

By Sue

**OPENER (suits only)**

**0 to 12**  
 Open  
 Preempt  
 Open 3rd seat light

**Rebid**  
 None (unless forced)

**12 to 15**  
 Open  
 Suit, 1 level

**Rebid**  
 1 notrump  
 own 6 card suit  
 raise partner's suit  
 new suit ranking below 1st  
 (except at 1 level)  
 Pass with interference  
 14-15, accept invitation

**16 to 18**  
 Open  
 Suit, 1 level

**Rebid**  
 Reverse  
 Accept invitation  
 New suit 3 level  
 Jump raise partner  
 Jump rebid own 6 card suit  
 18-19, Jump to 2 notrump

**19 to 21**  
 Open  
 Suit, 1 level

**Rebid**  
 Reverse  
 Jump shift  
 Jump to game  
 18-19, Jump to 2 notrump

**22+**  
 Open  
 Open 2 clubs  
 (strong and artificial)

**Rebid**  
 Depends on partner. A  
 partscore may still be all  
 you can make. Game is  
 likely and slam may be  
 possible.

**RESPONDER**

**0 to 5**  
 Pass  
 Raise partner with 3+  
 points and fit if they double  
 Jump shift in competition  
 with 7+ card suit  
 4-6 pts & 5+ fit, jump to  
 game in partner's major

**6 to 9**  
 Simple Raise  
 New suit at 1 level  
 1 notrump  
 Do not accept invitation

**10 to 12**  
 Own suit, 1 or 2 level  
 2 notrump over minor  
 Redouble  
 Jump raise (limit raise)

**13 to 16**  
 New suit, 1 or 2 level  
 2 notrump over major  
 3 notrump over minor  
 Reverse

**17+**  
 3 notrump  
 Jump shift  
 Slam interest

New suit by responder is  
 forcing for one round.

20 pts: half the strength 23 pts: 3 level suit or 2 notrump 26 pts: game major or notrump 29 pts: game minor 33 pts: small slam 37 pts: grand slam

On this chart, responder's bids and rebids for opener assume partner has shown a minimum. Adjust if partner is in another "box". Point count is just the beginning. Hands should be reevaluated as the bidding progresses. Hands can increase or decrease in value.