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 singleton(s) 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

< 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

< 10 points................................. PASS
10+ points................................. 2 D
16 to 20 points............................. 2 H
19 to 21 points............................. 2 S
20+ points................................. 2 NT

Counting Points:

<table>
<thead>
<tr>
<th>Bid</th>
<th>Count</th>
<th>Equivalent Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>clubs</td>
<td>3NT</td>
<td>26</td>
</tr>
<tr>
<td>minors</td>
<td>3NT</td>
<td>26</td>
</tr>
<tr>
<td>majors</td>
<td>4X</td>
<td>26</td>
</tr>
<tr>
<td>minors</td>
<td>small</td>
<td>33</td>
</tr>
<tr>
<td>majors</td>
<td>grand</td>
<td>37</td>
</tr>
</tbody>
</table>

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 band 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.