Opener's Rebid

### **Responders - General Thoughts:**

#### Did Opener bid 1H or 1S?

\*Look for 3-card Support to continue bidding the Major suit. This is the 5-3 Fit.

Use the Responder Ranges to show Opener how much help you can give in the suit.

## Did Opener bid 1C or 1D?

\*Look for a 4+-card Major suit to bid in auction. You hope that Opener also has 4 cards

in that Major suit.

If so, you have found the 4-4 Fit.

Use the Responder Ranges to show Opener how much help you can give in the suit.

#### Did Opener bid any 1-level suit?

\*If you can't switch to a Major suit, look for a Fit with Opener's Minor suit

(if Opener bid a Minor suit).

\*If you can't switch to a Major suit and you can't raise Opener's Minor suit, bid NT.

#### Opener Bids 1C or 1D 4-4 Fits Responder Should Search for Major Suit

The Opener does not have a 5-card Major suit. Opener *might* have a 4-card Major.

If Responder has a 4+-card Major suit, the partnership might find the 4-4 Major-suit Fit.

#### Responding in a New Suit on the 1-level

Responder needs 4+ cards in a Major suit and 6+ hcp

Responder is showing the bottom of points in Responding hand. There is no way to show the upper limit of points.

Therefore, A New Suit By Responder Is Forcing For Opener For One Round - Allowing The Auction To Return To Responder For More Bidding.

## Responding in a New Suit on the 2-level

Responder needs 5+ cards in a Major suit and 10+ hcp

NOTE: Responder should ALWAYS bid on the 1-level if still available.

Responder should only bid a new suit on the 2-level if the 1-level is used up. However, then Responder must meet 2-level requirements.

## Opener's Rebid with a Fit in Responder's Major:

Opener bids in suit or passes, depending on whether partnership has potential for game.

# Opener has

12-15 points Can afford the 2-level 16-18 points Can afford the 3-level 19-20 points Can afford the 4-level

# Opener Bids 1C, 1D, 1H or 1S Responder Does NOT have a new Major Suit

### Opener bids 1C or 1D.

Responder does not have a 4+-card Major suit with which to explore a Fit.

#### Minor Suit Raise (with distribution)

Responder needs 5+ cards to go with Opener's 3+ cards in the Minor Suit opening.

2C or 2D 6-9 points 3C or 3D 10-12 points

5C or 5D The partnership needs 28 points. The invitational level in a Minor suit is still the 3-level

(just like the Major suit).

# Opener bids any 1-level suit.

Responder cannot bid a new Major suit. Responder cannot raise the Opener's Minor suit (if a Minor suit was bid).

Responder may bid NT.

## Responding in NT:

This response says, "I don't think we have a chance of finding a trump suit together. Let's play in some level of NT."

6-9 hcp 1NT "Junk Drawer" 10-12 hcp 2NT Balanced Hand 13-16 hcp 3NT Balanced Hand

### Opener's Rebid:

Can you get to 25 points together? Get there.

#### **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

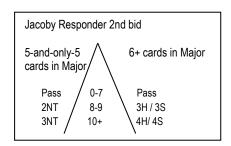
Responder continues to bid in Major-Suit Fit or Returns to appropriate level of NT

#### **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!

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.

## **Preemptive Weak Openers**

\*5-9 hcp \*Long Suit (6+ cards)

\*Vulnerability Matters \*2/3 Honors or 3/5 Honors

\*No outside 4-card Major

8 cards: 4C 4D 4H 4S 7 cards: 3C 3D 3H 3S 6 cards: --- 2D 2H 2S

Responder: Usually Passes.

Big FIT (10+ cards)? Bid Game

More nuance later

Preempts can also be Overcalls.

Same requirements.

Preemptive Overcalls MUST be a jump
from Opener's Standard 1-level suit opening bid.

## **OVERCALL BIDS**

### **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.

<u>Advancer:</u> For now, treat Overcalling Partner as an Opening Partner.

FIT? 6-9 points (with Dist) Raise to 2-level 10+ points (with Dist) Raise to 3-level

No FIT? Probably Pass unless Advancer has good 5+-card suit and Opening points

Simple Overcalls are NEVER a jump.

#### **Preemptive Weak Overcalls**

Opener bids a Standards 1-level suit Opening.

Opponent has

\*5-9 hcp \*Long Suit (6+ cards)

\*Vulnerability Matters \*2/3 Honors or 3/5 Honors

\*No outside 4-card Major

8 cards: 4C 4D 4H 4S 7 cards: 3C 3D 3H 3S 6 cards: --- 2D 2H 2S

Responder: Usually Passes.

Big FIT (10+ cards)? Bid Game

More nuance later

Preemptive Overcalls are ALWAYS a jump.

#### **Playing NT Hands**

- \* Opening Lead by Opponents:
- 1. Top of a Sequence (3 honors and a 4<sup>th</sup> card)
- 2. 4<sup>th</sup> down in Longest, Strongest suit
- \* Count the number of winners you have already.
- \* Find the suit(s) that are probably going to have extra winners in them.

You are looking for PROMOTABLE suits:

KQJ (missing the Ace)

QJT (missing the Ace / King)

You are looking for LENGTH in suits:

8+ cards. You play the suit over and over, losing in it if you must.

Eventually, the Opponents will be void and you will have winning cards.

\* Work on THOSE suits first – keep your sure winners until you create some extra winners

## **Playing Trump Hands**

- \* Opening Lead by Opponents:
- 1. Top of Touching Honors (2 connected honors)
- 2. 4<sup>th</sup> down in Longest, Strongest suit
- \* Look for problems / losing cards.
- \* Pull the Opponents' trump from them as your first job.
- \* Try to void suits where you have a problems so that you can use remaining trump on those suits.