



Bridge 1 and Bridge 2 Help Document Essex Bridge Center ©

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

33 pts - Small Slam 37 pts - Grand Slam

COUNTING HIGH-CARD POINTS (HCP)	Opener Bids 1H or 1S 5-3 Fits
Aces - 4 Kings - 3 Queens - 2 Jacks - 1	<u>Responder Has Fit in Major Suit</u>
<u>OPENING BIDS</u>	<u>Responder has 3+ cards in Major.</u>
1H or 1S 12-20 hcp and 5+ cards in Major Any 5 cards. 5-5: Open Spades	The partnership has the 5-3 Major-suit Fit.
1NT 15-17 hcp and Balanced Hand No Voids, No Singletons, ≤ 1 Dbltn 4-3-3-3, 4-4-3-2, 5(minor) -3-3-2	Responder adds Distribution: 1-Doubleton, 2-Singleton, 3-Void
1C or 1D 12-20 hcp and 3+ cards in Minor Any 3 cards. 4-4: Open Diamonds	Responder now bids in Major suit to show total Responding points: 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:	Now Opener knows the partnership has a Fit. Opener adds Distribution
<u>Did Opener bid 1H or 1S?</u> *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.	<u>Opener's Rebid:</u>
<u>Did Opener bid 1C or 1D?</u> *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.	Opener bids in suit or passes, depending on whether partnership has potential for game.
<u>Did Opener bid any 1-level suit?</u> *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 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



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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.



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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:

Jacoby Responder 2nd bid		
5-and-only-5 cards in Major		6+ cards in Major
Pass	0-7	Pass
2NT	8-9	3H / 3S
3NT	10+	4H/ 4S

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.



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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.

Advancer: 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 4th card)
2. 4th 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:

K Q J (missing the Ace)

Q J T (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. 4th 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.