

Major Suit Opening				
Opener	1 ♥/♠ = 12-20 points, 5+ card suit			
Responder	Support = 3+ cards in partners suit	New Suit (♠) = 4+ cards	New Suit (♠/♦/♥) = "2 over 1" = 4+ cards	1NT = Default
	Non-forcing	Forcing 1 round	Forcing to Game	Forcing 1 round
	2 ♥/♠ = 6-8 dummy points	6+ points	12+ points	6-11 points
	3 ♥/♠ = 9-11 dummy points		Opener's Rebid: Point restrictions are N/A	Opener's Rebid: OK to bid a 3 card minor
Opener's rebid	4 ♥/♠ = 12+ dummy points			
	Pass or bid game	Support P's suit = 8+ card fit	Rebid 1st suit = 6+ cards	New Suit (♠/♦/♥) = 4+ cards
		2 ♥/♠ = 12-14		2 ♠/♦/♥ = 12-17
		3 ♥/♠ = 15-17		3 ♠/♦/♥ = 18-20
		4 ♥/♠ = 18-20		
		3 ♠/♦ = 12-20		
			Reverse = 4+ cards	No Trump
				1NT = 12-14
				2NT = 15-17
				3NT = 18-20

1 No Trump Opening 15-17 HCP, balanced			
Opener			
Responder	Jacoby Transfer = 5+ cards in ♠/♥ Artificial and Forcing 2♦ = 5+ Hearts, 0+ pts 2♥ = 5+ Spades, 0+ pts	Stayman = 4+ cards in ♠/♥ Artificial and Forcing 2♣ = 8+ pts "Do you have a 4 card major?"	NT = Default Non-forcing 2NT = 8-9 pts 3NT = 10+ pts
Opener's rebid	Bid partner's suit 2♥/♥ = 4 card major 2♦ = No 4 card major		
Responder's rebid	Bail = 0-7 pts Pass	Confirm Suit = 8+ card fit 3♥/♥ = 8-9 pts 4♥/♥ = 10+ pts	NT = Default 2NT = 8-9 pts 3NT = 10+ pts

Minor Suit Opening

Minor Suit Opening							
Opener	1 ♣/♦ = 12-20 points, 3+ card suit, inability to open 1NT or 2NT						
Responder	New Suit (♥/♠/♣) = 4+ cards		New Suit (♠) = "2 over 1" = 4+ cards		NT = Balanced	Weak Support	Strong Support
	Forcing 1 round		Forcing to Game		Non-forcing	Non-forcing	Game Forcing
Opener's rebid	6+ points		12+ points		1NT = 6-8 pts	3 ♣/♦ = 6-11 pts	2 ♣/♦ = 12+ pts
	Opener's Rebid: Point restrictions are N/A				2NT = 9-11 pts	5+ cards in suit	5+ cards in suit
	Support P's suit = 4+ cards	Rebid 1st suit = 6+ cards	New Suit = 4+ cards	Reverse = 4+ cards	No Trump		
	2 ♣/♦/♥/♠ = 12-14		1 ♥/♠, 2 ♣ = 12-17	15-20 points	1NT = 12-14		
	3 ♣/♦/♥/♠ = 15-17		2 ♥/♠, 3 ♣ = 18-20	5+ cards in 1st suit	2NT = 15-17		
	4 ♥/♠ = 18-20			Note: 1 ♥/♠ takes priority	3NT = 18-20		

Glossary

2 over 1	A suit bid by responder at the 2 level in response to a 1 level opening bid by opener in a suit. Examples 1♥-2♦, 1♦-2♣.
Artificial	A bid whose meaning is not connected to the suit bid. Almost all artificial bids are forcing. Examples: 2♦ to show Hearts, 2♣ to show 22+ points, 2♠ to show a 4 card major
Balanced	No void, no singleton, at most one doubleton
C	Clubs
D	Diamonds
Dummy Points	HCP + 5/void, 3/singleton + 1/doubleton
Fit	The total trump cards held by you and your partner combined
Forcing	A bid that partner is not allowed to pass
Game	A bid of 3NT, 4♥, 4♠, 5♠, or 5♦. These contracts, if made, are worth bonus points. Bid game with a combined total of 25+ points
Game Forcing	A bid after which neither partner can pass until they have reached game
H	Hearts
HCP	High Card Points (A=4, K=3, Q=2, J=1)
Major	Hearts or Spades
Minor	Clubs or Diamonds
Natural	A bid that shows strength in the suit bid. Examples: 1♥ to show 5+ hearts, 1NT to show a balanced hand
NT	No trump
P	Partner
Points/pts	HCP + [1 point for each card over 4 in a suit]
Reverse	A bid of a new suit by opener at the 2 level or above in which the new suit is higher ranking than the original suit. When this happens, if responder wanted to bid opener's original suit, they would have to bid at the 3 level. Try it out for yourself! Examples: 1♦-1NT-2♥, 1♥-2♣-2♦, 1♣-1♠-2♥.
S	Spades

