

Simplified 5-Card Majors Bidding Summary

No Trump Opening Bids (Balanced Hands)

12 – 14 high card points	Open 1 of a suit and rebid NT at the lowest level
15 – 17 high card points	Open 1NT
18 – 19 high card points	Open 1 of a suit and rebid by jumping in NT
20 – 21 high card points	Open 2NT
22 – 24 high card points	Open 2C and rebid 2NT
25 – 27 high card points	Open 2C and rebid 3NT

Responses After 1NT Opening Bid (Unbalanced and Balanced Hands)

< 8 total points, balanced	Pass
8 – 9 high card points, balanced	2NT (invitational)
10+ high card points, balanced	3NT
8+ total points, 4 card major	2C (Stayman)
5+ hearts, < 10 high card pts	2H; opening bidder will pass
5+ hearts, ≥ 10 high card pts	3H with strong suit → opening bidder bids 3NT (with 2 hearts) or 4H (3+ hearts)
5+ spades, < 10 high card pts	2S; opening bidder will pass
5+ spades, ≥ 10 high card pts	3S with strong suit → opening bidder bids 3NT (with 2 spades) or 4S (3+ spades)
6+ clubs, < 8 high card points	3C; open bidder will pass
6+ diamonds, < 8 high card points	3D; open bidder will pass

Suit Opening Bids (Unbalanced and Balanced Hands)

12 – 21 total points	With one or more 5-card or longer suits, bid the <u>longer</u> suit With two 5-card (or 6-card) suits, bid the <u>higher-ranking</u> suit With no 5-card suit, bid the longer minor suit With 4 – 4 in the minors, bid 1 diamond With 3 – 3 in the minors, bid 1 club
22+ total points	Bid 2 clubs <ul style="list-style-type: none">• Responder bids 2D with a weak hand or without a strong 5-card suit• Responder bids 2H,2S,3C,3D with 8+ points and a strong 5-card suit• Responder bids 2NT with 8+ high card points, balanced

Bids by Responder with 3+ Card Support in Opener's Major

6 – 9 total points	Bid 2 of the Opener's major
10 – 12 total points	Bid 3 of the Opener's major (invitational)
13 – 15 total points	Bid 4 of the Opener's major
16+ total points	Jump shift to a new suit; then bid Opener's major

Bids by Responder Without Known Major Fit

6+ total points	Bid 1 of a new suit (unlimited; forcing for one round)
10+ total points	Bid 2 of a new suit without jumping (unlimited; forcing for one round)
16+ total points	Jump shift in new suit (forcing to game)

6 – 9 high card points	Bid 1NT if balanced
10 – 12 high card points	Bid 2NT if balanced
13 – 15 high card points	Bid 3NT if balanced

Support Bids by Responder After Opener's Minor Suit Bid

6 – 9 total points	Bid 2 of the Opener's minor suit with 4+ trumps, no 4-card major suit
10 – 12 total points	Bid 3 of the Opener's minor suit with 5+ trumps, no 4-card major suit
13 – 15 total points	Bid 4 of the Opener's minor suit with 5+ trumps, no 4-card major suit

Rebids by Opener

12 – 15 total points

Bid at the lowest possible level:

- Pass if partner responded with a limited bid
- Rebid original suit with 6+ cards in the suit
- Raise partner's suit with 4+ card in the suit
- Bid NT at the lowest possible level (12 – 14 high card points)
- Bid a new suit that is lower-ranking than the originally-bid suit

16 – 18 total points

Make a jump bid in an existing suit or reverse:

- Jump in original suit with 6+ cards in the suit
- Jump in partner's suit with 4+ in the suit
- Make a reverse bid (e.g., 1D – pass – 1S – pass – 2H; 2H requires a preference bid at the 3 level)
- Raise responder's 1NT to 2NT.

18+ total points

Jump in a new suit or to game:

- Jump shift in a new suit
- Jump in NT (18 – 19 to jump to 2NT; 20+ to jump to 3NT)
- Jump to game in original or partner's suit – 19+

Rebids by Responder

- Generally, try to place the contract. Bid game or slam if your combined point counts match.
- If no game or slam is possible, give preference to the best fit in partner's suits. This is for sign off.

Preemptive Bids

6 – 11 total points, 6 card suit

Bid 2D, 2H, or 2S in the 6-card suit headed by KJ or better

6 – 11 total points, 7 card suit

Bid 3C, 3D, 3H, or 3S in the 7-card suit headed by KJ or better

6 – 11 total points, 8 card suit

Bid 4C, 4D, 4H, or 4S in the 8-card suit headed by KJ or better

Overcalls/Takeout Doubles

10 – 17 total points

Overcall at the one or two level with a strong 5-card suit (KJ or better)

13+ total points

Double opener's bid for takeout with support in other suits (especially majors)

Hand Evaluation

High card points

Ace = 4, King = 3, Queen = 2, Jack = 1

Length points

If planning to open/overcall, count 1 point for each card > 4 in any suit

Short suit points

With a trump fit and 3 trumps, void = 3, singleton = 2, doubleton = 1

Short suit points

With a trump fit and 4 trumps, void = 5, singleton = 3, doubleton = 1

Total points

The sum of high card points plus length points (or short suit points)

Game/Slam Targets

4 of a major

26 total points

3 no trump

26 high card points

Small slam

33 high card points (NT), 33 total points (suit)

Grand slam

37 high card points (NT), 37 total points (suit)