

Opening Bids

- With 6-11 HCPs and a 6-card $\diamond/\heartsuit/\spadesuit$ suit containing at least two of the top five honours, we open $2\ \diamond/2\ \heartsuit/2\ \spadesuit$ (Weak Two). Note 1: Not $2\clubsuit$. Note 2: For HCPs see overleaf.
- With 6-11 HCPs and a 7-card suit with at least two of the top four honours, we open $3\clubsuit/3\ \diamond/3\ \heartsuit/3\ \spadesuit$ (Weak Three).
- With 6-11 HCPs and an 8-card suit with at least two of the top four honours, we open $4\clubsuit/4\ \diamond/4\ \heartsuit/4\ \spadesuit$ (Weak Four).
- With 6-11 HCPs and a very strong 7-card Minor suit headed by the Ace, King and Queen, we open 3NT (Gambling 3NT).
- With 12-19 HCPs and a good 5-card Major suit, we open 1 of Major suit looking for a Fit with partner's hand.
- With 12-19 HCPs but without a good 5-card Major suit, we open 1 of longest Minor suit looking for a Fit (promising as little as 3 cards in minor suit).
- With 15-17 HCPs in a Balanced Hand with a good 5-card Major suit, we prefer to open 1 of the Major suit (rather than opening 1NT).
- With 15-17 HCPs in a Balanced Hand but without a good 5-card Major suit, we open 1NT.
- With 20-21 HCPs in a Balanced Hand, we open 2NT (inviting Game or Slam).
- With 22-37 HCPs in a Balanced Hand, we open $2\clubsuit$ looking for a Fit or working towards an NT contract (partner must bid at least once).
- With 20-37 HCPs in an Unbalanced Hand, we open $2\clubsuit$ looking for a Fit, or working towards an NT contract (partner must bid at least once).

Responding to Partner's Opening Bid

- With 6+ TPs and 5+ good cards in Minor suit opened by partner, we show support for partner's Minor suit opening bid. For TPs, see overleaf.
- With 6+ TPs but without 5+ good cards in Minor suit opened by partner, we bid our own good 4-card suits looking for a Fit.
- With 6-9 TPs, 10-12 TPs or 13+ TPs, and 3+ cards in Major suit opened by partner, we increase partner's Major suit opening bid by 1, 2 or 3 respectively.
- With 8-10 HCPs or 11-12 HCPs in a Balanced Hand, we increase partner's 1NT opening bid by 1 or 2 respectively.
- With 9+ HCPs and a good 4-Card Major suit, in response to partner's 1NT opening bid, we use the $2\clubsuit$ Stayman Convention to investigate Fit.
- With 13+ HCPs in a Balanced Hand, in response to partner's 1NT opening bid, we use the $4\clubsuit$ Gerber Convention to investigate Slam.
- With 19+ TPs after partner has shown strong support for opening bid in a suit, we use the 4NT Blackwood Convention to investigate Slam.
- With a good 5+ card or moderate 6+ card Major suit, after partner's 1NT opening bid, we use the $2\ \diamond/2\ \heartsuit$ Jacoby Convention for transferring control to keep 1NT hand secret.

<http://www.eriksen.com.au/mb/ourbridgemethods2.pdf>

Quasi Standard American 5-CARD MAJOR

MY BRIDGE TOOLS

BASIC CHEAT SHEET

Overcalling (in Seat 2)

- At the 1-Level a Suit Overcall promises a good 4+ card suit and 8+ HCPs.
- At the 2-Level a Suit Overcall promises a good 5+ card suit and 11+ HCPs.
- A No Trump Overcall promises a Balanced hand with stopper(s) in opponent's suit, plus 15-17 HCPs (for 1NT Overcall) or 20-21 HCPs (for 2NT Overcall).

Takeout Double

- A Takeout Double in Seat 2 or 4, promises 11+ HCPs with support for all unbid suits and a shortage in opened suit.
- A Takeout Double in Seat 3, after Right Hand Opponent's suit overcall of partner's suit opening bid, promises 6+ HCPs with support for all unbid suits.

Reminders

- Ranking (low to high): ♣ ♦ ♥ ♠ NT Major suits: ♥ and ♠ Minor suits: ♣ and ♦
- For HCPs, count high cards like this: Ace = 4, King = 3, Queen = 2, Jack = 1 HCP
- For TPs, add (non-Trump suits only): 5 for Void, 3 for Singleton, 1 for Doubleton

Requirements

- To bid and win Game Points in NT, ♥ or ♠ we need 26+ TPs
- To bid and win Game Points in ♣ or ♦ we need 29+ TPs
- To bid and win a Slam we need 33 TPs (for Small Slam) or 37 TPs (for Grand Slam)

Opening Leads

- Partner's suit, if indicated
- Top of a sequence in a non-trump suit
- Top of a broken sequence in a non-trump suit
- Highest card in a non-trump doubleton
- Singleton in a non-trump suit
- Fourth highest card in a long non-trump suit

Later Leads

- Top of a sequence
- Top of a broken sequence
- Fourth highest, promising an honour
- Second best of 3 non-honour cards, then Highest, then Lowest
- Second best of 4 or more non-honour cards
- Highest card from a doubleton