SCORING

	(minor) ♣ or ♢	(major) ♡ or ♠	**NT**
Bid & Made			
Usual	20	30	40, 30
Doubled	40	60	80, 60
Redoubled	80	120	160, 120
Overtricks			
Usual	20	30	40, 30
Doubled	100 (200 if Vulnerable)		
Redoubled	200 (400 if Vulnerable)		
Undertricks			
Usual	50 (100 if Vulnerable)		
Doubled	100, 200 (200, 300 if Vulnerable)		
Redoubled	200, 400 (400, 600 if Vulnerable)		
Honors	150 each, 100 more if 4 high trumps		
Small Slam	500 (750 if Vulnerable)		
Grand Slam	1000 (1500 if Vulnerable)		
Rubber	500 two to one, 750 two to none		

<u>Points for Game or Slam</u>

26 points	Game in Major, NT
29 points	Game in Minor
33 points	Small Slam
37 points	Grand Slam

<u>Game in One Hand</u>

Usual	5 Minor, 4 Major, 3 NT
Doubled	3 Minor, 2 Major, 2 NT
Redoubled	2 Minor, 1 Major, 1 NT

VALUATION

High Cards

A	4
K	3
Q	2
J	1

Quick Tricks

A-K-Q, A-K	2
A-Q	$1\frac{1}{2}$
A, K-Q, K-Q-J	1
K-x	$\frac{1}{2}$

Distribution

Void	3
Singleton	2
Doubleton	1
(no points in NT)	

Adjustments

All Aces	+1
Aceless	−1
Unguarded Honor	−1
(*e.g.* Q-x, J-x, K, Q, J)	

<u>Declarer's Points</u> *(for rebid of suit bid and answered)*
1 point for 5^{th} card in suit bid and answered
2 points for each additional card in that suit

<u>Dummy's Points</u> *(if 4 or more strong in bid suit, and raising)*
5 points (from 3) for void in another suit
3 points (from 2) for doubleton in another suit

<u>Defensive Points</u> *(if opponents dominate bidding)*
instead of counting points,
count probable trump tricks and quick tricks

OPENING 1-BIDS (IN SUIT)

Bid	Points (High Cards)	Additional Conditions
1♣, 1♢, 1♡, 1♠	14	(any hand)
1♣, 1♢, 1♡, 1♠	12-13	2 Quick Tricks in any suit and a comfortable rebid
1♣, 1♢, 1♡, 1♠	10-11	2 Quick Tricks in any suit and a comfortable rebid and length in both majors

In 3rd position (after 2 passes):
can open 1 of a suit with 10-11 points and a good suit
(to suggest good opening lead to partner)

In 4th position (after 3 passes):
can open 1 of a suit with borderline hand and strength in
both major suits (especially spades); else hand is thrown out

Which suit?
A suit is "biddable" if 5+ long, or 4 long and Q-J-x-x or better.
Open your longest biddable suit, or if two biddable suits, the one
of highest rank (usually). Major suits bid should be 5+ long
(if weak and 4 long, see below); weak 4-card minor suits can be bid.

Weak 1♣:
bid this with 14 points when your best suit is a weak 4-card major
(1♢ is okay if diamonds seriously overpower clubs)

OPENING IN NT

Bid	Points (High Cards)	Additional Conditions
1**NT**	16-18	Good distribution and Stoppers in 3-4 suits
2**NT**	22-24	Good distribution and Stoppers in <u>all</u> suits
3**NT**	25-27	Good distribution and Stoppers in <u>all</u> suits

19-21 point hands:
(even with stoppers and distribution, <u>don't</u> bid **NT**)
open with 1 of a suit and then <u>jump</u> in **NT**
at next turn if you still want a **NT** contract
(if partner responds in **NT**, raise instead of jump)

Good Distribution:
at most one doubleton (which must be Q-x or better),
i.e. 4-3-3-3, 4-4-3-2, or 5-3-3-2 distributions

Stoppers:
combinations likely to stop opponent's run in a suit,
i.e. K-x, Q-x-x, J-x-x-x or better

OPENING WEAK 2-BIDS (PREEMPTIVE)

STRONG 3-BIDS

SPECIAL 2-CLUB BID

OPENING STRONG 2-BIDS

Bid	Points (High Cards)	Additional Conditions
2♣, 2♢, 2♡, 2♠	25	a good 5-card suit
2♣, 2♢, 2♡, 2♠	24	two good 5-card suits
2♣, 2♢, 2♡, 2♠	23	a good 6-card suit
2♣, 2♢, 2♡, 2♠	21	a good 7-card suit

In Addition:
to make a Strong 2-Bid, you should also be within 1-2 tricks of game, and have 4 or more Quick Tricks spread over three suits.

Forcing to Game:
When playing Strong 2-Bids, bidding two of a suit is forcing to game; partners are obligated to keep bidding until game is reached or until opponents have been doubled for penalties.
(If partner passed on the first turn, 2-Bid is invitational, not forcing)

OPENING BIDS OF 3 OR MORE (PREEMPTIVE)

Bid	Points (High Cards)	Additional Conditions
n♣, n♢, n♡, n♠ ($n \geq 3$)	less than 10	a good 7-card suit if V, at least $n-2$ tricks if not V, at least $n-3$ tricks

RAISING A MAJOR SUIT

Raise From 1 To:	Points (High & Short)	Minimum Trump Strength
2	6-10	x-x-x-x or Q-x-x
3	13-16	Q-x-x-x
4	≤ 9	x-x-x-x-x

11-12 point hands (with trump support):
(Or ≥ 13 points but insufficient trump for double raise)
Bid a new suit first, and raise partner's suit later.

17 point hands (with trump support):
Bid *two* new suits first, then show trump support.

Notes on the double raise:
A double raise in a major suit is forcing to game.

Notes on the triple raise:
This is a shutout bid; partner is warned that slam is unlikely. Use when most of your points come from distribution, not from high cards; should have at least one singleton or void.

Dummy's Points:
With ≥ 4 trump support and raising, singletons in another suit are worth 3 points (from 2), and voids 5 (from 3).

RAISING A MINOR SUIT

Raise From 1 To:	Points	Additional Conditions
2	6-10 high	good trump support no biddable major suit
3	12-14 high & short	very strong trump support no other convenient bid

Remark:
The minor-suit raise is a last resort; respond in a major suit, the other minor suit, or **NT** if you possibly can.

RESPONDING IN NT

Response	Points (High Cards)	Additional Conditions
1**NT**	6-10	almost any weak hand that doesn't qualify for raise or one-over-one
2**NT**	13-15	strength in each unbid suit balanced distribution
3**NT**	16-17	strength in each unbid suit 4-3-3-3 distribution

Remark:
Above responses assume partner has opened in 1 of a suit.

RESPONDING IN A NEW SUIT

Response	Points	Additional Conditions
One-Over-One	6-18 high & short	4 or more of a suit
Two-Over-One	10 high, or 10-18 high & short	5 or more of a good suit
Jump	19 high & short	a good suit, or very good support for opener's suit

One-Over-One:
Non-jump bid in higher-ranking suit
(*e.g.* responding 1♠ to opened 1♢).
Forces for one round; almost any 4-card suit is acceptable, especially if opening bid was a minor suit.

Two-Over-One:
Non-jump bid in a lower-ranking suit
(*e.g.* responding 2♣ to opened 1♡).
Forces for one round; should have strength for two responses;

Jump:
Jumping in number
(*e.g.* responding 2♠ or 3♡ to opened 1♡).
Forces to game, hints for slam.

Forcing for One Round:
Partner must respond to keep bidding open & give you another chance to bid (unless opponent keeps the bidding open first).

RESPONDING TO NT OPENINGS

Points (High Cards)	Additional Conditions	Response	Goal
< 8	balanced hand	pass	part score
< 8	long suit w/single or void	2 of that suit	part score
9	balanced hand	2**NT**	game
10-14	balanced hand	3**NT**	game
9-14	long major suit	3 of that suit	game
> 14	long suit	3 of that suit (then slam try)	poss. slam
15-16	balanced hand	4**NT**	poss. slam
17-18	balanced hand	6**NT**	slam

Note:
The above are responses to an opening bid of 1**NT**.

Responding to Opening of 2NT:
Any response forces to game.
Pass with 0-3 points; with > 8 points, think slam.

Responding to Opening of 3NT:
Responder needs very little to have slam;
pass with < 3-4 points if no long suit.

REBIDS AFTER RAISES

Partner's Response	**Points (H,S,D)**	**Good Rebids**
Single Raise *shows 6-10 H,S,D trump support*	12-15 16-18 > 19	pass 3 in the suit 2**NT** new suit (forcing) jump to game in suit bid new suit
Double Raise (in a Major) *shows 13-16 H,S,D strong trump supp. forced to game*	12-16 > 17	3 NT 4 in suit (slam unlikely) move for slam
Triple Raise (in a Major) *shows $\leq$ 9 H but good dist. and $\geq$ 5 trumps*	< 20 ≥ 20	pass can bid
Dummy's and Declarer's Points "D" denotes either Dummy's or Declarer's, as appropriate.		

REBIDS TO 1-OVER-1 AND 2-OVER-1

P's Response	**Pts. (H,S,D)**	**Good Rebids**
One-Over-One *shows 6-18 H,S* *$\geq$ 4 in suit* *forces one round*	12-16 17-19 > 20	<u>Minium Rebid:</u> 1**NT** rebid own suit raise partner's suit bid in new suit <u>Invite to Game:</u> 2**NT** jump in own suit jump in partner's suit non-jump in new suit jump to game * jump in new suit
Two-Over-One *shows 10-18 H,S* *(and usually 10 H)* *$\geq$ 4-5 in suit* *forces one round*	12-16 17-19 > 20	<u>Minium Rebid:</u> 2 of your own suit ** 2**NT** 3 of partner's suit 2 of a new suit <u>Invite to Game:</u> jump in own suit jump in partner's suit jump in **NT** non-jump in new suit jump to game jump in new suit
(*) promises excellent dist. but not necc. high card points (**) the most discouraging choice; shows only 12-14 pts		

STAYMAN CONVENTION

RESPONDING TO 2-BIDS?

RESPONSES BY A PASSED HAND

RESPONSES TO RESPONSES

	♠ Q 8 7 4 ♡ Q 10 5 4 2 ♢ K 7 ♣ 7 3	
♠ 9 6 5 ♡ 9 8 6 ♢ Q 10 8 2 ♣ A 10 6	**N** **W** **E** **S**	♠ A K J 2 ♡ A K J 7 ♢ A 6 3 ♣ K 2
	♠ 10 3 ♡ 3 ♢ J 9 5 4 ♣ Q J 9 8 5 4	