

When Partner Opens a Major Suit

Cheat Sheet

- With support and 6 to a bad 10 points, raise to two.
- With support and a good 10 to 12 points, raise to three.
- With support and 13+ points, bid a new suit, then raise to game.

- With 6 to 10 points and no support, bid 1N.
- With 11 to 12 points and no good suit, bid 2N.
- With 13+ points and no good suit, bid 3N.
- With 10+ points and a good suit to bid, bid that suit.

FYS129
Freshman Bridge Class
James S. Plank
<http://www.cs.utk.edu/~plank>

When Partner Opens a Minor Suit

- With 6+ points and a 4+ card major, bid the major.
- Otherwise, with 6 to 10 points, bid 1N.
- With 10+ points and a good suit, bid that suit.
- With 11 to 12 points and no good suit, bid 2N.
- With 13+ points and no good suit to bid, bid 3N.

When you and your partner have both bid

- If you and partner do not have the points for game, pass or make a minimal rebid.
- If partner has shown a limited range of points and you have the magic 25 points, bid game!
- If partner has shown a limited range of points and you may have the magic 25 points, *invite* partner.
- If partner's points are unlimited, try to limit your hand by bidding notrump, raising partner, or rebidding your suit.

Overcalls

- You need 8+ points and a 5+ card suit to overcall at the one level.
- You need 11+ points and a 5+ card suit to overcall at the two level.
- Support partner with trump support.
- If partner has overcalled and you have 10+ points, make a bid.

Opening Leads

- Lead highest honors from sequences like **KQJ**.
- Do not lead aces or from aces against a suit contract.
- Lead 4th best from length and strength.
- Singletons are nice leads against suit contracts.

Leads in the Middle of the Hand

Signals

- Keep leading highest honors from sequences (like **JTx**).
- Lead low when you like the suit.
- Lead high when you don't like the suit.

- High means you like it
- Low means you don't!
- Watching partner's signal often tells you what to do!