

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
-

Follow the rules for opening 1 of a suit

- Open your longest suit first
- Bid the lower rank of TWO 4 card suits unless a major and a minor then open the major first

Unbalanced hand?

9+ cards in two suits

- **12* - 19 HCPs** – Open 1 of a suit
- *Meeting the rule of 20 you can open 1 of a suit with fewer HCPs (i.e. when the number of cards in your 2 longest suits plus your HCPs adds up to 20 or more)

Follow the rules for opening 1 of a suit

- Open your longest suit first
- Bid the higher rank of TWO 5-card suits first
- Bid the lower rank of TWO 4 card suits unless a major and a minor then open the major first

What are **Opener's Rebid priorities** when **Responder bids a new suit?**

1. **Support Responder's suit with a fit esp. if a major**
15 opening hand – raise a level
16-18 jump a level
19 – Bid game in Responder's suit
2. **Rebid NT with no fit**
15-17 rebid 1NT
18-19 rebid 2NT (After responder's 2 level bid =15-19)

1. **Support Responder's suit with a suit fit esp. if a major**
12-15 opening hand – raise a level
16-18 - jump a level
19 - bid game in Responder's suit
2. **Rebid a new suit – if you can! i.e.**
12-15 Only bid a new suit if lower rank than opening suit
16+ Can rebid a new suit of higher rank than opening suit
3. **Rebid your own suit with no fit and 5+cards**
12-15 opening hand - raise a level
16+ and a 6-card suit - jump a level

REMEMBER: 25+ HCPs needed for game so do the maths!
If you have fewer HCPs stop in the best part score.