

Stayman Convention

Stayman

It is usually correct to play a 4-4 major fit rather than in notrump. The Stayman convention is a bid of 2♣ in response to a 1NT opener. It is used to find these 4-4 major fits. 2♣ is no longer used as a weakness takeout to clubs.

Responder:

To use this 2♣ bid responder must have

Either: At least one 4-card major suit and 11+ HCP

Or: At least 5-4 in the majors with any point count

The fewer points responder has with this 5-4 shape in the majors the more important it is to use Stayman.

1NT – 2♣

?

The 1NT opener **must** reply to this 2♣ bid (Stayman)

Opener's rebids:

2♦ no 4-card major suit

2♥ shows 4 hearts and may still hold 4 spades

2♠ shows 4 spades and denies holding 4 hearts

Examples

1.	WEST		EAST		WEST		EAST
	♠ K 8 7		♠ A J 5 4		1NT		2♣
	♥ A Q 9	❖	♥ K 8		2♦		2NT
	♦ A 8 6		♦ K J 7 3		3NT		Pass
	♣ J 8 6 4		♣ 9 7 3				

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♦ – this bid denies holding a major. East bids 2NT as knows partner (West) has no major – this bid shows 11-12 HCP and is invitational to 3NT. West bids game 3NT with 14 HCP.

2.	WEST		EAST		WEST		EAST
	♠ A Q 9		♠ K 8 7 3		1NT		2♣
	♥ K 8 7 2	❖	♥ A Q 5 4		2♥		4♥
	♦ A 8 6 2		♦ K Q 7		Pass		
	♣ J 8		♣ 9 7				

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♥ showing 4-cards (may still have 4 spades). East's jump to game 4♥ shows 13+ HCP and a 4-4 fit.

3.	WEST		EAST		WEST		EAST
	♠ A Q 9		♠ K 8 7 3		1NT		2♣
	♥ K 8 7 2	❖	♥ A Q 5		2♥		3NT
	♦ A 8 6 2		♦ K Q		Pass		
	♣ J 8		♣ Q 7 3 2				

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♥ showing 4-cards (may still have 4 spades). East's jump to 3NT shows game going points and no heart fit! By implication East has shown 4 spades only.

4.	WEST	EAST	WEST	EAST
	♠ A Q 9 2	♠ K 8 7 3	1NT	2♣
	♥ K 8 7 2	♥ A Q 5	2♥	3NT
	♦ A 8 6	♦ K Q	4♠	Pass
	♣ J 8	♣ Q 7 3 2		

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♥ showing 4-cards (may still have 4 spades). East's jump to 3NT shows game going points and no heart fit! West converts to 4♠ as East has shown 4 spades.

5.	WEST	EAST	WEST	EAST
	♠ A Q 9	♠ K 8 7 3 2	1NT	2♣
	♥ K 8 7 2	♥ Q 5 4 3	2♥	Pass
	♦ A 8 6	♦ 3 2		
	♣ J 8 2	♣ 9 7		

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♥ showing 4-cards (may still have 4 spades). East passes (with a weak hand) – happy with the fit.

6.	WEST	EAST	WEST	EAST
	♠ A Q 9	♠ K 8 7 3 2	1NT	2♣
	♥ K 8 7	♥ Q 5 4 3	2♦	2♠
	♦ A 8 6 2	♦ 7 3	Pass	
	♣ J 8 2	♣ 9 7		

West opens 1NT – East bids 2♣ looking for a 4 card major. West bids 2♦ denying a 4-card major. East bids 2♠ with the 5-card suit showing a weak hand. Partner **must** pass this as it shows a weak take-out.

The Stayman bid can also be used in two other situations:

- 2♣ over a strong 1NT overcall
- 3♣ over the strong 2NT opening

Obviously there will need to be an adjustment of point counts in these different situations.

7.	WEST	EAST	WEST	EAST
	♠ K Q	♠ J 5 3	2NT	3♣
	♥ A Q J	♥ 9 7 3 2	3♦	3NT
	♦ A Q 3	♦ K 8	Pass	
	♣ K J 7 4 3	♣ A 10 6 5		

After a strong 2NT opener – East bids 3♣ looking for a 4 card major, West rebids 3♦ denying a 4 card major; East chooses 3NT as the final contract.

8. After South opens 1♦ – West has a strong 1NT overcall:

WEST	EAST	SOUTH	WEST	NORTH	EAST
♠ A J 5 3	♠ Q 10 7 2	(1♦)	1NT	(Pass)	2♣
♥ A 5 4	♥ K 9		2♠		3♠
♦ A Q 4	♦ 8 7 6 2		4♠		Pass
♣ Q J 10	♣ K 5 3				

East bids 2♣ looking for a spade fit, West rebids 2♠ showing 4 spades and denying 4 hearts East invites with 3♠ and West with a maximum bids game.

Blackwood Convention

Slam

When should you look for slam?

When you have 32+ HCP between the two hands

When you have 30+ HCP and a fit

With a very good fit and extra distribution (and close to 30 HCP)

Also check out the Aces and Kings using the Blackwood Convention bid.

Blackwood Convention

The Blackwood convention allows the partnership to find the number of Aces and Kings they hold. Also, you must be sure which suit is trumps (or NT) **before** you bid Blackwood 4NT.

Blackwood's sole use is to prevent the partnership bidding a slam missing 2 aces!

4NT – asks for Aces

4NT is an artificial bid which asks – how many aces do you have partner?

Partner must respond as this is not a suggestion to play in 4NT.

Responses to 4NT

5♣	0 Aces
5♦	1 Ace
5♥	2 Aces
5♠	3 Aces
5NT	4 Aces

5NT - asks for Kings

You can ask for kings only after you have asked for aces.

5NT is again an artificial bid which asks – how many Kings do you have partner?

Partner must respond as this is not a suggestion to play in 5NT.

Responses to 5NT

6♣	0 Kings
6♦	1 King
6♥	2 Kings
6♠	3 Kings
6NT	4 Kings

Examples

1. WEST		EAST		WEST	EAST
♠ A K Q 10 7 6 3 2		♠ J 5			1♥
♥ A	♠	♥ K Q 7 4 2		1♠	3♦
♦ 5 3		♦ K Q 8 2		4NT	5♦ (1 Ace)
♣ J 4		♣ A K		6♠	Pass

East has 18-19 HCP to jump to 3♦.

This is enough for West to investigate slam.

West knows spades will be trumps and bids 4NT to check they are not missing 2 aces.

West bids slam 6♠

2. WEST		EAST		WEST	EAST
♠ K 8		♠ A Q 7 5 4			1♠
♥ A Q 4 3 2	♠	♥ K J 8 7		2♥	3♥
♦ K J 10		♦ Q 3		4NT	5♦ (1 Ace)
♣ K Q J		♣ 4 3		5♥	Pass

West can see a minimum of 31 combined HCP.

West knows they have a heart fit and will bid slam unless they are missing 2 aces.

Sadly, they are, so they stop in 5♥

3. WEST		EAST		WEST	EAST
♠ K Q		♠ A 8			1♣
♥ Q 10 9 7	♠	♥ A J 3 2		1♦	1♥
♦ A K J 9 7		♦ Q 8		4NT	5♠ (3 Aces)
♣ K J		♣ A 7 6 3 2		5NT	6♣ (0 Kings)
				6♥	Pass

West can see a minimum of 31 combined HCP.

West knows they have a heart fit and will look for slam.

Finding East with 3 Aces West looks for the missing ♥K.

Unfortunately it is not there so they subside in 6♥.

Play Techniques

These play techniques apply to both Notrump and Suit play.

Promoting Honours

- | | | |
|----|--------------------------|---|
| a. | K Q J
♦
9 6 | You need to lose to the ace to establish 2 tricks |
| b. | Q J 5
♦
10 9 8 7 | You will need to lose to the ace and king to establish 2 tricks |
| c. | Q 5
♦
K J 10 4 3 2 | You will need to lose to the ace to establish 5 tricks but – you must play the honour from the shortage first (ie. play the queen) |

Lead towards Honours

- | | | |
|----|--|--|
| a. | K 8
A Q 7 4 ♦ J 10 9 2
6 5 3 | You need one trick in this suit. Lead a small card towards the king, you hope the ace is on your left – if the ace is played the king is now a winner. If the ace is not played, you will play the king and hope the ace is in the West hand. |
| b. | K Q 8
A 7 4 2 ♦ J 10 9 5
6 3 | You need two tricks in this suit. Lead a small card towards the KQ you hope the ace is on your left – if the ace is played the KQ are now winners. If the ace is not played the king will win. Now you must return to the South hand to play towards the queen. Note: If you play the king first you can never make 2 tricks! |
| c. | Q J 4
A 8 2 ♦ K 10 9 5
7 6 3 | You need one trick in this suit. Lead a small card towards the QJ4 you hope at least one of the high honours (ace or king) is in the West hand. If no honour appears play the queen – this may lose to the ace or king. On regaining the lead, return to the South hand and play towards the jack. This will win providing the remaining honour is in the West hand. |

The Finesse

The principle is the same – you play towards a lower honor hoping to establish it as a winner. Again we look for the **missing honour to be favourably placed!**

- a. **A Q 7**
 ♦
K 6 4 J 10 9 2

 8 5 3
- b. **A 10 9 2**
 ♦ 8 7 5
K 6 3 Q J 4
- c. **A J 10**
 ♦ Q 7 5 2
K 6 3 9 8 4
- d. **Q 3 2**
 ♦ J 10 7 5
K 9 6 A 8 4
- You need 2 tricks in this suit – lead a low card **towards** the queen hoping the king is in the West hand.
- You need 4 tricks in this suit – again the king needs to be in the West hand. Play the queen; if it is covered by the king you now have 4 tricks. If the king is not played, play low from dummy and continue to repeat this finesse with the jack.
- You need 2 tricks in this suit – lead a small card towards the 10. This will lose to the queen. When you regain the lead return to the South hand and lead towards the jack. This is called a double finesse.
- You need 2 tricks in this suit – play the ace first (this may drop the singleton king in one of the opponent's hands!). Now play towards the queen hoping West has the king.

Establishing a Long Suit

In both notrump and suit play, you often need to establish your best fit (outside trumps). This suit will often be the longest and/or strongest combination.

Try to **count the missing cards**. When the opponents have no more cards in the suit, your remaining cards will be winners.

- a. **J 5**
 ♦
K Q 8 6 3 2
- b. **K 3**
 ♦
A Q 7 6 2
- c. **K 5 3**
 ♦
A 8 7 6 2
- You need to lose to the ace to establish this suit. Start by playing the honour in the short hand (ie. play the jack from the West hand). Count your opponents' cards as they are played.
- Start by playing the king (honour in the short hand). There are 6 cards missing and if they are split evenly (3-3) in the opponents' hands, you can make 5 tricks in this suit.
- There are 5 cards missing including the QJ109. You **cannot** make 5 tricks in this suit as you will have to lose at least 1 trick. **When you need to lose a trick, try and lose it early if possible.**
Play the king first and then a small card from both hands. If the cards split 3-2 you will have 4 tricks in this suit after playing the ace. If the cards split 4-1 you will have to lose 2 tricks.

Declarer Play in Notrump Contracts

In Notrump Contracts...

Once dummy goes down, declarer **counts certain or near certain winners** and **makes a plan**.

Counting Winners

Check each suit for immediate winners Contract: 3NT Lead: ♥5

Declarer	Dummy	Winners	
♠ Q J 5 4	♠ A K 6	4 winners	
♥ Q 4	♥ A 7 6	1 winner	Two when North leads a heart
♦ A K 8 2	♦ Q 5 3	3 winners	Maybe four if the suit splits 3-3
♣ Q J 2	♣ 6 5 4 3	0 winners	

What is your Plan?

With a certain eight winners we need to find just one more winner.

When North leads a heart play low in dummy and this will allow the ♥Q to make a trick.

If the diamonds split 3-3 that will give you an additional trick.

Establishing Winners

1. Often in a NT contract you do not have a long suit.

Choose the suit to establish which offers the greatest chance of tricks.

Generally this will be the longest/strongest combined suit.

If there is a choice between two suits, then look for the suit with good intermediate cards

Intermediate cards are 10s, 9s and sometimes 8s.

2. You can develop extra tricks by using the Play Techniques from a previous Lesson. Improvers' Lesson 3 / Play Techniques

Promoting honours

Developing a long suit

Playing towards honours

Finessing

3. If you need to finesse a suit – it's important that you start from the right hand.

The Finesse: Contract: 3NT

Lead: ♠3 (goes to the ♠Q) from North

Declarer	Dummy
♠ K 7 4	♠ 8 5
♥ K 8 4	♥ A Q 7
♦ Q J 6	♦ A 10 9 5 2
♣ A 7 5 4	♣ Q 8 2

Plan: You will have to win the first trick or you may never make the ♠K! Now you have five quick tricks and need to finesse the diamond suit to make your contract. Hopefully the ♦K is in the North hand and the finesse will be successful.

4. When you win a trick, generally you should continue to play the same suit.

If you switch to a new suit, you may well give away a trick.

Let your opponents start playing the other suits - that is to your advantage.

For example, with the following combination

Q65



J72

you can't make a trick unless your opponents open up the suit first.

5. Hold up Play – what to do at trick one

As part of your plan, you must decide whether you should win the first trick. If you have only one winner in the suit led, hold up your winner until the third round if possible.

Contract: 3NT Lead: ♠K from North

Declarer		Dummy
♠ A 5 4		♠ 7 3
♥ K 9 2	♦	♥ A Q 4
♦ J 10 6		♦ K Q 9 5 4
♣ A 7 5 4		♣ Q 8 2

Plan: You have five quick winners so four more must come from diamonds. We must lose the ♦A so we hope to cut communications in the spade suit by holding up the ♠A until the third round.

If the spades break 5-3 we hope the opponent that wins the ♦A has no more spades.

6. Let your opponents have their sure tricks (their Aces and Kings) early

Contract: 1NT Lead: ♦4

Declarer		Dummy
♠ J 9 4 2		♠ Q 10 2
♥ A 8 2	♦	♥ Q 9 7 6
♦ A K 7 2		♦ 6 5
♣ K 5		♣ A 8 6 3

Plan: You have five sure tricks. You need two more. You have two 7-card suits. Choose the spade suit because it has important intermediate cards (♠9 and ♠10). After the opponents take their sure tricks (♠A, ♠K), you have two certain spade winners remaining.

Declarer Play in Suit Contracts

In Suit Contracts...

Once dummy goes down, declarer **counts losers** and **makes a plan**.
Sometimes it is not straight forward, so you may need to employ different techniques.

Counting Losers

Check each suit for immediate losers. Contract: 4♠ Lead: ♦J by North

Declarer		Dummy	Losers
♠ Q J 5 4 2		♠ A K 6 3	0 losers
♥ 5 4	♦	♥ A 7 6	1 loser
♦ A K 9 8		♦ Q 5 3	0 losers
♣ Q J		♣ 10 9 5	2 losers

In the above hand, with only three losers you can draw trumps immediately.
If diamonds don't break 3-3, you can ruff the 4th diamond with dummy's last trump.

Quick Discard(s) when it is dangerous to draw trumps first

In a suit contract you may eliminate loser(s) by a quick discard.

K 7
♦
A Q 5

Playing the king then over to the ace allows declarer to discard a loser on the queen.

Managing Trumps

1. Drawing Trumps

In a suit contract it is usually correct to **draw trumps** first before you play anything else.
Stop drawing trumps when your opponents have none left ... but ...
if the only trump outstanding is the best one - don't draw it.

2. Ruffing in the Dummy

Declarer may be able to use the power of the trump suit to ruff losers in the dummy.
If you need to ruff loser(s) in dummy then you may have to delay drawing trumps.
Therefore take the ruffs in dummy first.

3. Do not Deliberately Ruff in the Long Hand (unless you are forced to do so)

It is usually correct to look for ruffing in the dummy rather than declarer's hand.
Declarer's hand is sometimes called the "long hand" because it generally has more trumps.

Completion of your plan after drawing trumps

Extra tricks can be developed by the following:

Promoting honours

Playing towards honours

Finessing

Developing a long side suit – this can be made easier by using your remaining trumps

See Improvers' Lesson 3 Play Techniques

Example: Ruffing Losers in Dummy

Declarer		Dummy
♠ K Q 10 9 2		♠ J 6 4 3
♥ A 3 2	♦	♥ 5
♦ K 4 2		♦ A Q 8 7
♣ A 9		♣ K 4 3 2

Contract: 6♠ **Lead:** ♣Q by North

You can count three losers, the ♥3, ♥2 and the ♠A.
You must ruff the two small hearts before you draw trumps.
The play will progress:

win ♣K,

play ♥5 to the Ace,

ruff the ♥2 with a small trump in dummy,

back to hand with ♣A

and ruff the ♥3 in dummy.

Now you can set about drawing the opponents' trumps

Opening Leads

Look at the auction before you make the opening lead!

The following are the most commonly used guidelines for the defence

1. Leads vs. Notrump Contract

The defenders aim to establish their longest / strongest combined suit

Which suit?

Lead partner's bid suit if they have bid one

Lead your longest / strongest suit

Lead an unbid suit - a major before a minor

Which card?

Lead top of a sequence of **three honours** or broken sequence KQJ3 KQ109

Lead a low card - **a low card promises an honour** AJ875 K932 Q64

Lead top from small cards - **a high card denies an honour** 974 8742

2. Leads vs. a Suit Contract

The defenders aim to win quick tricks or to use their trumps for ruffing

Which suit?

Lead partner's bid suit if they have bid one

Lead top of a sequence of two or more honours

Lead a singleton in a side suit - you may be able to get a ruff

Lead your longest / strongest suit

Lead an unbid suit

Do not lead low from a suit headed by the Ace

Which card?

Lead top of a sequence of **two or more** honours KQJ3 KQ109

Lead a low card - **a low card promises an honour** K932 Q642

With no honours lead a high card - **a high card denies an honour** 974

Summary of Opening Leads

If there is an unbid suit, then without an obvious lead, lead that suit

If you lead a **low card** you **promise an honour in that suit**

If you lead a **high card** you **deny holding an honour in that suit**

If you lead an honour card, **it should show at least the honour below**

Don't lead away from an Ace in a **suit contract** - you may lose to a singleton K!

These principles also apply to leads made throughout the defence.

Signals and Discards

Defensive Play is one of the most difficult aspects of Bridge for a partnership to grasp. Both partner's are somewhat working blind – so what can we do to make it easier?

1. Opening Leads and Leads during the Play

The Opening Lead

must be clear and unambiguous!

Lead an honour card e.g. K	shows KQJx, KQ10x, KQxx
Small card e.g. the 2 or 3, etc	shows a suit with an honour in this suit
Big card e.g. 9 or 8, etc	shows a suit with no honour

Any Lead during the play of the hand

Do exactly the same as above – **No change at all!**

If partner leads a suit showing an honour(s), always return that suit unless you have a **very good** reason not to do so.

2. Signals during the play of the hand

When a lead is made, it would be helpful if partner indicates in the suit lead whether they like the lead or not!

Use the same concept as above...

Play a low card	to show some help in that suit (ie. an honour)
Play a high card	to show no help in that suit for partner

3. Discards

The next question is how you show partner where you have an honour during the play. You will get an opportunity to do this when you discard - when you run out of cards in the suit declarer is playing. These cards are called **discards**.

If we are in that position, should we not discard a card to help partner?

In these cases you can tell partner where you have an honour card or not.

How do we do this? - **use the same rules above**

If you discard a small card, 2,3 etc	shows at least one honour in that suit
If you discard a big card 10,9 etc	shows no honour in that suit

4. Summary for Leads, Signals and Discards

The rules for showing an honour(s) or denying an honour or help.

Lead an honour	shows a sequence of at least two cards together
Lead / Discard a small card	shows at least one honour in that suit
Lead / Discard a big card	shows no honour in that suit
Play a low card on partners lead	shows some help
Play a high card on partners lead	shows no help

Second and Third Hand Defensive Play

Quiz Answers

1. Third Hand Defensive Play

In the following eight examples below, you are given your's and dummy's **heart** suit. In each case the contract is **four spades** and partner makes the opening lead (underlined). The card played from dummy at trick one is also underlined. Which Heart card do you play?

(a) NORTH (DUMMY)
♥ 763
LEAD
♥ 4

YOU (EAST)
♥ AJ5

A

Third hand plays high

(b) NORTH (DUMMY)
♥ QJ965
LEAD
♥ 4

YOU (EAST)
♥ K8732

low card

Partner has led a singleton

(c) NORTH (DUMMY)
♥ K93
LEAD
♥ 4

YOU (EAST)
♥ AJ5

J

Partner should have led from the Queen, so retain your Ace to beat the King

(d) NORTH (DUMMY)
♥ 1063
LEAD
♥ 4

YOU (EAST)
♥ QJ9

9

When declarer wins with Ace, partner knows you have the Queen and Jack. Had you played the Queen you have denied holding the Jack

(e) NORTH (DUMMY)
♥ Q63
LEAD
♥ 4

YOU (EAST)
♥ K105

10

Play a surrounding card. Partner will not have the Ace and probably has led from the Jack

(f) NORTH (DUMMY)
♥ 1063
LEAD
♥ 4

YOU (EAST)
♥ KQ2

Q

Lower of touching honours

(g) NORTH (DUMMY)
♥ A63

LEAD YOU (EAST)

♥ 4 ♥ K95

5

Play a low card to encourage partner

(h) NORTH (DUMMY)
♥ A63

LEAD YOU (EAST)

♥ 4 ♥ 982

9

Play a high card to discourage partner

2. Second Hand Defensive Play

In the following examples below, you are given your's and dummy's **heart** suit. The contract is 3NT. In each case, declarer leads from dummy - the lead from dummy is shown **underlined**. Which Heart card do you play in each case?

(a) NORTH (DUMMY)
♥ J1073 **You as EAST hold the following possible three hands**

What card do you play in each case?

- ♥ K92 Don't cover first of touching honours
- ♥ KQ8 You will make 2 tricks in the suit if partner has the 9
- ♥ A842 Partner may be able to win with the King or Queen

(b) NORTH (DUMMY)
♥ J73 **You as EAST hold the following hands:**

What card do you play on each case?

- ♥ A54 Partner may be able to win with the Queen
- ♥ Q64 Cover, hoping to promote the 10 in partner's hand
- ♥ Q9 Cover, hoping to promote your 9 as a trick

3. Second Hand Defensive Play

In the following examples below, the contract is 4H and you are given your's and dummy's **trump** suit. In each case, declarer leads from their own hand – the lead is shown **underlined**. Which trump card do you play in each case?

You (WEST) hold the following hands:

NORTH (DUMMY)
♥ A73

- ♥ Q64 Don't cover hoping to make the Queen – do so smoothly!
- ♥ Q6 Don't tell them where the Queen is – duck again smoothly
- ♥ K10 Cover, hoping to make the 10
- ♥ K542 You will always make the K by continuing to play low. You have greater length than dummy!

Declarer leads ♥ J

Minimum, Invitational and Game Force (GF) Bids

Opener's Second Bid or Rebid

Opener supports partner

1. At the 2-level = 11-15 HCP
2. At the 3-level = 16-17 HCP
3. At the game level = 18-19 HCP

EXAMPLES

OPENER	RESPONDER
1♥	1♠
2♠	
1♣	1♥
3♥	
1♣	1♥
4♥	

Opener rebids notrumps

1. At the lowest level = 15-17 HCP
2. Jump rebid in notrumps = 18-19 HCP

OPENER	RESPONDER
1♣	1♥
1NT	
1♦	1♠
2NT	

Opener bids a new suit

1. At the minimum level = 11-17 HCP
2. Jump to the 3-level = (17)18-19 HCP Game Forcing (**GF**)

OPENER	RESPONDER
1♦	1♠
2♣	
1♥	1♠
3♣	

Special Case

3. Reverse bid (rebid higher ranked suit) = 17-19 HCP
You bid a new suit above the 2-level of the suit opened.

1♦	1♠
2♥	

Opener rebids the same suit

1. At the minimum level = 11-15 HCP
2. Jump to the 3-level = (15)16-17 HCP
Shows a good 6+ suit
3. Jump to the game level = 18-19 HCP
Shows a very good 6+ suit

OPENER	RESPONDER
1♥	1NT
2♥	
1♥	1♠
3♥	
1♥	1♠
4♥	

After a 2-level response of 10+ HCP

Opener's only weak rebids

	OPENER	RESPONDER
1. Rebid your own suit = 11-14 HCP	1♥ 2♥	2♣
2. Rebid a lower ranked second suit = 11-14 HCP	1♥ 2♦	2♣
3. Support partner's suit = 11-14 HCP	1♥ 3♦	2♦

After a 2-level response of 10+ HCP

Opener's game forcing rebids (GF)

	OPENER	RESPONDER
1. Reverse by opener = 15+ HCP and GF	1♥ 2♠	2♣
2. New suit at 3-level by opener = 15+ HCP and GF	1♠ 3♣	2♥
3. Jump rebid of 6+ suit by opener = 15+ HCP and GF	1♥ 3♥	2♦
4. A 2NT rebid by opener = 15-17 HCP and GF	1♠ 2NT	2♣
5. A 3NT rebid by opener = 18-19 HCP and GF	1♥ 3NT	2♣

Responder's Second Bid

EXAMPLES

Responder Supports Opener's Suit(s)

1. Pass opener's minimum rebid or give **preference** to one of opener's suits at the 2-level

OPENER	RESPONDER	OPENER	RESPONDER
1♣	1♥	1♥	1♠
2♣	P	2♦	2♥*

*2♥ is preference – may only have a doubleton

2. At the 3-level = 10-12 HCP

1♥	1♠	1♥	1♠
2♣	3♥	2♣	3♣

3. At the game level = 13+ HCP

1♥	1♠	1♥	1♠
2♦	4♥	2♣	5♣

Responder Bids Notrumps

	OPENER	RESPONDER
1. At the 1-level = 6-9 HCP	1♣ 1♠	1♥ 2NT
2. At the 2-level = 10-12 HCP	1♣ 1♠	1♥ 2NT
3. At the game level = 13+ HCP	1♣ 1♠	1♥ 2NT

Responder's Rebids the Same Suit

	OPENER	RESPONDER
1. At the 2-level = 6-9 HCP (shows a 6+ suit)	1♥ 2♣	1♠ 2♠
2. At the 3-level = 10-12 HCP (shows a 6+ suit)	1♥ 2♣	1♦ 3♥
3. At the game level = 13+ HCP (shows a good 6+ suit)	1♦ 2♣	1♥ 4♥

Responder's Forcing Rebids = 13+ HCP (Game Force)

Responder can usually select the final contract after opener's rebid. Sometimes responder is not sure which game to bid and needs to force opener to further describe their hand.

To Game Force, responder can bid a:-

	OPENER	RESPONDER
1. Reverse bid (rebid a higher ranked suit) = Game Force	1♦ 2♦	1♥ 2♠
2. New suit at the 3-level = Game Force	1♦ 2♦	1♠ 3♣

Summary of Minimum, Invitational and Game Force Bids

Rebids at the **2-level** are **minimum**

Rebids at the **3-level** (one already bid by either partner) are **invitational**

A **new suit at the 3-level** is a **Game Force (GF)**

A **reverse bid** by opener is **forcing for 1 round**

A **reverse bid** by responder is a **Game Force (GF)**

1NT rebid by opener is a **limit bid** and

2NT rebid by opener is a **Game Force (GF)**

1NT rebid by responder is **minimum** 6-9 HCP and

2NT rebid by responder is **invitational** 10-12 HCP

More on Doubles

There are two types of Doubles:-

Takeout Double – ask your partner to choose a suit

Penalty Double – tell partner you think the contract will fail

Takeout Double

A double is for takeout if:-

It is a double of a suit bid and it is your first opportunity to bid, **or...**

Later in the auction, when there are at least two unbid suits remaining

This double can be made by either player in the partnership.

Use it...

- Any time you have 12+ HCP, at least three cards in the three unbid suits and you want to compete in the auction
- If you have 16+ HCP and an unbalanced hand you must first double and then bid your 5+ suit
- When you have a balanced hand of 19+ HCP – too strong to overcall 1NT
- When partner opens and the opponent overcalls.
If you as responder have the other two suits, then a double shows these suits.
 - At the 1-level – need 6+ HCP
 - At the 2-level – need to be closer to 10+ HCP
- When an overcall is passed back to you, you should reopen with a double if you are short in that suit (called a reopening double)

General Principle:-

When there are two or more unbid suits in the auction, all doubles at a low level are takeout.

Examples

(1) W N E S
 1♠ X Pass 2♥ North is short in spades and has 3+ cards in the trump suit.
 North asks South to choose the trump suit.

(2) W N E S
 1♣ X Pass West responds to partner's take-out double with their best
 1♠ 2♣ 2♥ suit (in this case spades). However, East changes the suit to
 2♥ – this now shows 16+ HCP and a good 5+ heart suit

(3) W N E S
 1♣ 1♠ X East's negative double shows the other two suits.

Penalty Doubles

A double is for penalties if:-

it is a double of a 1NT contract

it is a high-level contract

there is only one unbid suit

it is a double of an artificial bid

This double can be made by either player in the partnership.

Use it when:-

- the opponents open 1NT - you should have 16+ HCP. With less, you should overcall a good 5+ suit or pass with a minimum opening hand
- the opponents have bid a suit to the 4 or 5-level and you have 4+ good trumps and outside quick tricks
- the opponents have stopped at the 3-level and you have 5+ trumps and outside quick tricks
- the opponents are obviously in a misfit
- you have a good suit in an artificial bid made by the opponent

Examples

(1) W N E S
1NT X Pass Pass West opens 1NT (12-14 HCP). North's double shows 16+ HCP. East has nowhere to go and South with 6+ HCP also passes. The NS pair have 21+ HCP against the opponents' 19 HCP at best.
Pass

(2) W N E S
1NT Pass 2♣ X West opens 1NT with 12-14 HCP. East bids 2♣ (Stayman), South doubles 2♣ to show they have a good club suit. West bids 2♥ (shows a 4-card heart suit) in the NT hand. North supports partner with 3♣ to win the contract.
2♥ 3♣ Pass Pass
Pass

(3) W N E S North's double shows they have good trumps and outside quick tricks.
1♥ Pass 2♥ Pass ♠ 98
3♥ Pass 4♥ Pass ♥ QJ108
Pass X Pass Pass ♦ A94
Pass ♣ A1032

Their hand is something like:-