

Bridge Club's Cheat Sheet

based on American Standard at <http://www.prairienet.org/bridge/basics.htm> and Williams Bridge Club consensus, last rev 1/20/05

Opening:

with a typical unbalanced hand:

< 13 points..... PASS

Note: if your hand has a very long suit 6+ , check out the "Long Suit" section

13 to 20 points

Five card major.....1 of major

Otherwise.....1 of better minor

Note: If your points are in the higher end of this range 17+ you may want to signal your partner, perhaps by jump shifting over his response.

21+ points.....2 C

Note: you must have a 5+ card suit. This is called the "strong 2."

with a balanced hand:

no singletons or voids, 1 doubleton max

15 to 17 points..... 1 NT

20 to 22 points.....2 NT

25 to 27 points..... 3 NT

Otherwise.....1 of better minor

with a long suit and low points:

6+ cards in a suit, no opening strength

< 13 points, 6 clubs..... PASS

5 to 9 points, 6 card suit not C .. 2 of suit

3 to 9 points, 7 card suit..... 3 of suit

10 to 12 points, 6+ card suit

.....consider a 1 bid, or open weak

Responding

to 1 of a major:

< 6 points..... PASS

With Support

6 to 9 points..... Raise 1 level

10 to 12 points..... Raise 2 levels

13+ points..... Jump shift, then raise

Without Support

6 to 9 points

4+ card suit.....1 of suit

Note: only if you can bid "1" of it!

Otherwise.....1 NT

10 12 points, 4+ card suit..... Bid new suit

13+ points, unbalanced..... Jump shift

13 15 points, balanced hand..... 2 NT

to 1 of a minor:

< 6 points..... PASS

With a 4+ card major suit

6 to 12 points..... 1 of major

13+ points..... 2 of major

Without 4 card major suit

6 to 9, support for partner..... Raise 1 level

6 to 9, no support or good suit..... 1 NT

10 to 12, support..... Raise 2 levels

10 to 12, no support..... Bid new minor

13+, unbalanced..... Jump shift

13 to 15, balanced..... 2 NT

to a weak 2 or 3: ie, not 2 clubs

< 16 points..... PASS

16+, support..... consider bidding game

16+, no support..... consider new suit bid or NT

Responding

to 1 no trump:

< 8 points..... PASS

8+ points: we use "Jacoby Transfer"

4+ hearts and/or spades..... 2 C

5+ hearts, <4 spades..... 2 D

5+ spades, <4 hearts..... 2 H

5+ of minor, no 4+ major..... 2 S

Otherwise balanced 2 NT

10 to 14 points, balanced..... 3 NT

to 2 no trump:

< 3 points..... PASS

3 to 9 points, balanced..... 3 NT

3 to 9 points, unbalanced

..... use Jacoby Transfer at the 3 level

10+ points..... explore slam

to 2 clubs: "strong two"

We use "steps" for the first response:

0 to 3 points..... 2 D

4 to 6 points..... 2 H

7 to 9 points..... 2 S

10+ points..... 2 NT

Counting Points:		Bid Hierarchy:	
Aces = 4	Voids = 3		1C, 1D
Kings = 3	Singletons = 2		1H, 1S
Queens = 2	Doubletons = 1		1NT, 2C,
Jacks = 1	sort of		2D, 2H, ...
Combined points needed for contracts:			
3NT game in NT : 26			
4X game in major : 26		6X small slam : 33	
5X game in minor : 29		7X grand slam : 37	

The goal of bidding is to discover your partnership's shared strength. To do this, you have to *communicate* with each other using bidding that's why we use these rules.

The best place to play is in a major suit H or S with a "fit," which means at least 8 cards in the between your partnership's hands. If you don't have a fit but your partner is strong in the suits you are weak in your hands balance each other, no trump might be a good place to play. Remember that, without a trump, short suits are a liability, so you need to have balanced hands to play NT, or it could get ugly. A minor fit is your last resort with game at the 5 level, they are rarely the right place to be.

Note that bidding is structured to favor finding a good suit as soon as possible, and to prefer major suits. Major suit contracts make game at the 4 level, minor suits at the 5, so this makes sense. No trump suits make game at the 3 level, but are harder to play and require more overall strength. Remember that the idea is to *bid out your hand* when you have more information to give and *any prayer* to make game, keep making informative bids. When you no longer have a chance at game, stop bidding.