



HELP SHEET for the Brush Up Your Bidding course 2023

OPENING BIDS		RESPONSES		OPENER'S REBIDS	
Balanced Hands		0-10	With a 5-card suit: 2♦/♥/♠ weak take-out. Otherwise: pass.		Always pass over a 2♦/♥/♠ response.
12-14	Open 1NT if you have a balanced hand with: <ul style="list-style-type: none"> no void or singleton at most one doubleton no 5-card major suit, unless it is very weak 	11-12	With a 4-card major suit: 2♣ Stayman (<i>see over</i>). Otherwise: 2NT (invitation).		<i>See over for responses to Stayman.</i> Raise 2NT to 3NT with 14 points or good 13, or else pass.
		13-18	6+ card major: 4♥/♠. 5-card major: 3♥/♠ (forcing). 4-card major: 2♣ Stayman (<i>see over</i>). Otherwise: 3NT.		Raise 3♥/♠ to 4♥/♠ with 3- or 4-card support, or else bid 3NT.
		19-20	4NT invitation to 6NT (<i>see over</i>).		Raise 4NT to 6NT with 14 points, or else pass.
15-19	Open one of a suit first, then rebid NT.		<i>See responses to opening bids of 1 of a suit.</i>	15-16 17-18	Rebid NT at the lowest level (pass after 1NT response). Jump rebid NT. With 19 points, bid 3NT.
20-22	Open 2NT. You can have a 5-card major suit.	0-3	Pass.		Pass after a bid of 4♥ or 4♠.
		4-10	6+ card major: 4♥/♠. 5-card major: 3♥/♠ (forcing). 4-card major: 2♣ Stayman (<i>see over</i>). Otherwise: 3NT.		Raise 3♥/3♠ to game with 3- or 4-card support, or else bid 3NT.
		11-12	Balanced: 4NT invitation to 6NT (<i>see over</i>).		Raise 4NT to 6NT with 22 points, or else pass.
Unbalanced Hands					
12+	OPENING BIDS OF ONE OF A SUIT Open all hands with 12 points.	0-5	Pass.		If partner raised your suit If your combined points are below game, pass. If game is possible if she is max., then raise by 1 level (invitation). If game is certain even if she is minimum, bid it: 4♥/♠ or 3NT. If partner bid a new suit or NT Show your shape and strength. Bid at minimum level if 12-15, higher if 16+. You can: <ul style="list-style-type: none"> Raise her suit. Needs 4 cards (3 if she bid 2♥). Bid your second suit. Needs 5 cards in 1st suit, 4 in 2nd. <i>If weak: stay below the barrier. If strong: bid above it (forcing; to game if you bid at the 3-level).</i> Rebid your first suit. Needs 5 cards (6 at the 3 level, or if she bid NT). Bid NT (<i>see above for opener's NT rebids</i>).
		6-9 10-12 13-15	Four or more cards in opener's major suit Bid 2 of the suit. Bid 3 of the suit. Bid 4 of the suit. Bid a new suit (forcing) Bid your suit at the one level if you can. Bid at the two level with 5+ Hearts or 4+ Clubs/Diamonds, <u>but only if you can't bid at the one level</u> . Bid a 4-card major at the one level in preference to a longer minor suit at the two level. Jump bid in a new suit. <i>Must be a 5+ card suit.</i>		
10-11	Use the Rule of 20 test: If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more, you may open the bidding. If not, pass. Which suit? a) The longest suit b) The higher ranking of two equal length suits; except with 4 Hearts and 4 Spades, then open 1♥. c) With a 4-4-4-1 distribution: <ul style="list-style-type: none"> With a red suit singleton, bid the suit below it. With a black suit singleton, bid the middle of the 3 touching suits. 	6+ 10+ 16+	If none of the above, bid No Trumps Bid 1NT – can be any shape. Bid 2NT with balanced hand. Bid 3NT with balanced hand.		
	OPENING BID OF 2♣ 23+ HCP (any shape), or 20+ HCP unbalanced with 9½+ playing tricks (<i>see over</i>)	8+	Make a positive response if you have 8+ HCP or 7+ with an A & K, or 6+ with a 5+ card suit headed by AQ. Otherwise, bid 2♦ (negative response).		Over 2♦, bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
6-10	PRE-EMPTIVE OPENING BIDS Weak Twos: 2♦, 2♥ or 2♠ You need a good 6-card suit and 5 playing tricks (<i>see over</i>) with no other 4-card major suit.	0-14	0-2 card support: pass. 3+ card support: <i>bid to the level of the fit</i> , i.e. bid 3 with 9 cards between you and partner, or 4 with 10 cards.	6-7 8-10	If partner raises you, pass. After a 2NT response (asking for more information): Bid 3 of your suit with minimum hand. Bid 3 of a side suit containing an A or K. Bid 3NT with at least 2 of the top 3 honours in your suit.
		15+	Bid 2NT (artificial and forcing) to find out more from partner. Bid game (partner's suit or 3NT) if you are sure it will make.		
6-9	Weak Threes and Fours: 3 or 4 of any suit Bid 3 with a good 7-card suit and 6 playing tricks. Bid 4 with a good 8-card suit and 7 playing tricks. You should have no other 4-card major suit.	0-9 10+ 16+	0-2 card support: pass. With 3+ cards, <i>bid to the level of the fit</i> . If you have a Golden Fit, add your supporting tricks (<i>see over</i>) to partner's playing tricks and raise to game if the total is enough. Consider 3NT if partner bid 3♣ or 3♦ or you have 0-1 card support.		Don't bid again.

OVERCALLS		RESPONSES TO OVERCALLS	
Suit Overcall	<i>E.g. you overcall 1♥ after an opponent opens 1♣.</i> You must have a 5+ card suit (containing two of the top three honours if minimum points).	6+	With 3 cards in partner's suit, support her as if she opened the bidding 6-9 bid 2 (if possible); 10-12 bid 3; 13+ bid game.
8-9	Bid at the 1 level if you can, or else pass.	9+	With less than 3 cards in partner's suit Bid your own very good suit (5+ cards with 2 top honours) Bid NT if balanced with a stop in the enemy suit:
10-15	Bid at the 1 level if you can. Bid at the 2 level if necessary and if you have two top honours in a 5-card suit or one in a 6-card suit.		<ul style="list-style-type: none"> • if partner overcalled at the one level: 9-12 1NT; 13-14 2NT; 15+ 3NT • if partner overcalled at the two level: 11-12 2NT; 13+ 3NT
16+	With a strong 6-card suit, double first and then bid your suit.		
1NT Overcall	<i>E.g. you overcall 1NT after an opponent opens 1♦.</i> You need a balanced hand with a stop in the enemy suit. 16-18 <i>With 19+, double first and then rebid NT at lowest level.</i>		Bid as if partner has opened 1NT, but has 4 extra points.
Weak Jump Overcall	Bid as if you're making an opening pre-emptive bid: <ul style="list-style-type: none"> • 2 level: 6-10 points, good 6-card suit, 5 playing tricks • 3 level: 6-9 points, good 7-card suit, 6 playing tricks • 4 level: 6-9 points, good 8-card suit, 7 playing tricks 		Bid as if partner has made a pre-emptive opening bid (<i>see over</i>).
Double of 1NT	This is always a penalty double. You can have any shape of hand.	0-4	If you have a long suit, bid it as a weak take-out.
16+		5+	Pass.
Takeout Double	A double is for take-out if (a) partner has not yet bid; and (b) it is of any suit bid up to 2♠ or an opening 3-level suit bid.	0-8	Bid your longest unbid suit, but prefer a 4-card major to a longer minor.
12+	You should have: (a) no suit that you can overcall; (b) 0-2 cards in the enemy suit; (c) at least 3 cards in each unbid suit. Do not bid again, unless partner promises points.	9-12	Jump in your longest suit.
16+	With a strong 6-card suit, double first and then bid your suit.	13+	Bid game.
19+	With a balanced hand, double first and then bid NT at the lowest level you can.	6-9	Bid NT if you have a stop in the enemy suit & no 4-card major: With 1 stop, bid 1NT.
		10-12	With 2 stops, bid 2NT.
		13+	With 2 stops, bid 3NT.

HAND VALUATION

High Card Points: Ace=4, King=3, Queen=2, Jack=1.
Subtract 1 for a singleton honour.

Length Points: 1 for every card above 4 in any suit

Shortage Points: (when supporting partner in a Golden Fit):

- with 4 trumps: Void = 5, Singleton = 3, Doubleton = 1
- with 3 trumps: Void = 3, Singleton = 2, Doubleton = 1

Don't count both Length Points and Shortage Points.

CONTRACT POINTS GUIDE

Approximate points required to bid to various levels:

- Part score: 19-24
- Game in major suit or NT: 25+; in minor suit: 27+
- Small Slam in suit: 30+ incl. shape points; in NT: 33+ HCP
- Grand Slam in suit: 34+ incl. shape points; in NT: 37+ HCP

GOLDEN FITS AND CONTRACTS

Golden Fit: 8 or more cards in the same suit usually makes a good trump suit.

Golden Contracts: 4♥, 4♠ and 3NT are usually the best game contracts.

STAYMAN

If you have 11+ points and a 4-card major, bid 2♣ after partner opens 1NT to check if you have a major suit fit.

Partner responds: 2♦ = no 4-card major, 2♥ = 4 hearts, 2♠ = 4 spades
You can also bid Stayman if partner opens 2NT (or 2♣-2♦-2NT) or overcalls 1NT.

PLAYING TRICKS

for evaluating an unbalanced hand if you want to pre-empt or open 2♣

The number of tricks you can reasonably expect to make with your suit as trumps and no help from your partner. You can usually count:

- 1 for each card beyond 3 in a suit
- 3 for AKQ, 2 for AK, 1½ for AQ, 1 for A
- 2 for KQJ, 1 for KQ or KJ, ½ for Kx
- ½ for QJx, 0 for Qx or Jx

SUPPORTING TRICKS

for evaluating your hand in support of partner's pre-emptive opening bid or weak jump overcall

The number of tricks you can reasonably expect to make with partner's suit as trumps, if you have a Golden Fit.

- Trump suit: A, K or Q = 1 each
- Side suits: A = 1, AK = 2, AQ = 1½, K = ½
- With 3 trumps: singleton = 1, void = 2

NO-TRUMP SLAM INVITATION

If partner's last bid was in NT, you can invite her to slam by bidding:

- 4NT: she'll pass with a minimum hand or bid 6NT if maximum
- 5NT: she'll bid 6NT with a minimum hand or 7NT if maximum

BLACKWOOD

A bid of 4NT, after partner's last bid was in a suit, asks for Aces.

Partner responds: 5♣ = 0 or 4 Aces, 5♦ = 1, 5♥ = 2, 5♠ = 3.

If you are strong enough to try for a grand slam, you can then bid 5NT to ask for Kings. The responses are the same, at the 6 level.

GERBER

A bid of 4♣ asks for Aces.

Partner responds: 4♦ = 0 or 4 Aces, 4♥ = 1, 4♠ = 2, 4NT = 3.

Then 5♣ asks for Kings, with the same responses at the 5 level.

Gerber is not part of the Acol system, but if you like it you should agree with your partner exactly when a 4♣ bid will mean Gerber.