

A decorative horizontal border featuring a central oval containing the number '1'. On either side of the oval are circular icons: a heart on the left and a spade on the right. The background is filled with intricate scrollwork and floral patterns.

1

**LEARN THESE
FIRST**



Chapter 1 Summary

- ✓ Responder must have at least one four-card major.
- ✓ Responder should not use Stayman with 4-3-3-3 shape.
- ✓ Responder must have at least 8HCP to use Stayman unless he can handle every response. This means that with 4-4-5-0 (or in very rare cases 4-4-4-1, 3-4-5-1, or 4-3-5-1), or long clubs (see below) it is okay to use Stayman with fewer than 8 HCP.
- ✓ Opener must respond to Stayman. He responds 2♦ (no four-card major), 2♥ (four hearts and maybe four spades too) or 2♠ (four spades and definitely not four hearts). Passing 2♣ is not an option.
- ✓ With both majors, opener responds 2♥, and should convert to spades if responder does not raise hearts (unless responder rebids 3♣ — see next point).
- ✓ With a weak hand, including six or more clubs, responder can use Stayman, then rebid 3♣. Opener must pass this.
- ✓ Responder must bid the full value of his hand on the second round by bidding or inviting game or slam. Without interest in game, responder may also pass opener's response to Stayman.
- ✓ A 4NT bid immediately after a response to Stayman is a quantitative raise. It does not ask for aces.
- ✓ After 1NT-2♣-2♦, a 2♥ or 2♠ rebid by the Stayman bidder is invitational with at least a five-card suit.
- ✓ A jump to 3♥ or 3♠ after using Stayman shows at least a five-card suit, a game-forcing hand, and four cards in the other major. A direct jump to 3♥ or 3♠ without going through Stayman shows at least a five-card suit and a game-forcing hand, but denies four cards in the other major.

STAYMAN 2♣ RESPONSE TO 1NT



Chapter 2 Summary

- ✓ A double is for takeout if *all* these conditions apply:
 - an opponent has opened the bidding with a suit bid
 - neither you nor partner has yet made a bid other than pass
 - the last bid is below game
- ✓ To make a takeout double you must have support for all unbid suits, shortness in the opponents' suit, and at least opening-bid values.
- ✓ You must respond to partner's takeout double, however weak your hand. If you do not have four cards in any of the unbid suits, bid your cheapest three-card suit.
- ✓ A notrump response shows positive values, not weakness.
- ✓ A jump response in a suit shows invitational values.
- ✓ A cuebid response is artificial and forcing.
- ✓ A pass can be used, very rarely, for penalties, with a very long and strong holding in the opponents' suit.
- ✓ With a minimum takeout double, the doubler must pass a minimum response; with extra values, he may bid again (for example, raise responder's suit).
- ✓ Doubling and then bidding a new suit shows a hand too strong for a simple overcall; doubling and then bidding notrump shows a hand too strong to overcall 1NT.

TAKEOUT DOUBLES



Chapter 3 **Summary**

- ✓ To open a Weak Two-Bid you must have 6-10 points and a six-card suit headed by two of the top three honors or three of the top five.
- ✓ If your high-card points and your distributional points add up to 13, you are too strong for a Weak Two-Bid — open at the one-level.
- ✓ You may not open a Weak Two-Bid when you have a side four-card major, but you may do so holding a four-card minor.
- ✓ To make a (forcing) bid in a new suit in response to a Weak Two, you must have a good hand (at least 13 points and usually more) and a good five-card or longer suit .
- ✓ Any raise of a Weak Two-Bid is to play: opener may not bid again.
- ✓ With a weak hand and a fit, raise to continue the preempt. With three trumps, raise to the three-level, and with four trumps, raise to the four-level. A raise of opener's suit to game may be preemptive or may be bid to make.
- ✓ A 2NT response to a Weak Two-Bid asks opener to bid any ace or king in a side suit.

W E A K T W O - B I D S



Chapter 4 **Summary**

- ✓ A 2♣ opening is forcing to game (unless opener rebids 2NT). You can never pass below game, no matter how bad your hand may be.
- ✓ If balanced, opener must have at least 22 high card points to open 2♣.
- ✓ If unbalanced, opener needs 21+ points (high cards and distribution) with a 7-card suit, or more points with a less unbalanced hand.
- ✓ When partner opens 2♣, you may make a positive bid in a suit with 8+ HCP and a suit of five cards or more headed by at least two top honors (or a six-card suit headed by three of the top five honors).
- ✓ With neither of the above you should start with a 2♦ ‘waiting’ bid.
- ✓ With a worthless hand (three points or less and no king), make a ‘second negative’ by bidding your cheaper minor after opener rebids a suit (not available when he rebids 3♦).
- ✓ If opener rebids 2NT (showing 22-23 balanced), use whatever methods you would have used if he had opened 2NT.

2 ♣ STRONG ARTIFICIAL OPENING



Chapter 5 Summary

- ✓ Opener reverses when he rebids a new suit at the two-level that is higher-ranking than his first suit.
- ✓ To make a reverse you must have 16+ points and more cards in your first suit than your second.
- ✓ You may never reverse on a balanced hand.
- ✓ A reverse is forcing — responder must keep the bidding alive for at least one round. After an initial two-level response, a reverse is forcing to game.
- ✓ With a weak hand facing a reverse, you can bid notrump or repeat any previously mentioned suit at the cheapest level. These bids are all non-forcing and opener can pass. Any other bid you make is game-forcing.
- ✓ With enough values to play in game opposite 16-17 points, you must make a forcing bid after partner reverses (unless you have already bid at the two-level).

REVERSES



Chapter 6 Summary

- ✓ Unless the opening bid or opener's first rebid was in notrump, 4NT is almost always Blackwood.
- ✓ To respond to partner's 4NT, show your aces by bidding 5♣ with 0/4 aces, 5♦ with 1 ace, 5♥ with 2 aces, or 5♠ with 3 aces.
- ✓ Once you have used Blackwood, you may next bid 5NT to ask for kings. This guarantees that your side has all four aces, and that you expect to make thirteen tricks if partner has the appropriate number of kings. The responses to 5NT are similar to the responses to 4NT, but at the six-level.
- ✓ When the opening bid is in notrump, you can jump to 4♣ (Gerber) to ask for aces. Partner responds by bidding 4♦ with 0/4 aces, 4♥ with 1 ace, 4♠ with 2 aces, or 4NT with 3 aces. Once you have used Gerber, you may next bid 5♣ to ask for kings; the responses are similar, but one level higher.
- ✓ Before using Blackwood or Gerber, be sure that the only thing you need to know is how many aces partner holds.
- ✓ Do not use Blackwood or Gerber if you have a void, or if you have two quick losers in a suit, since the response will not tell you what you need to know.

BLACKWOOD AND GERBER



- ✓ When partner opens one of a suit, and RHO overcalls in a suit, a double by you is negative. If partner opens 1NT, or RHO bids 1NT over partner's one-of-a-suit opening, double by you is for penalties.
- ✓ To make a negative double at the one-level you need 6+ points (i.e. the values for a response had RHO passed).
- ✓ The higher the overcall, the more high-card strength you need to make a negative double.
- ✓ A negative double always guarantees support for any unbid major. If you do not have support for an unbid minor then you will have a fit for partner's suit.
- ✓ To make a negative double when there are two unbid major suits, you must have at least four cards in both majors.
- ✓ When partner opens a minor and the opponent overcalls 1♥, a negative double shows exactly four spades and a 1♠ bid shows at least a five-card suit.
- ✓ If you bid a new major suit at the two-level over the overcall, you must have at least a five-card suit and 10+ points. With a five-card or longer major suit but insufficient values to make a forcing bid in your suit, start with a negative double and then bid your suit over partner's response. This bid is now non-forcing.
- ✓ When partner makes a negative double, you should bid one of the unbid suits whenever you have a four-card suit. If you have a minimum opening bid, you make your bid at the lowest level available. With extra values, you may jump.
- ✓ If the overcall of your opening bid is followed by two passes, you should reopen with a double unless you have a minimum hand and length in the opponents' suit

NEGATIVE DOUBLES



Chapter 8 Summary

- ✓ Over partner's 1NT opening, 2♦ and 2♥ are transfers to hearts and spades respectively. Transfer whenever you have a five-card or longer major suit.
- ✓ Opener normally just completes the transfer. With a super-maximum and a good fit he may jump to the three-level in responder's suit over a Jacoby Transfer.
- ✓ With fewer than 8 points, and a five-card major, transfer at the two-level and then pass when it is next your turn to bid.
- ✓ With a five-card major and a balanced hand, transfer at the two-level and then rebid notrump at a level appropriate to your strength: 2NT= 8-9; 3NT= 10-15; 4NT=16-17; 5NT = 18+.
- ✓ When responder rebids notrump, opener should correct to responder's major with three-card support (or better), and also accept or reject any game or slam invitation.
- ✓ A transfer followed by the bid of a new suit is game-forcing. It shows at least 5-5 in the two suits, or 5-4 with slam interest.
- ✓ With a six-card or longer major and invitational values, transfer at the two-level and then invite by bidding your suit again at the three-level.
- ✓ With a six-card or longer major and values for game but no slam interest (8-13 HCP), use a Texas Transfer (4♦ or 4♥).
- ✓ With 15+ HCP and a six-card or longer major, normally start with direct jump to the three-level in your major. However, if all you need to know is how many aces partner has, you can transfer at the four-level and continue with Blackwood 4NT.

JACOBY AND TEXAS TRANSFERS

