

STANDARD 5-card majors system

- 1 ♣ ♦ 12-21 hcp. 3+ cards, (open 1♦ with 5-5 and 1♣ with 4-4 or 3-3)
1 ♥ ♠ 12-21 hcp. 5+ cards

Respond to the opening bid 1 of a suit:

a new suit at the one-level: 6+, forcing

a new suit at the two-level: 10+, forcing

a raise to the two-level: 6-9 (minor 5+ c, major 3+ c)

a raise to the three-level: 10-12 (minor 5+ c, major 3+ c)

1NT 6-9, 2NT 10-12, 3NT 13-15

1NT 15-17 hcp balanced,

responder

2♣ 8+ hcp 4 card major(s)

2♦ 0+ hcp (5 card heart)

2♥ 0+ hcp (5 card spade)

2♠ 0-7 hcp (6 card minor)

2NT 8-9 hcp (no 4 card major)

3♣ 15+ hcp (5+ card, slam-interest)

3♦ 15+ hcp (5+ card, slam-interest)

opener

2♦ no 4-card major, 2♥/2♠ 4-card

2♥

2♠

3♣ (responder pass or correct to 3♦)

3NT neg. / 4♣ with max and support

3NT neg. / 4♦ with max and support

- 2♣ 22+ hcp. or 10 tricks, game forcing, except 2♣- 2♦-2NT (22-24 hcp balanced)
2♦ negative or waiting, 2♥/2♠/3♣/3♦ 6+ p. 5+ cards, 2NT 7-8 hcp, 3NT 9-10 hcp

- 2♦♥♠ 6 cards, 6-11 hcp, All new suits are forcing, 2NT ask a feature

2NT 20-21 hcp. balanced,

responder

3♣ 3/4+ hcp 4 card major(s)

3♦ 0+ hcp (5 card heart)

3♥ 0+ hcp (5 card spade)

3♠ 10+ hcp (minors 5-5)

opener

3♦ no 4-card major, 3♥/3♠ 4-card

3♥

3♠

4♣ /4♦ with max and support

3NT = negative

- 3♣♦♥♠ 7 cards, 6-10 hcp

- 4♣♦♥♠ 8 cards, 6-10 hcp

- 5♣♦ 8+ cards 6-10 hcp

Blackwood 4NT asking for aces: 5♣ = 0 or 4, 5♦ = 1, 5♥ = 2, 5♠ = 3

The continuation bid of 5NT asks for kings

Reverse a second bid in a new suit at the two level by opener in a higher ranking suit than opener's first bid suit, unbalanced hand (most often 5-4), 16+ hcp, forcing

Takeout Double

"Double" over an opponent's bid shows a hand with 12-16 hcp, support for all three unbid suits (at least 3 cards in each). Strong hands 17+ hcp should double regardless of distribution.

After Opponents Overcall

RD 10+ hcp

After opponents overcall **D** shows unbid suits (Negative Double)

Bid your 5-card major at the one-level, if only 4 cards use Double

After a Takeout Double Responders bid at the two-level is not forcing

Cue bid (a bid of a suit that has already been bid by opponents) = ask for a stopper in the opponents' suit (game forcing)

Overcalls:

At the level of 1: A good five-card or any longer suit and 10-16 hcp.

1NT 15-17 hcp, balanced and a stopper in the opponents' suit

At the level of 2: A good five-card or any longer suit and 12-16 hcp.

Jump overcalls: Weak. A hand roughly equivalent to a weak two bid opening

Leads: Rule of 10-12 (1/3/5)

The lead is the highest card from *perfect sequence*: **AKQ, KQJ, QJ10, J109, 1098**

The lead is the highest card from *near sequence*: **AKJ, KQ10, QJ9, J108, 1097**

The lead is the third card from *interior sequence*: **AQJ, KJ10, Q109, AJ10, A109, K109**

The leads against suit contracts, from a sequence of two honours: **AK75 QJ4**

Attitude signals:

A low spot card encourages the lead of a suit, whereas a high spot card discourages. Attitude signals are used when following suit to partner's lead, or when making the first discard in a suit.

Count signals: (Opponent leads a suit)

High-low shows an odd number of cards in the suit

Low-high shows an even number of cards in the suit