

## Opening Bid

Open	Definition	Remarks
1♣	13-20 HCP & at least 3♣	See After 1♣
1♦	13-20 HCP & at least 3♦	See After 1♦
1♥	13-20 HCP & at least 5♥	See After 1♥
1♠	13-20 HCP & at least 5♠	See After 1♠
1NT	16-18 HCP, Balancing hand	See After 1NT
2♣	Artificial Strong opening	See Strong 2♣
2♦	Weak 2♦	See Weak 2♦
2♥	Weak 2♥	See Weak 2♥
2♠	Weak 2♠	See Weak 2♠
2NT	21-22 HCP, Balancing hand	See After 2NT
3♣	Weak 3♣	See Weak 3♣
3♦	Weak 3♦	See Weak 3♦
3♥	Weak 3♥	See Weak 3♥
3♠	Weak 3♠	See Weak 3♠
3NT	Gambling 3NT	See Gambling 3NT
4♣	Weak 4♣	See Weak 4-Minor
4♦	Weak 4♦	See Weak 4-Minor
4♥	Weak 4♥	See Weak 4♥/4♠
4♠	Weak 4♠	See Weak 4♥/4♠
4NT	Not defined	-
5♣	Weak 5♣	See Weak 5♣
5♦	Weak 5♦	See Weak 5♦

You should check that :

1) Is your hand balancing?

If yes, following the below table to open.

If don't use Gambling 3NT		If use Gambling 3NT (OUR CASE)	
0-12 HCP	<b>PASS</b>	0-12 HCP	<b>PASS</b>
13-15 HCP	1x- <u>CHEAPEST</u> NT	13-15 HCP	1x- <u>CHEAPEST</u> NT
16-18 HCP	1NT	16-18 HCP	1NT
19-20 HCP	1x- <u>JUMP</u> NT	19-20 HCP	1x- <u>JUMP</u> NT
21-22 HCP	2NT	21-23 HCP	2NT
23-24 HCP	2♣- <u>CHEAPEST</u> NT	24-26 HCP	2♣- <u>CHEAPEST</u> NT
25-26 HCP	3NT		

2) Do you have 23 HCP or up?

If yes, open 2C.

3) Do you have 8.5 declarer tricks?

If yes, open 2C.

4) Do you have 0-12 HCP?

If yes, check for Weak opening

5) Now, you should have a normal 1-level opening.

## Bid the Minor,

If you have no 5 major and more than 13 HCP, you need to open with NT or minor even though you have little minor. We would use better minor method.

Bid the minor is longer.

If they are 3-3, bid 1C;

If they are 4-4, bid 1D.

Another adjustment would be considered later.

## After 1♣

Bid Sequence	Meaning
1♦	At least 4♦ with 6+ HCP, forcing one round.
1♥	At least 4♥ with 6+ HCP, no 4♦, forcing one round.
1♠	At least 4♠ with 6+ HCP, no 4♦ & 4♥, forcing one round.
1NT	Non-forcing, 6-9 HCP and no 4♦, 4♥, or 4♠.
2♣	10+ HCP with at least 4 card support, better have 5 cards.
2♦	Forcing to Game, Slam try.
2♥	Forcing to Game, Slam try.
2♠	Forcing to Game, Slam try.
2NT	Game forcing, Slam try
3♣	Limited raise. 6-9 HCP
3♦	See Splinter
3♥	See Splinter
3♠	See Splinter
3NT	To play.
4♣	Invite 5♣
4♦	Kickback
1C-1x-2D	Not reversed bid
Opener jump	Strong

## After 1♦

Bid Sequence	Meaning
1♥	At least 4♥ with 6+ HCP, forcing one round.
1♠	At least 4♠ with 6+ HCP, no 4♥, forcing one round.
1NT	Non-forcing, 6-9 HCP and no 4♥, or 4♠.
2♣	two over one, almost game forcing, at least 4 cards
2♦	10+ HCP with at least 4 card support, better have 5 cards.
2♥	Forcing to Game, Slam try.
2♠	Forcing to Game, Slam try.
2NT	Game forcing, Slam try
3♣	Forcing to Game, Slam try.
3♦	Limited raise. 6-9 HCP
3♥	See Splinter
3♠	See Splinter
3NT	To play.
4♣	See Splinter
4♦	Invite 5♦
4♥	Kickback
1D-1x-2H/S	Not reversed bid
1D-1x-1NT	15-17 HCP with balancing hand
1D-1x-2NT	18-19 HCP with balancing hand
Another jump	Strong

## After 1♥

Bid Sequence	Meaning
1H-2H	3H+ and 6-10 HCP
1H-3H	3H+ and 11-12 HCP
1H-4H	Not more than 9 HCP, 5H+, must have a singleton or void.
1H-1NT	6-10 HCP, no 4S nor 3H.
1H-1NT-2NT	Invite 3NT
1H-1NT-3NT	19-20 HCP with balancing hand
1H-2X	two over one, almost game forcing, at least 4 cards. See 2 over 1
1H-2X-2H	6H+, very weak.
1H-2X-2S	Reverse, 4S+, Strong
1H-2S/3C/3D	Game forcing, Slam try with a good suit (Jump Shift)
1H-2NT	11-12 HCP, balanced hand.
1H-3NT	13+HCP, 4H+, balanced hand.
1H-3S/4C/4D	Splinter
1H-1S	4S+, forcing one round
1H-1S-1NT	13-15 HCP with balancing hand
1H-2X-2NT	13-15 HCP with balancing hand
1H-1S-2NT/1H-2X-3NT	19-20 HCP with balancing hand

## After 1♠

Bid Sequence	Meaning
1S-2S	3S+ and 6-10 HCP
1S-3S	3S+ and 11-12 HCP
1S-4S	Not more than 9 HCP, 5S+, must have a singleton or void.
1S-1NT	6-10 HCP, at most 2S.
1S-1NT/2X-2NT	13-15 HCP with balancing hand
1S-1NT/2X-3NT	19-20 HCP with balancing hand
1S-2X	two over one, almost game forcing, at least 4 cards. See 2 over 1
1S-2X-2S	Perhaps 5S only, very weak.
1S-3X	Game forcing, Slam try with a good suit
1S-2NT	11-12 HCP, balanced hand.
1S-3NT	13+HCP, 4S+, balanced hand.
1S-4C/4D/4H	Splinter

## After 1NT

Opening criteria :

- 1) 16-18 HCP.
- 2) Balancing hand.

Response	Meaning
2♣	Non-forcing Stayman
2♦	Transfer to 2♥
2♥	Transfer to 2♠
2♠	Transfer to 3♣ <sup>1</sup>
2NT	Invite 3NT, 8-9 HCP.
3♣	Invitational hand with Club suit, at least 6 cards.
3♦	Invitational hand with Diamond suit, at least 6 cards.
3♥	Not defined
3♠	Not defined
3NT	To play, Stop Bid

<sup>1</sup> The responder should Pass your 3C, if who re-bid 3D is stop bid with Diamond suit.

4♣	Ask for Ace, See Gerber.
4♦	Not defined
4♥	Stop bid
4♠	Stop bid
4NT	15-16 HCP, Invite 6NT, PASS if not interested.
5♣	Stop bid
5♦	Stop bid
5♥	Not defined
5♠	Not defined
5NT	19-20 HCP, Invite 7NT, bid 6NT if not interested.
6NT	17-18 HCP, Stop bid.
7NT	21+ HCP, Stop bid.
Above 5NT	Stop bid.

### Notice:

If you have less than 6 HCP, and your right hand opponent has not yet doubled. you should use all tools to escape to suit contract from NT contract. This time is good chance to sidekick.

### 1NT has been doubled,

<u>Response</u>	<u>Meaning</u>
re-double	Penalty
2C	Bid better MAJOR or bid five card diamond.
2D/2H/2S/3C	Transfer to next Suit
2NT	Bid better MINOR
Pass	Forcing opener to re-double. <sup>2</sup>

### Lebensohl

#### After Natural overcall in level-2,

- 1) Double is penalty.
- 2) Level 2 bidding is non-forcing.
- 3) Level 3 bidding is forcing.
- 4) 2NT is convention, forcing opener bid 3C. It is a stop bid if the responder re-bid a new suit that is lower than overcall suit. If it is higher than overcall suit, this is invited for game.
- 5) Cue bid is Stayman, no guard in that suit, forcing to game.
- 6) 3NT is the strength for a game and no guard in that suit.
- 7) Bid 2NT first, then Cue bid is Stayman, one guard in that suit, forcing to game.
- 8) Bid 2NT first, then bid 3NT is the strength for a game and one guard in that suit.

#### After Natural overcall in level-3,

- 1) Double is take-out. (similar to negative)
- 2) New suit is forcing to game.
- 3) Otherwise is Natural. (Cue bid in minor is request partner bid the better major.)

#### After overcall in Two-suit,

- 1) Double is penalty at one suit of opponent suit.
- 2) Natural bid is non-forcing, raise Natural bid is invited for game.
- 3) 2NT is forcing partner to bid the unbid suit.
- 4) Cue bid is at least 2NT power with one guard in cue bid suit.<sup>3</sup>
- 5) Jump Cue bid in lower opponent suit = force partner to bid lower unbid suit  
Jump Cue bid in upper opponent suit = force partner to bid upper unbid suit
- 6) 3NT is Natural bid, have guard in both opponent suit.

<sup>2</sup> a) Let the responder to bid minor; or b) bid 2C and use re-double to force opener bid the lowest 4 card suit.

<sup>3</sup> Opener bid 2NT = lower limit with guard in another opponent suit; 3NT = upper limit with guard in another opponent suit

## After 2NT

Bidding	Meaning
3C	Not forcing Stayman
3D	Transfer to 3H
3H	Transfer to 3S
3S	Transfer to 4C
3NT	Stop bid
4C	Ask for Ace, See Gerber.
4D	Diamond suit, no 4 MAJOR, non-balancing hand
4H	Stop bid
4S	Stop bid
4NT	11-12 HCP, Invite 6NT, PASS if not interested.
5C	Stop bid
5D	Stop bid
5NT	15-16 HCP, Invite 7NT, bid 6NT if not interested.

## Gambling 3NT

Opening criteria :

- 1) A Solid 7-card or up Major suit, lead by AKQ.
- 2) No void.
- 3) No Ace and at most 1K in another suit.

Response	Meaning
4♣	The opener suit is known. Ask opener for K, See 3NT-4♣.
4♦	The opener suit is unknown. Ask opener for the suit, See 3NT-4♦.
4♥	To Play, Stop bid.
4♠	To Play, Stop bid.
4NT	Ask for Q. See the 3NT-4♣ table.
5NT	Ask for Grant Slam. If the opener can play Grant Slam if the responder is void in Trump?

### 3NT-4♣.

Response after 4♣.	Meaning
4♦	The opener has ♦K only.
4♥	He has ♥K, or he has no side K if his suit is ♥.
4♠	He has ♠K, or he has no side K if his suit is ♠.
4NT	He has ♣K.
After this response, the responder rebid 4NT/5♣(if the opener has ♣K) to ask opener for Q.	
5♣/5NT	He has ♣Q.
5♦	He has ♦Q.
5♥	He has ♥Q, or he has no side Q if his suit is ♥.
5♠	He has ♠Q, or he has no side Q if his suit is ♠.
5NT	not defined when responder ask by 4NT.
6♣	The opener has two Q but not ♣Q
6♦	The opener has two Q but not ♦Q
6♥	The opener has two Q in minor.
6♠	The opener has two Q in minor.
6NT	The opener has all Q.

### 3NT-4♦.

Response after 4♦.	Meaning
4♥	The opener suit is ♥.
4♠	The opener suit is ♠.
After this response, the responder rebid any new suit is CAB.	

## Strong 2♣

Opening criteria :

- 1) Any 23 HCP; or
- 2) 1 more trick to game and 4 defending-tricks.

<u>Bid Sequence</u>	<u>Meaning</u>
2♥	8+ HCP with at least 1.5 quick tricks <sup>4</sup> . Have at least 2 of 3 honors in ♥.
2♠	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♠.
2NT	8-11 HCP with at least 1.5 quick tricks
3♣	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♣.
3♦	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♦.
2♦	negative or waiting. ( Not suitable above criteria.)
2C-2D-2H-2S/ 2C-2D-2S-3C/ 2C-2D-3C-3D/ 2C-2D-3D-3H <sup>5</sup>	Double negative, the weakest hand. (Hebert second negative)
2C-2X-2NT	24-26 HCP with balancing hand, non-forcing.

**After inference,**

<u>Bid Sequence</u>	<u>Meaning</u>
2C-XX-Pass	Negative
2C-XX-Double	Little attack potential; bad hand but have the length in the opponent suit.
2C-XX-others	Positive
The opponent bid after the response	The opener pass. Let the responder makes the decision to penalty or bid as the opener re-bid 2NT. <sup>6</sup>

## Weak 2♦/2♥/2♠

Opening criteria :

- 1) not poor 6-card suit.
- 2) no more than 1A or 1K or both.
- 3) 5 declared-tricks for non-vulnerable and 6 declared-tricks for vulnerable.
- 4) Better No more than 10 points.
- 5) No other 4-card MAJOR suit.
- 6) No void suit. (Except all other conditions fulfilled)

<u>Bid Sequence</u>	<u>Meaning</u>
Pass	To Play, Stop Bid
Responder Bid 2NT	is ask for the opener hand, the opener rebid :
3♣	Lower limit and bad suit
3♦	Lower limit and good suit
3♥	Upper limit and bad suit
3♠	Upper limit and good suit

## Weak 3♣/3♦

Opening criteria :

- 1) good 7-card suit.
- 2) no more than 1A or 1K or both.
- 3) 6 declared-tricks for non-vulnerable and 7 declared-tricks for vulnerable.
- 4) Better No more than 10 points.
- 5) No other 4-card MAJOR suit.
- 6) No void suit. (Except all other conditions fulfilled)

<sup>4</sup> A = 1 quick trick, K = 0.5 quick trick.

<sup>5</sup> After second negative, the opener simply re-bid his own suit is non-forcing bid.

<sup>6</sup> 3C = Stayman, others = transfer; Transfer to opponent suit = transfer to 3NT.

### **For Weak 3♣,**

<u>Response</u>	<u>Meaning</u>
3♦	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♥	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♠	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3NT	To play, stop bid.
4♣	Defending bid.
4♦	Not defined
4♥	Not defined
4♠	Not defined
4NT	Not defined
5♣	To play (not suitable to play 3NT) or Defending bid

### **For Weak 3♦,**

<u>Response</u>	<u>Meaning</u>
3♥	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♠	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3NT	To play, stop bid.
4♣	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
4♦	Defending bid.
4♥	Not defined
4♠	Not defined
4NT	Not defined
5♣	Not defined
5♦	To play (not suitable to play 3NT) or Defending bid

### **Weak 3♥/3♠**

Opening criteria :

- 1) good 7-card suit.
- 2) no more than 1A or 1K or both.
- 3) 6 declared-tricks for non-vulnerable and 7 declared-tricks for vulnerable.
- 4) Better No more than 10 points.
- 5) No other 4-card suit.
- 6) No void suit. (Except all other conditions fulfilled)

### **For Weak 3♥,**

<u>Response</u>	<u>Meaning</u>
3♠	Ask for control in ♠. (refer to CAB table)
3 NT	To play, Stop bid.
4♣	Ask for control in ♣. (refer to CAB table)
4♦	Ask for control in ♦. (refer to CAB table)
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4 NT	Not defined
5♣	To play, Stop bid.
5♦	To play, Stop bid.
5♥	invite 6♥, accept if no more than 1 possible loser in Trump-suit

### **For Weak 3♠,**

<u>Response</u>	<u>Meaning</u>
3NT	To play, Stop bid.
4♣	Ask for control in ♣. (refer to CAB table)
4♦	Ask for control in ♦. (refer to CAB table)
4♥	To play, Stop bid.

4♠	To play, Stop bid.
4NT	Ask for control in ♥. (refer to CAB table)
5♣	To play, Stop bid.
5♦	To play, Stop bid.
5♥	Not defined
5♠	invite 6♠, accept if no more than 1 possible loser in Trump-suit

## CAB

Asking the control for that suit

Level 1	no A, K, void, or singleton.
Level 2	K, or singleton.
Level 3	A, or void.

If asker bid the new suit, continuing the CAB.

If asker bid again the previous suit, be asking which kind control you hold.

Level 1	Distribution
Level 2	HCP

## Weak 4-minor

Opening criteria :

- 1) not bad 8-card suit or poor 9-card MINOR suit.
- 2) no A or K on another suit.
- 3) 7 declared-tricks for non-vulnerable and 8 declared-tricks for vulnerable.

### After Weak 4♣,

Response	Meaning
Pass	Stop bid.
4♦	Not defined.
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4NT	Not defined.
5♣	To play, Stop bid.
5♦	To play, Stop bid.

### After Weak 4♦,

Response	Meaning
Pass	Stop bid.
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4NT	Not defined.
5♣	To play, Stop bid.
5♦	To play, Stop bid.

## Weak 4♥/4♠

Opening criteria :

- 1) good 7/8-card suit. (Maybe 2 loser for non-vulnerable and no more than 1 quick loser for vulnerable)
- 2) no more than 1A or 1K or both.
- 3) 7 declared-tricks for non-vulnerable and 8 declared-tricks for vulnerable.

### For Weak 4♥,

Response	Meaning
4♠	CAB
4NT	Key card Blackwood
5♣	CAB

5♦	CAB
5♥	invite 6♥, accept if no more than 1 possible loser in Trump-suit
5♠	Not defined
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

### **For Weak 4♠,**

<u>Response</u>	<u>Meaning</u>
4NT	Key card Blackwood
5♣	CAB
5♦	CAB
5♥	CAB
5♠	invite 6♠, accept if no more than 1 possible loser in Trump-suit
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

### **Grant Slam Forcing**

<u>Response</u>	<u>Meaning</u>
6♣	Trump A or K
6♦	Trump Q
6♥	No honor with extra length in trump suit
6♠	No honor with no extra length in trump suit
6NT	2 of 3 honors
7♣	2 of 3 honors with extra length in trump suit

### **Roman Key Card Blackwood**

Jump to 4NT after the agreeing the suit is ask for Ace. The method as below :

<u>Response</u>	<u>Meaning</u>
5♣	0 or 3 key cards. <sup>7</sup>
5♦	1 or 4 key cards. <sup>8</sup>
5♥	2 or 5 key cards, with no Trump Q.
5♠	2 or 5 key cards, with Trump Q.

### **Kickback**

Jump to 4-level of the suit just over the agreed suit is ask for Ace. The method is like RKCB.

<u>Response</u>	<u>Meaning</u>
Level 1	0 or 3 key cards. <sup>9</sup>
Level 2	1 or 4 key cards. <sup>10</sup>
Level 3	2 or 5 key cards, with no Trump Q.
Level 4	2 or 5 key cards, with Trump Q.

### **The agree suit mean:**

- 1) Only bid suit.
- 2) Supported suit.
- 3) First supported suit.
- 4) The suit strongly emphasis by one of player.
- 5) The first bid suit of Strong opener.
- 6) If not the above case, the last natural bid suit.

<sup>7</sup> Asker bid the suit over the answer suit = kickback; +1 level = no Trump Q, +2 level = With Trump Q.

<sup>8</sup> Same as previous footnote.

<sup>9</sup> Asker bid the suit over the answer suit = kickback; +1 level = no Trump Q, +2 level = With Trump Q.

<sup>10</sup> Same as previous footnote.

## Splinter

The unreasonable jump suit means the support for partners' suit and the bid suit is at most singleton. Game-forcing and intending to try Slam.

## Gerber

After No Trump equivalent bidding, 4C is asking for Ace

<u>Response</u>	<u>Meaning</u>
4♦	0 or 4 Ace.
4♥	1 Ace.
4♠	2 Ace.
4NT	3 Ace.

### Notice:

If inference by 5-level after the convention, we use DOPI method.

<u>Response</u>	<u>Meaning</u>
Double	0 Ace.
Pass	1 Ace.
+1 level	2 Ace.
+2 level	3 Ace.

If inference by 6-level after the convention, we use DEPO method.

<u>Response</u>	<u>Meaning</u>
Double	0 or 2 Ace.
Pass	1 or 3 Ace.

## Weak 5♣/5♦

Opening criteria :

- 1) Special 8/9-card suit. (no more than 1 quick loser in this suit)
- 2) no more than 1A or 1K or both and No 2A in the whole hand.
- 3) 8 declared-tricks for non-vulnerable and 9 declared-tricks for vulnerable.

<u>Response</u>	<u>Meaning</u>
5NT	Grant Slam Forcing
Other bid	Stop bid.

### Note for Weak open :

- 1) The best position for weak bid is the third.
- 2) The second best is the dealer.
- 3) The doubtful or critical hand should be prevented a weak opening when you sit on the second position.
- 4) When you sit on the last position, your intention for weak bid is achieve positive score.

## 2 over 1

2 over 1 need at least 10 HCP and normally 5 card in the 2-level suit. However, if you can support opener suit, you can have only 4 card in the 2-level suit.