

## RESPONDING TO 1 HEART

BID	PTS	SHAPE OF HAND
<b>3NT</b>	13-16	2♥. Balanced. (See note 1)
<b>3♥</b>	10-12	4+♥. <i>Limit Raise</i> . (See note 2)
<b>2♥</b>	6-9	3+♥. <i>Weak with support</i> .
<b>2♦</b>	10+	4+♦. <i>Forcing if unpassed hand</i> .
<b>2♣</b>	10+	4+♣. <i>Forcing if unpassed hand</i> .
<b>1NT</b>	6-9	0-2♥. <i>Weak without support</i> .
<b>1♠</b>	6+	4+♠. <i>Forcing if unpassed hand</i> .

## RESPONDING TO 1 SPADE

BID	PTS	SHAPE OF HAND
<b>3NT</b>	13-16	2♠. Balanced. (See note 1)
<b>3♠</b>	10-12	4+♠. <i>Limit Raise</i> . (See note 2)
<b>2♠</b>	6-9	3+♠. <i>Weak with support</i> .
<b>2♥</b>	10+	5+♥. <i>Forcing if unpassed hand</i> .
<b>2♦</b>	10+	4+♦. <i>Forcing if unpassed hand</i> .
<b>2♣</b>	10+	(3)4+♣. <i>Forcing if unpassed hand</i> .
<b>1NT</b>	6-9	0-2♠. <i>Weak without support</i> .

## MAJOR SUIT SUPPORT NOTES

**Note 1:** With 13-16 dummy pts and three or more cards in the major, respond new suit forcing. After partner rebids, jump to game in the major.

**Note 2:** With 10-12 dummy pts and three-card support, respond a new suit forcing. After partner rebids, raise the major.

## COUNTING POINTS

First round of bidding is based on sum of:

- High cards: A = 4, K = 3, Q = 2, J = 1.
- Long suits: 5 card = 1, 6 card = 2, 7 card = 3.

If first round indicates contract will be in a suit, you will be dummy, and your hand has at least three trump, add short side suit points:

- Side suits: Void = 5, Singleton = 3, Doubleton = 1.

## MAJOR SUIT STAYMAN

WHO	BID	PTS	SHAPE OF HAND
<i>Open</i>	<b>1NT</b>	15-17	Balanced.
<i>Resp</i>	<b>2♣</b>	8+	4 Maj, 4:4 Maj, 5:4 Maj.
<i>Open</i>	<b>2♦</b>		No four card major.
	<b>2Maj</b>		Four card major. <i>Bid up line</i> .
<i>Resp</i>	<b>2NT</b>	8-9	Different major. <i>Invites game</i> .
	<b>3Maj</b>	8-9	Same major. <i>Invites game</i> .
	<b>3NT</b>	10-15	Different major.
	<b>4Maj</b>	10-15	Same major.
<i>Open</i>	If invited → <b>PASS</b> , bid <b>3NT</b> or bid <b>4MAJ</b> .		

## MAJOR SUIT TRANSFER

WHO	BID	PTS	SHAPE OF HAND
<i>Open</i>	<b>1NT</b>	15-17	Balanced.
<i>Resp</i>	<b>2♦</b>	0+	5+♥.
	<b>2♥</b>	0+	5+♠.
<i>Open</i>	Says "transfer" and bids two of suit one rank above responders bid suit.		
<i>Resp</i>	<b>2NT</b>	8-9	5 card major. <i>Invites game</i> .
	<b>3Maj</b>	8-9	6 card major. <i>Invites game</i> .
	<b>3NT</b>	10-15	5 card major. <i>Invites 4 Maj</i> .
	<b>4Maj</b>	10-15	6 card major.
<i>Open</i>	If invited → <b>PASS</b> , bid <b>3NT</b> or bid <b>4MAJ</b> .		

## MISSING CARD DISTRIBUTION

MISS	MOST LIKELY		NEXT LIKELY	
	SPLIT	PERC	SPLIT	PERC
3	2-1	78%	3-0	22%
4	3-1	50%	2-2	41%
5	3-2	68%	4-1	28%
6	4-2	48%	3-3	35%
7	4-3	62%	5-2	31%

## BEGINNING BRIDGE CHEAT SHEET

Last Revised on March 6, 2020

Based on the variation of American Standard taught at the Willow Valley Retirement Communities.

GAME CONTRACT	TRICKS	POINTS
3 No Trump	6 + 3 = 9	<b>25+</b> HCP
4 in a Major (♥ or ♠)	6 + 4 = 10	26+
5 in a Minor (♣ or ♦)	6 + 5 = 11	28+

SHADED POINTS ARE HIGH CARD POINTS

## MEDIUM STRENGTH OPENING BIDS

BID	PTS	SHAPE OF HAND
<b>2NT</b>	20-21	Balanced. <sup>1</sup> All 4 suits stopped.
<b>1NT</b>	15-17	Balanced. 3+ suits stopped. <i>Announce</i> .
<b>1♠</b>	13-21	5+♠.
<b>1♥</b>	13-21	5+♥, 0-4♠.
<b>1♦</b>	13-21	(3)4+♦, 0-4Maj.
<b>1♣</b>	13-21	3+♣, 0-3♦, 0-4Maj.

- ✓ Open no trump if hand qualifies.
- ✓ Open highest ranking 5-card or longer suit.
- ✓ Otherwise:
  - Open longest minor
  - Open **1♦** with two 4-card minors
  - Open **1♣** with two 3-card minors

## RESPONDING TO 1 NO TRUMP

Responder must direct partnership to the final contract and opener must follow responders directions.

BID	PTS	SHAPE OF HAND
<b>3NT</b>	10-15	Balanced. <sup>1</sup>
<b>3♦</b>	8-9	6+♦ (2+ honors). <i>Invites game</i> .
<b>3♣</b>	8-9	6+♣ (2+ honors). <i>Invites game</i> .
<b>2NT</b>	8-9	Balanced (usually). <sup>1</sup> <i>Invites game</i> .
<b>2♥</b>	0+	5+♠. <i>Transfer to 2♠. Announce</i> .
<b>2♦</b>	0+	5+♥. <i>Transfer to 2♥. Announce</i> .
<b>2♣</b>	8+	4Maj, 4:4Maj, or 5:4Maj. <i>Stayman</i> .

<sup>1</sup>Balanced: 0 voids, 0 singletons, 0-1 doubletons.

POINTS	RESPONDING TO 1 LEVEL SUIT OPENER
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- 0 - 5 Pass
- 6 - 9 Make weak response
- 10 - 12 Make positive response and limiting rebid
- 13 - 16 Make forcing response and drive to game
- 17+ Make forcing response and explore for slam

### RESPONDING TO 1 CLUB

BID	PTS	SHAPE OF HAND
3NT	13-16	Balanced. No four card major.
3♣	10-12	5+♣, 0-3Maj.
2NT	10-12	Balanced. No four card major. <sup>1</sup>
2♣	6-9	5+♣, 0-3Maj. <i>Weak with support.</i>
1NT	6-9	0-4♣, 0-3Maj. <i>Weak without support.</i>
1♠	6+	4+♠, 0-3♥. <i>Forcing if unpassed hand.</i>
1♥	6+	4+♥. <i>Forcing if unpassed hand.</i>
1♦	6+	4+♦, 0-3Maj. <i>Forcing if unpassed hand.</i>

<sup>1</sup> Some partnerships: 13-16 high card points.

### RESPONDING TO 1 DIAMOND

BID	PTS	SHAPE OF HAND
3NT	13-16	Balanced. No four card major.
2NT	10-12	Balanced. No four card major. <sup>1</sup>
2♦	6-9	(4)5+♦, 0-3Maj. <i>Weak with support.</i>
2♣	10+	4+♣, 0-3Maj. <i>Forcing if unpassed hand.</i>
1NT	6-9	0-3♦, 0-3Maj. <i>Weak without support.</i>
1♠	6+	4+♠, 0-3♥. <i>Forcing if unpassed hand.</i>
1♥	6+	4+♥. <i>Forcing if unpassed hand.</i>

<sup>1</sup> Some partnerships: 13-16 high card points.

### OVERCALL

*Overcall:* 9+ declarer points and a good 5+ card suit.  
11+ points if vulnerable or at two level.

*Partner:* Raise with 6+ points and 3+ card support.

### TAKEOUT DOUBLE

*Doubler:* 13+ dummy points, 0-2 cards in opener's suit,  
3+ cards in the unbid suits.

*Partner:* Must bid if right hand opponent does not bid.

## OPENING LEADS AGAINST NO TRUMP

### A Card from Partner's Suit:

- ✓ Top of a doubleton.
- ✓ Top of touching honors.
- ✓ Top of three or four small.
- ✓ Low from three or four with an honor.

### A Card from Leader's Suit:

- ✓ Top of connecting honors in a three card sequence or broken sequence. *Promises the next lower card in the suit.*
- ✓ Fourth highest card in your longest and strongest suit. *Promises an honor.*
- ✓ Top of nothing (usually a 9, 8, or 7).

## PLAYING A NO TRUMP CONTRACT

1. **Listen to opponents' bids.**
2. **Observe the opening lead.**
3. **Plan your offense:**
  - a. Consider number of tricks you must win.
  - b. Count sure winners in the combined hands.
  - c. Analyze ways to develop needed winners:
    - Promote high cards.
    - Develop long suits.
    - Finesse opponents' high cards.
4. **Execute the plan:**
  - *If you must lose tricks, lose them early.*
  - It is often best to hold up your ace in opponents long suit.
  - If you have a solid long suit and do not need to preserve entries, run the suit early to force opponents to discard from other suits.
  - Develop a long suit early so you can run the remainder of the suit to force opponents to discard other suits.
  - To promote high cards, lead the high card from the short side first.
  - To finesse, lead toward the card that you want to finesse.
  - Be careful to preserve necessary entries to get to the dummy or get back to your hand.
5. **Watch defenders play.**
6. **Keep track of cards played.**

## OPENING LEADS AGAINST SUITS

### A Card from Partner's Suit:

- ✓ The Ace if you have it.
- ✓ Top of a doubleton.
- ✓ Top of touching honors.
- ✓ Otherwise lead low.

### A Card from Leader's Suit:

- ✓ Top of connecting honors. *Promises the next lower card in the suit.*
- ✓ Fourth highest card in your longest and strongest suit. *Promises an honor.*
- ✓ Top of a doubleton. *Starts a high-low signal.*
- ✓ A singleton.
- ✓ A trump.

## PLAYING A SUIT CONTRACT

1. **Listen to opponents' bids.**
2. **Observe the opening lead.**
3. **Plan your offense:**
  - a. Consider number of tricks you can lose.
  - b. Count losers in the hand with the longest trump suit, the *master hand*. Include losses needed to promote high cards.
  - c. Analyze ways to eliminate extra losers:
    - Ruff losers from master hand using trump from the *support hand*.
    - Finesse opponents' high cards.
    - Discard losers from master hand on extra winners in the *support hand*.
4. **Execute the plan:**
  - If your plan does not include ruffs, draw trump early to protect against a bad split of missing cards.
  - If your plan uses a crossruff to gain entries back into the master hand, be sure to take winners in your side suits early.
  - To promote high cards, lead the high card from the short side first.
  - To finesse, lead toward the card that you want to finesse.
  - Be careful to preserve necessary entries to get to the dummy or get back to your hand.
5. **Watch defenders play.**
6. **Keep track of cards played.**