

When you are **Opener** look at the **shape** of your hand, then **count your HCPs**

**Balanced hand?**

No voids, no singleton, only 1 doubleton

- **11 or fewer HCPs** – Pass
  - **12-14 HCPs** - Open 1NT
  - **15+ HCPs** - Open 1 of a suit first then rebid NTs i.e.
    - **15-17** rebid 1NT\*
    - **18-19** rebid 2NT
- \*If partner bids at the 2 level you cannot rebid 1NT so a 2NT rebid now covers **15-19 HCPs**
- **20-22 HCPs** - Open 2NT
  - **23+ HCPs** - Open 2♣ then rebid NTs
    - 23-24 HCPs** rebid 2NT
    - 25+ HCPs** rebid 3NT

\* Rule of 20 - **when the number of cards in your 2 longest suits adds up to 20 or more you can open 1 of a suit with fewer HCPs.**

**Unbalanced hand?**

9+ cards in two suits

- **6 -10 HCPs** and a:
  - 6 card suit** in ♦, ♥ or ♠ – Open **2** of suit (**Not 2♣!**)
  - 7 cards** in any suit - Open **3 of any suit**
  - 8 cards** in any suit - Open **4 of any suit**
- **12\*-19 HCPs** – (\*or meeting Rule of 20 – see below)
- Open your longest suit at the 1 level then
  - support partner's bid suit if you can
  - **rebid your second suit (being mindful of your HCPs- see overleaf), otherwise**
  - rebid your first suit again.
- **20+ HCPs** - Open 2♣ (game force bid)
  - Rebid your long suit with 5+ cards then,
  - Bid onto game with a suit fit & weak responder bid
  - Explore slam with a fit & strong responder bid (**see overleaf**)