

REMEMBER THESE!

Chapter 1 • Getting the Idea

- ❑ You must bid up the ladder.
- ❑ Whenever possible, draw trumps so that the defenders cannot trump your winners with their little trumps.

Chapter 2 • Opening the Bidding

❑ Cards	Points
Ace	4
King	3
Queen	2
Jack	1

- ❑ Each suit contains 10 HCP (the sum of the ace, king, queen and jack). That means that among all four players there is a total of 40 HCP. On average, each player will receive only a quarter of these points, or 10 HCP. That means that 10 HCP is an average hand. Of course, there will probably be some distribution points assigned as well, so an average hand will have a bit more than 10 points in total.
- ❑ If your hand measures up to the Rule of 20, you can now consider it an opening bid or the equivalent of 13 points.
- ❑ With a balanced hand and exactly 15, 16 or 17 HCP, open 1NT. Do not count distributional points when bidding notrump.
- ❑ Never open a major that is fewer than five cards long.
Never open a minor that is fewer than three cards long.
With only one long suit of five cards or more
With two equal-length five- or six-card suits
With no five-card or longer suit
With no five-card or longer suit and two four-card minors
With no five-card or longer suit and two three-card minors
- Open that suit
Open the higher-ranking suit
Open your longer minor
Open 1♦
Open 1♣
- ❑ Lead the top card from any type of honor sequence.
- ❑ Lead the ace from an ace-king combination.
- ❑ **Opening Leads**
With AKx
With an honor sequence
With no sequence, lead B.O.S.T.O.N.
- Ace
Top Card
Bottom of something and top of nothing



REMEMBER THESE!

Chapter 3 • More About Bidding

- ❑ You must bid game to get the bonus points for making it.
- ❑ Eight trumps between you and your partner is the magic number.
- ❑ If you are going to raise partner's suit, count dummy points, giving high value to your short suits. This replaces your usual method of counting distribution points.
- ❑ Shortness in opener's suit is not positive and is not worth any distribution points.
- ❑ After the opening bid, responder needs four cards in a new suit to bid it — any four!
- ❑ You need at least 10 points to bid a new suit at the two-level.
- ❑ An odd number of missing cards tend to divide evenly and an even number of missing cards tend to divide oddly.

Chapter 4 • Responding to Opening Bids With Stronger Hands

- ❑ With 10-12 points, you plan to invite partner to game. If you can't make an immediate limit raise, plan to bid twice.
- ❑ The sequences 1♠ - 4♠ and 1♥ - 4♥ are reserved for responding hands in the 6-9 range with at least five trumps. Some players call this a 'weak freak'.

Chapter 5 • Opener's Bid

- ❑ When responder bids a new suit, opener may not pass. He must make a bid, since a new suit by responder is a forcing bid.
- ❑ A jump shift by opener shows 19+ points and is a game force.



REMEMBER THESE!

Chapter 6 • Notrump Bidding

- ❑ The responder to a 1NT opening bid should add an extra point for a good five-card suit (headed by the ace or king) even if he plans to play notrump. With a good six-card, add 2 points.
- ❑ After an opening bid of 1NT, responder with 0-7 points and a five-card or longer major should transfer to the major and then pass. With 0-7 and no five-card major, pass and hope for the best.
- ❑ When you are responding to 1NT and your major is only five cards long, you can show it to partner by transferring. After that, you may not bid the suit again. Your next bid must be the correct number of notrump.
- ❑ After partner opens 1NT, if you have 8 or 9 points, invite partner to game.
- ❑ Lead your longest and strongest suit against notrump.

Chapter 7 • Improving Notrump Auctions

- ❑ After 1NT opening, responder can bid 2♣ to initiate a Stayman auction.

Opener Rebids

2 ♢	No four-card major
2 ♥	Four hearts (and maybe four spades)
2 ♠	Four spades, but not four hearts

Opener does not have a choice. He has to make the rebid that describes his hand for responder. He can't make any other rebid.

- ❑ If in doubt, assume the opponents have led from a five-card suit and plan any hold-up play based on that.

Chapter 8 • Competing in the Bidding

- ❑ An overcall has one or more of these objectives:
 1. Suggest a lead.
 2. Compete and win the contract.
 3. Push the opponents to bid higher.
 4. Take away your opponents' bidding space.
- ❑ When you have more trumps in dummy than in declarer's hand, it is best to count losers from dummy hand's point of view.



REMEMBER THESE!

Chapter 9 • The Takeout Double

- ❑ When you make a takeout double and bid a new suit, it shows a hand too good to overcall (18+ points).
- ❑ When partner makes a takeout double and there is no intervening bid, you *must* bid.
- ❑ The number 8 is handy to remember when you are competing in the bidding:
 - You need 8 points to overcall.
 - You need 8 points to respond to partner's overcall.
 - With 0-7 points, respond at the cheapest level to partner's takeout double.
 - When the opponents intervene after partner's takeout double, you promise 8 points or more if you bid.

Chapter 10 • The Big Hand

- ❑ You *must* bid over an opening 2♣ bid. A 2♦ response is a waiting bid allowing partner to describe his hand further. With at least 8 HCP and a very good five-card or longer suit bid your suit instead.

Chapter 11 • Preemptive Bidding

- ❑ To open a weak two-bid you should have:
 - 6-10 HCP and less than an opening bid even with distribution.
 - Exactly six cards in spades, hearts or diamonds.
 - Two of the top three honors or three of the top five honors in your six-card suit.
 - No side four-card major suit.
- ❑ When opening a high-level preempt, you need a seven-card suit to open at the three-level and an eight-card suit to open at the four-card level. The Rule of 2 and 3 is also useful: not vulnerable, you should be within three tricks of making your contract; vulnerable, you should be within two tricks of making your contract.

