

Opening the bidding		Responding		Rebidding	
Balanced Hands		Responding to a NT opening <i>(Responder's rebids: side 2)</i>		Opener's rebid, balanced	
12-14	1NT <b>Balanced</b> definition: no singletons maximum 1 doubleton no 5-card Major (but 5332 often allowed, see Unbal.) <b>To open NT:</b> balanced, plus.... stoppers in 3 suits you can open 1NT with a <i>poor</i> 5-card Major  <i>www.bidandmade.com v2.1b</i>	<b>Balanced</b> 0-10 Pass <i>w30</i> 11-12 2NT (Improving players: see 8. Conventions) <i>w31</i> 13-18 3NT <i>w32</i> 19-20 4NT, inviting to 6NT slam <i>w36</i> 21+ NT Slam <i>A36</i> <b>Unbalanced</b> 0-10 bid 5-card suit (not ♣), else PASS <i>w30</i> 11+ <i>Majors</i> : 6-card Major: bid Major suit game <i>A81, w31</i> 5-card Major: bid 3 <i>w35</i> 4-card Major: Stayman (♣) <i>A81, w35</i> <i>minors</i> : 5+ minor: bid as NT above <i>A80, w34</i> 19+ Search for Slam after finding fit (bid 3) <i>w33</i> <i>A167</i>	14 raise 2NT to 3NT on max points (14) <i>A33</i> 14 raise 4NT to 6NT on max points (14) <i>A167</i> pass pass 3+ support: raise major to game. Else 3NT		
15-19	Bid one of suit first, then rebid NT at the right level. two 4-card suits? bid ♥ if poss, else lower ranking. <i>w21</i>	See responses to 1-suit openings, below	15-6 Rebid NT at the lowest level, but pass a 1NT 17-8 Jump rebid NT. Bid 3NT with 19HCP		
20-22	2NT not forcing <i>w22</i>	<b>The same</b> responses as to 1NT openings above, but: reduce the point requirements by 8 points because opener has 8 more <b>except</b> : don't bid, but pass, on 0-4. With Stayman/Transfers bid on 4+	The same responses as 1NT openings rebids, above		
23+	2♣, then rebid NT at the right level <i>w22</i>	See responses to 2♣ openings, below <i>w47</i>	23-24: rebid 2NT. With 25+: rebid 3NT		
Unbalanced		Responding to a Suit opening		Opener's rebid, un-balanced	
12-19	Bid Longest suit first, then Shorter 5-4: bid LS. 6-4: bid LSL. 6-5: LSS <i>w25</i> Two 5-card suits <i>w16</i> bid highest ranking first <i>w15</i> Two 4-card suits always bid lower ranking first, if not rebidding NT Plan your second bid before making your first bid <i>w14</i> don't break barrier in new suit with 12-15 HCP go through barrier in new suit with 16+ HCP <b>Barrier definition:</b> a rebid in same suit as your opening bid, at a level one higher. Eg Open 1♥, barrier =2♥ 5332 distribution. Rebid good 5-card suit if no 8-crd fit. Else NT 4441 distribution <i>w17</i> open suit below singleton ..unless it's in Clubs, bid ♥ don't bid with 12 HCP if no rebid	<b>Unbalanced</b> <b>4-card support for opener's Major (8-card fit guaranteed)</b> <i>w40</i> 6-9 bid 2 include 5-3-1 distrib. pts (void, single, doubleton) 10-12 bid 3 ditto advanced players use Splinters or Jacoby 2NT 13-15 bid 4 ditto adv. players use Jacoby 2NT (PTO, & <i>w150</i> 16+ ...explore Slam <b>Bidding a new suit (forcing: opener must rebid)</b> <i>w41</i> two 5-card suits: bid higher ranking first <i>w61</i> two 4-card suits: bid lower ranking first prefer one of 4-card Major to two of 5-card minor <i>w18</i> 6-15 bid 1 of 4+ card suit 10-15 bid 2 of a suit only if you can't bid 1. <i>A62</i> <b>must</b> be a 5-card suit if a Major. Include "length" points. 16+ jump shift only if 6-card. <6, change suit, show strength <i>A44</i> <b>Balanced Hands</b> Bid NT if none of the above 10-12 2NT <i>Better players: not after Major, see "9. Jacoby" w42</i> 13-15 3NT	<b>With suit support, or after a NT reply</b> Assess combined points, including 531 distribution if 25 certain, bid game <i>w1</i> if 25 possible, invite by raising one if 25 impossible, pass <b>After a new suit (you must rebid: and tell partner your strength)</b> <i>w50</i> <b>With fit</b> (but LTC better than points to decide level) 10-15 raise with 4-card support <i>w51</i> 16-18 jump with 4-card support <i>w52</i> 19/19+ bid game with 4-card support <i>w52</i> <b>No fit - new suit. Confirms 1st suit as 5-card</b> <i>A54</i> Passing over a suit denies 4-card suit ("skipover principle") <i>w18</i> 10-15 bid new suit below barrier <i>w51</i> 16-18 bid new suit above barrier <i>w52</i> 19/19+ jump in new suit <i>w52</i> <b>No fit - no 2nd suit - rebid first suit</b> 10-15 prefer 6-card, or 5332 & good 5-card suit <i>w51</i> 16-18 jump rebid only with 6-card <i>w52</i> <b>Other</b> raise 2NT to 3NT game with cover and 25HCP		
10-11	Only bid if satisfy "Rule of 20": <i>w19</i> # of cards in 2 longest suits + HCP = 20+ (HCPs in the long suits please). Drops to rule of 18 in 3rd seat	<b>Stuck for a bid, 6-9 points?</b> Either 1NT, if no dodgy holes/unbid short suits, <b>or</b> raise partner's Major with 3-cards + short suit, <b>or</b> -ve double <i>w43</i>	After single raise: explore Slam After new suit: rebid first suit if it's 6-card, not 5. Jump rebid if very strong suit bid a new suit or bid 3NT		
16-22	Bid 2♥/♦ (not ♣), but only if: <i>w26</i> 8 playing tricks and either a good 6-card suit, or 2 good suits 5-4 (good means 2 honours). Don't open 2 with 4441. <i>Advanced players use weak 2s, see side 2. A152</i>	0-7 2NT a coded negative response (but Game still possible) 8+/AK to game with 3-card Major support but no Ace (weaker) <i>w47</i> 8+ raise 1 with 3-card Major support & an Ace (stronger) 8+ new <b>else</b> with 5-card: new suit; <b>without</b> : 3NT 12+ 4/6NT quantitative bid for NT Slam	After 2♦, if balanced, rebid NT at the right level		
23+	Bid 2♣ to explore Slam, but only if: <i>w26</i> you have a game in your hand (9 or 10 tricks). Forcing	<b>Slam off</b> 0-7 2♦ a coded negative response (you cannot pass) <i>w47</i> <b>Explore</b> 8+ best make a +ve response (any AK together also OK)			
Unbalanced & Weak					
6-10	Bid 3, only if: 7+ card suit, 6 tricks, no side 4-card Major. honours not isolated. 7 trick hand if vuln. In 2nd seat, need 2/3 top trumps (AKQ). Bid 4 with 8+ cards, & 7 tricks. <i>w27</i>	0-15 raise if you have 4 extra tricks to offer <i>w27</i> 16+ game bid game in opener's suit, or a new suit (forcing) Beware 3NT....you'll have to lead from hand	pass, except after new suit		
6-10	Bid 2♥/♦, only with 6-cards and <i>colour</i> in the Major suit <b>colour=QJ10+ / KQ+</b> <b>for more advanced players</b> <i>A152</i>	<b>Game off</b> 0-14 pass But raise if enemy intervene, & 3-card 10+HCP <i>w48</i> <b>Explore</b> 15+ 2NT A coded bid asking opener to explain more	3♥♦♣: 3♣=low pts weak hon, 3♠=opposite. High hon=2/top3. 3NT AKQ in suit. <i>A152</i>		