

## USING COMMONSENSE

### 1. Opening Bidder

You must have 12 or 13 points to open the bidding

To name a suit, you must have *Major*--five cards or more  
*Minor*--three or more

After the opening bid: *new suit* shows only four

Which suit should you name first? There are three rules--

- a. Remember that we play five card majors
- b. With no five card major, with unequal minors--open the longer minor
- c. Goodman's Rhyming Rule--Up the line with 3's and 4's,  
From the top with 5 or more.

### 2. Responder

With 6 or more points, **BID**. With 5 points or less, **Pass**.

If you name a new suit, you promise FOUR cards. No points are needed in the suit.

If you support partner's suit, you promise an eight card fit.

Choice of Suits--Up the line with 4's, from the top with 5 or more.

New suit by responder is forcing.

With 6-10 points - You must stay at the one level unless you give partner a single raise (1H-2H).

With 11 or 12 points - You may bid a new suit at the two level. Your hand is worth two bids--one forcing, the second non-forcing

With 13 or more points - You must reach game!

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### HAND EVALUATION CHART

<u>Opener's Points</u>	<u>Strength</u>	<u>Responder's Points</u>
13-15	Minimum	6-10
16-18	Invitational	11-12
19+	Forcing to Game	13+

Always remember whether you are Opener or Responder and what range you are trying to show with your bid.

### 3. Rebids by Opening Bidder

Fit your hand into a three point range. 13-15, 16-18, or 19-21.  
Was partner's first bid limited or unlimited? Forcing or non-forcing?  
The value of your hand will tell you what to do.

**13-15** 1. If partner made a limit bid, there is no hope of game, so pass or make the cheapest bid that describes your hand.  
2. If partner made a forcing bid, you must bid again. Try to make a bid that limits your hand.

**16-18** Make a game try. Bid again even after a weak or limit bid by partner. Try to make a bid that shows extra values. Maybe jump.

**19-21** You must reach game! Bid game or make a forcing bid (jump shift or a reverse).

To rebid a suit depends on what your **partner** bid!

If partner raised your suit (1H-2H), you do not need extra length because we already have our eight card magic fit. You do need extra points!

With no support from partner (the bum!), you do need extra length. *Major*- six                      *Minor*-at least five

REMEMBER-keep adding your points to partner's points and see if you can reach 26 points total.

### 4. Rebids by responder

By now, the fourth bid of the sequence, you should be able to determine if there is any hope of reaching game.

No Hope- Pass, bid 1NT if possible, make a suit preference of partner's suit, or simply rebid your long suit.

Maybe Hope- Make a limited bid

Definite game- Go directly to game if you know what game to bid or make a forcing bid (new suit or a jump) if you need more information.