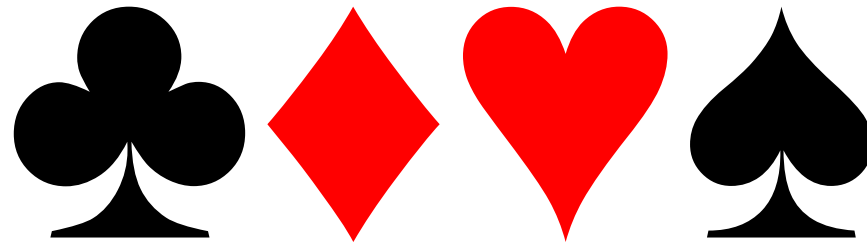




# U3A Intermediate Bridge



Week 3 Responding to 1NT



Steve Bailey

Pauline Bailey





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit		15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 1NT. With 19 points bid 2NT
20-22	Open 2NT	0-3 4-10 11-12 13-15	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3+ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+ Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16+ 6-9 10-12 13-15	Pass Four of more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid 4+ card major at the one level in preference to longer minor suit at the two level. But only if you can't bid at the one level. Bid 4+ card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.
16-22	OPENING BIDS OF 2+, 2+ or 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 8+	Bid 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.		
23+	OPENING BID OF 3+ 23+ points (any shape) or 10 playing tricks	0-7 8+	Bid 3+ (negative response). or with any 1 Ace and 1 King make a positive response.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defective values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+	Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 2NT as opener will have few entries.		Don't bid 3+ unless responder bid a new suit (forcing).

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit) Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 6-9 9-12 13-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.
Simple Overcall 15+	Must be a five card suit (containing two honours if minimum points)		<b>After an overcall at the one level:</b> Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level. Responses are same as if partner opened the bidding.
8+15 11-15	Bid at the one level. Can bid at the two level if necessary. The requirement for overcalling an opening bid of 1NT at 11-15 points and a good 5+ card suit.	10-15 16+ 9-12 13-14	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level. Responses are same as if partner opened the bidding.
Jump Overcall 12-15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	11+	Treat as an opening pre-emptive bid.
1NT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major, because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Vul	NonVul	DB	RedDB
Clubs & Diamonds - Each trick	20	40	80	
Hearts & Spades - Each trick	30	60	120	
No trumps - First trick	40	80	160	
- Each subsequent trick	30	60	120	

**Undertricks**

Non vulnerable	First trick	50	100	200
- Second and third trick	50	200	400	
- Each subsequent trick	50	300	600	

**Vulnerable**

First	100	200	400
- Second & subsequent	100 <td>300</td> <td>600</td>	300	600
trick			

**Bonuses**

Part-score contract bid and made	50
Game bid and made	300
- not vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)

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This is the No Fear Crib Sheet.  
It folds into three and can fit in your pocket.






# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open INT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-16 Balanced: 4NT (unbalanced 5+ minor) 19-20 Balanced: 4NT (unbalanced 5+ minor)	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman; convention - see overcall) 11+ With 6+ card major suit bid game 12+ With 5 card major suit jump to 3 of the major 13+ With 4 card major suit bid 2+ (Stayman) 14+ Unbalanced: Look for a slam after finding a fit	14-16 Raise 2NT to 3NT with 14 points, otherwise Pass. 17-18 Raise 4NT to 5NT with 14 points, otherwise Pass. 19-20 Always pass over 2+, 2+ or 2+ response. 21-22 Pass after a bid of 4+ or 4+. 23-24 Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.		
15-19	First open one of a suit then rebid 2NT	0-10 See responses to opening bids of one of a suit	10-12 Rebid 2NT at the lowest level (Pass after INT response) 13-18 Jump rebid 2NT. With 19 points bid 3NT			
20-22	Open 2NT	0-10 Pass 11-12 Balanced or long minor: Bid 2NT 13-14 With 6+ card major suit bid game 15-16 With 5 card major suit jump to 3 of the major 17-18 With 4 card major suit bid 2+ (Stayman) 19-20 Balanced: 4NT (unbalanced 5+ minor) 21-22 Unbalanced: Look for a slam after finding a fit	10-12 Pass 13-14 Pass after a bid of 4+ or 4+. 15-16 Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT. 17-18 Raise 4NT to 5NT with 22 points, otherwise Pass.			
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 Bid two of the suit 13-15 Bid three of the suit 16-18 Bid four of the suit 19-20 Bid a new suit (forcing) 21-22 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit with 5+ card major suit or 4+ card minor suit but only if you can't bid at the one level. Bid 4+ card major at the one level in preference to longer minor suit at the two level. 23-24 If none of the above, bid No Trumps 25-26 Bid 2NT with balanced hand 27-28 Bid 2NT with balanced hand	10-12 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 13-15 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 19-20 Jump rebid your suit with 6+ cards and 7 playing tricks. 21-22 Bid game in partner's suit with a fit or bid 2NT. 23-24 Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.			
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8-9 With 3+ card support and any Ace, raise one level. 10-11 With 3+ card support and no Ace, bid game. 12-13 Or, bid one good 5+ card suit. Or bid 2NT.	0-7 Bid 2+ (negative response). 8-9 With 3+ card support and any Ace, raise one level. 10-11 With 3+ card support and no Ace, bid game. 12-13 Or, bid one good 5+ card suit. Or bid 2NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8-9 With 3+ card support and any Ace, raise one level. 10-11 With 3+ card support and no Ace, bid game. 12-13 Or, bid one good 5+ card suit. Or bid 2NT.	0-7 Over 2+ bid 2NT with 23-24 balanced (not forcing). 8-9 Any other rebid is forcing to game. 10-11 Don't bid again unless responder bid a new suit (forcing).			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defective values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16-18 Bid game in opener's suit or bid a new suit (forcing). 19-20 cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16-18 Bid game in opener's suit or bid a new suit (forcing). 19-20 cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponent's suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 9-12 INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.	6-9 INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.
Simple Overall 15+	Must be a five card suit (containing two honours if minimum points).	<b>After an overall at the one level:</b> Pass. With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overall at the two level: Responses are same as if partner opened the bidding.	
8+15	Bid at the one level.	6-9 Pass. With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-17 Raise to game or jump bid in own suit. 18-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overall at the two level: Responses are same as if partner opened the bidding.	6-9 Pass. With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-17 Raise to game or jump bid in own suit. 18-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overall at the two level: Responses are same as if partner opened the bidding.
11-15	Can bid at the two level if necessary.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11-15 Bid game with a fit or NT. Bid 2NT with 11+ and no fit.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11-15 Bid game with a fit or NT. Bid 2NT with 11+ and no fit.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11-15 Bid game with a fit or NT. Bid 2NT with 11+ and no fit.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11-15 Bid game with a fit or NT. Bid 2NT with 11+ and no fit.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	Treat as an opening pre-emptive bid.	
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid INT at lowest level)	0-6 Pass or bid 5+ card suit. 7-8 Bid 2NT. 9-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.	0-6 Pass or bid 5+ card suit. 7-8 Bid 2NT. 9-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 If very unbalanced, bid your longest suit. 5-11 Generally pass.	0-4 If very unbalanced, bid your longest suit. 5-11 Generally pass.
 <b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to INT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ("Standard English"). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of INT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25- Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Vul	Non Vul	Rebid
Clubs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	160
	- Each subsequent trick	30	120

**Undertricks**

Non vulnerable	First trick	50	100	200
- Second and third trick	50	200	400	
- Each subsequent trick	50	300	600	

**Vulnerable**

First	100	200	400
- Second & subsequent trick	100 <td>300</td> <td>600</td>	300	600

**Bonuses**

Part-score contract bid and made	50
Game bid and made	300
- not vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- not vulnerable	1500*
- vulnerable	2000*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Responding bids

Find our way around the No Fear Crib sheet






# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 4NT invitational to 6NT 0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 4NT invitational to 6NT 0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19 points bid 2NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.	
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19 points bid 2NT			
20-22	Open 2NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19 points bid 2NT		
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. But only if you can't bid at the one level. Bid 4 card major at one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps 6-9 Bid 2NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15 Bid 2NT with balanced hand.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 11-15 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 19 Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.			
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 Bid 2NT (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.	0-7 Bid 2NT (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit) Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 6-9 0-12 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 6-9 0-12 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.
Simple Overall 15+	Must be a five card suit (containing two honours if minimum points)	After an overall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16+ 9-12 13-14 Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding.	After an overall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16+ 9-12 13-14 Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-15 Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-15 Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!		
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 2NT at lowest level)	0-6 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.	0-6 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609</p>		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

**NO FEAR BRIDGE CRIB SHEET**

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. GNT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Undeal	Deal	Redeal
Chefs & Diamonds	20	40	80
Hearts & Spades	30	60	120
No trumps	40	80	160
Undertricks	50	100	200
Overtricks	50	100	200
Non vulnerable	50	100	200
First trick	50	100	200
Second and third trick	50	200	400
Each subsequent trick	50	300	600
Vulnerable	100	200	400
First trick	100	200	400
Second & subsequent trick	100	300	600

**Bonus:**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500+  
- vulnerable 750+  
Grand slam bid and made - not vulnerable 1000+  
- vulnerable 1500+  
For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undealied - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redealied - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Opener's rebids

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Overcall	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Raise 2NT to 3NT with 14 points, otherwise Pass. 17-18 Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.		
15-19	First open one of a suit then rebid NT	See responses to opening bids of one of a suit		15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT		
20-22	Open 2NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT. Raise 4NT to 6NT with 13 points, otherwise Pass.		
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Four of more cards in opener's major suit 10-12 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). Bid at the two level with 5+ card major suit or 4+ card minor suit but only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. 16+ If none of the above, bid No Trumps 16-9 Bid 2NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15 Bid 2NT with balanced hand.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 11-15 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 19 Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.			
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.				
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.				
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT at opener will have few entries.				

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. 15- With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 6-9 INT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 9-12 Cue bid opponent's suit or bid game in own 6+ card suit. 13-15 Bid 3NT if balanced with stopper in opponents suit.	
Simple Overcall	Must be a five card suit (containing two honours if minimum points) 8:15 Bid at the one level. 11:15 Can bid at the two level if necessary. Jump rebid NT. With 11-13 points and a good 5+ card suit.	After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. 16+ Bid 2NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level: Responses are same as if partner opened the bidding.	
Jump Overcall 12:15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit) 11+ With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-13 Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. 11+ Treat as an opening pre-emptive bid.	
Preemptive Overcall 6:10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!		
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid INT at lowest level)	0-6 Bid 2NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.	
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to INT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ("Standard English"). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of INT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+; 6NT 33+  
Grand Slam: 7 in Suit 35+; 7NT: 37+.

**SCORING**

Tricks bid and made	Undoub	Doub	Redoub
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120

**Undertricks**

First trick	50	100	200
Second and third trick	50	200	400
Each subsequent trick	50	300	600

**Vulnerable**

First	100	200	400
Second & subsequent	100	300	600

**Bonuses**

Part-score contract bid and made	50
Game bid and made	300
- not vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Opening bids with a balanced hand and subsequent ...

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT (non-technical to 6NT)	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT (non-technical to 6NT)	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	See responses to opening bids of one of a suit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
20-22	Open 2NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2* (Stayman) 11-12 Unbalanced: Look for a slam after finding a fit 13-15 Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2* (Stayman) 11-12 Unbalanced: Look for a slam after finding a fit 13-15 Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4:4:1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Four of more cards in opener's major suit 10-12 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 16-18 Bid a new suit (forcing) 19-20 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. But only if you can't bid at the one level. Bid 4+ card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	0-5 Pass 6-9 Four of more cards in opener's major suit 10-12 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 16-18 Bid a new suit (forcing) 19-20 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. But only if you can't bid at the one level. Bid 4+ card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 After limited responses (one suit or NT) If combined points below game level, then raise by one level inviting partner to bid game. If game is certain even if partner minimum, force game. 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit.	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
16-22	OPENING BIDS OF 2*, 2* or 2* Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2NT (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2NT (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
17-19	OPENING BID OF 2* 23+ points (any shape) or 10 playing tricks	0-7 Bid 2* (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2* (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT Need suit with 6+ defensive values suit no four card major. No 4+ card suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16-18 Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16-18 Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 3NT.

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponent's suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 10-12 1NT if balanced with 1 stopper in enemy suit. 10-12. 1NT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 10-12 1NT if balanced with 1 stopper in enemy suit. 10-12. 1NT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple Overall 15-	Must be a five card suit (containing two honours if minimum points)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT
8:15	Bid at the one level.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT
11:15	Can bid at the two level if necessary. Jump rebid 2NT at 11-13 points and a good 5+ card suit.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT
Jump Overall 12:15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT
Preemptive Overall 6:10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16-18 Raise to game or jump bid in own suit. 19-21 Bid 1NT with a stopper in opponents suit. 22-24 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT
1NT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
 <p><b>FLASH CARDS</b> Practice your bidding without a partner. A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2* in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2* = no 4 card major, 2* = 4 hearts, 2* = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honour rebid if partner bids 2* (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2* reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4* over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4* asks for Kings. Give the same responses at the 5 level.</p>	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Vul	Non Vul	Rebid
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - Each trick	40	80	160
- Each subsequent trick	30	60	120

**Undertricks**

First trick	50	100	200
Second and third trick	50	200	400
Each subsequent trick	50	300	600

**Vulnerable**

First	100	200	400
Second & subsequent	100	300	600

**Bonuses**

Part-score contract bid and made	50
Game bid and made	300
- not vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Opening bids with an unbalanced hand and subsequent ...

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge



## Week 3 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT (non-forcing to 6NT)	0-10 Unbalanced: 2+, 2+ or 2+ or 2+ is reserved for 'Stayman' convention - see overview! 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid NT. With 19 points bid 3NT	
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass Four of more cards in opener's major suit 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. But only if you can't bid at the one level. 16+ If none of the above, bid No Trumps 6-9 Bid 1NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15 Bid 3NT with balanced hand	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 11-15 After a forcing response (new suit) Raise responder's suit with a 4-card fit. Bid a new suit at the one level. Rebid your 5+ card suit. 16-18 Jump response: responder's suit with 4+ card fit. Bid a new suit making suit at the two level. Jump to a new suit. 19 Rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2NT (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defective values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support raise one level. 16+ Bid game in opener's suit or bid a new opening suit. Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS		
10-15	Takeout opening strength and good shape (e.g. 4441, 5431, 5432, two or one card in opponents suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points.	0-8 Bid your longest suit. Bid 4+ overtake response to longer minor. With few points and no other response to longer minor, bid your cheapest 3 card suit. 6-9 1NT if balanced with 1 stopper in enemy suit. 10-12 1NT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponent's suit.		
16-18	Simple Overcall: Must be a 5+ card suit (containing two honours).	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16+ Raise to game or jump bid in own suit. 17-18 Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level. Responses are same as if partner opened the bidding.		
19-21	Jump Overcall: A six card suit containing two honours. (With 6+ and a 6 card suit, first double then rebid the suit)	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-12 Bid game with a fit or NT. Bid 3NT with 11+ and no fit. Treat as an opening pre-emptive bid.		
22-24	Preemptive Overcall: Weak good suit quality and at least a 7 card suit, jump two levels with caution if vulnerable!	11-12 Treat as an opening pre-emptive bid.		
25-27	INT Overcall: A balanced hand with a stopper in the opponents suit.	0-6 Pass or bid 5+ card suit. 7-8 Bid 2NT. 9-11 Jump to the three level with a 5 card major. Bid game if you have a fit or NT. Bid 3NT with 11+ and no fit. Generally pass.		
28-30	Stayman Overcall: This is always a penalty double. Any shape hand.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.		
31-33	NO FEAR BRIDGE BOOK A clear and simple guide to basic and advanced bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from: <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609	STAYMAN Respond to 1NT opening to show if you have a major suit fit. Partner's responses are 2+ in a major. 2+ = 2 hearts, 2+ = 2 spades. Usually need 11+ to respond with Stayman because you need to be able to rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.		
34-36	BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. GERBER A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 5=2, 6=3. Now 4+ asks for Kings. Give the same responses at the 5 level.			

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Start scores: 15-24. Major Suit games and 3NT: 15+  
Minor Suit games: 17+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Vulnerable	Not vulnerable
Tricks & Bonuses	20	40
Hearts & Spades	30	60
No trumps	40	160
	Each subsequent trick	30
	Each subsequent trick	30

**Undertricks**

Not vulnerable	Vulnerable
First trick	50
Second and third trick	50
Each subsequent trick	50
First	100
Second & subsequent	100

**Bonuses**

Part-score contract bid and made	50
Part-score bid and made	not vulnerable 100
	vulnerable 200
Small slam bid and made	not vulnerable 500*
	vulnerable 750*
Grand slam bid and made	not vulnerable 1000*
	vulnerable 1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.

**Overtricks**

Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Overcalling bids and subsequent ...

Takeout Double

Double of 1NT

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19 points bid 2NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
20-22	Open 2NT	6-3 4-10 Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.	
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 9+ Bid a new suit at the one level (need 9+ to bid at two level). Bid at the two level with 5+ card major suit or 4+ card minor suit but only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. 16+ If none of the above, bid No Trumps 6-9 Bid 2NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15 Bid 2NT with balanced hand.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 11-15 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 19 Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 2+ Bid 2+ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.		16-18 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.	
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 2+ Bid 2+ (negative response). or with any 1 Ace and 1 King make a positive response.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.	
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+ Less than 3 card support, PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		Don't bid again unless responder bid a new suit (forcing).	

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit) Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 13+ Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.	
Simple Overcall 15+	Must be a five card suit (containing two honours if minimum points)	6-9 9-12 13-15	After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level: Responses are same as if partner opened the bidding.
8+15	Bid at the one level.	6-9 10-15	
11-15	Can bid at the two level if necessary.	16+ 9-12 13-14	
Jump Overcall 12-15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!		
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid 2NT. Generally, do not bid.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ response to 1NT opening to check if you have a major fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. You usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you want to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4+ for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25-  
Minor Suit games: 27-. Small Slam: 6 in Suit 31+. GNT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+

Tricks bid and made	Vul	Non Vul	Rebid
Chefs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	160
	- Each subsequent trick	30	120
Undertricks	- First trick	50	100
	- Second and third trick	50	200
	- Each subsequent trick	50	300
Vulnerable	- First	100	200
	- Second & subsequent	100	300
	- Each	100	400

Bonus	Part-score	Contract bid and made	Value
Game bid and made	- not vulnerable		300
	- vulnerable		500
Small slam bid and made	- not vulnerable		500*
	- vulnerable		750*
Grand slam bid and made	- not vulnerable		1000*
	- vulnerable		1500*
Contract making doubled contract			50
Slam bonuses are in addition to game bonuses.			100

**Overtricks**  
Redoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable  
More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)  
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## Conventions

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19 points bid 2NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
20-22	Open 2NT	6-3 4-10 Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit			Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1+ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass Four or more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 9+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. Bid only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. 16+ If none of the above, bid No Trumps 6-9 Bid 1NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15	0-5 Pass Four or more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 9+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. Bid only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. 16+ If none of the above, bid No Trumps 6-9 Bid 1NT with balanced hand 11-12 Bid 2NT with balanced hand 13-15	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 19 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit.	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 5 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. Don't bid again unless responder bid a new suit (forcing).
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponent's suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 10-12 INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. 13-15 Cue bid opponent's suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit.	
Simple Overall 16+	Must be a five card suit (containing two honours if minimum points)	After an overall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding.	
8+15	Bid at the one level.		
11-15	Can bid at the two level if necessary.		
Jump Overall 12-15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-15 Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.	
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!		
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.	
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. 6NT 33+  
Grand Slam: 7 in Suit

#### SCORING

Tricks	Hand made	Undeclared	Declarer	Rebid
Clubs & Diamonds	- Each trick	20	40	
Hearts & Spades	- Each trick	30	60	120
Trumps	- First trick	40	80	160
	- Each subsequent trick	30	60	120

Undertricks	First trick	Second and third trick	Fourth and fifth trick
Not vulnerable	50	100	200
	50	300	400
	50	300	600

Vulnerable	First	Second	Third	Fourth
	100	200	400	500
	100	200	400	600
	100	200	400	800

For making doubled contract  
50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undeclared - Trick value  
Redoubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)  
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## Scoring

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge

## Week 3 No Fear Crib Sheet



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
20-22	Open 2NT	6-3 4-10 Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	6-3 4-10 Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid NT. With 19 points bid 3NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass Four of more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). 9+ Bid a new suit at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	0-5 Pass Four of more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). 9+ Bid a new suit at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 19 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.	Raise 2NT to 3NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 2+ Bid 2+ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.	0-7 2+ Bid 2+ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.		
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 2+ Bid 2+ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.	0-7 2+ Bid 2+ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.		
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defective values suit no four card major With 8 card, suit bid four of suit.	0-15 16+ Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 16+ Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponent's suit) Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 6-9 9-12 13+ 15-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 2+ Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple Overall 15+	Must be a five card suit (containing two honours if minimum points)	After an overall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding.	
8+15 11+15	Bid at the one level. Can bid at the two level if necessary.	6-9 9-12 10-15 16+ 9-12 13-14	
Jump Overall 12+15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+ 11-11	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Preemptive Overall 6+10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	11+ 11-11	
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of INT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

**NO FEAR BRIDGE CRIB SHEET**

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Start scores: 15-24. Major Suit games and 2NT: 15+  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. 6NT 33+  
Grand Slam: 7 in Suit 35+. 7NT: 37+

**SCORING**

Tricks bid and made	Score	Double	Redoubt
Chebs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	80
	- Each subsequent trick	30	60

**Undertricks**

First trick	50	100	200
Second and third trick	50	200	400
Each subsequent trick	50	300	600

**Vulnerable**

First	100	200	400
Second & subsequent	100	300	600

**Bonuses**

Part-score contract bid and made	50
Game bid and made	300
- vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.

**Overtricks**

Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)

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Hand evaluation  
Rule of twenty  
Contract guide

Find our way around the No Fear Crib sheet





# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS	0-10	Balanced: Pass			
	11-12	Balanced: 1NT (or unbalanced 5+ minor)			
UNBALANCED HANDS	10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 16-18 19	0-5 6-9 10-12 13-15 16-18 19	0-5 6-9 10-12 13-15 16-18 19
	20-22	Open 1NT	0-3 4-10 11-12 13-15	0-3 4-10 11-12 13-15	0-3 4-10 11-12 13-15

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points.	0-8	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit.
16-	With 6 card suit, first double then rebid 6 card suit.	0-9 0-12 13-15	1NT if balanced with 1 stopper in enemy suit. 10-12, 1NT Jump bid in your longest suit. Cue bid opponents' suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple Overall	Must be a five card suit (containing two honours if minimum points)	<b>After an overall at the one level:</b> Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level. Responses are same as if partner opened the bidding.	
8-15	Bid at the one level.	6-10	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT!
11-15	Can bid at the two level if necessary.	11-15	Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT!
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	11-15	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT!
1NT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6	Pass or bid 5+ card suit.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	7-8	Bid 2NT.
		7+	Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
		0-4	If very unbalanced, bid your longest suit.
		5+	Generally pass.

**FLASH CARDS**  
Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acrol bidding sequences.

**STAYMAN**  
Bid 2♣ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2♣ = no 4 card major, 2♦ = 4 hearts, 2♥ = 4 spades. Usually need 11+ points to respond to Stayman because you must have an honour rebid if partner bids 2♥ (i.e. 2NT with 11-12). But you can use Stayman with 0-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2♥ reply.

**NO FEAR BRIDGE BOOK**  
A clear and simple guide to basic Acrol bidding ("Standard English"). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences.

**BLACKWOOD**  
A bid of 4NT is asking for Aces. The responses are 5♣=0 or 4, 5♦=1, 5♥=2, 5♠=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam.

Available from [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk) or phone 01932 344609

**GERBER**  
A bid of 4♣ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4♦=0 or 4, 4♥=1, 4♠=2, 4NT=3. Now 4♠ asks for Kings. Give the same responses at the 5 level.

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25- Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

Tricks bid and made	Vulnerable	Double	Redoubled
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
- First trick	40	80	160
No trumps - Each subsequent trick	30	60	120

Undertricks	First trick	Second and third trick	Fourth and fifth trick
Not vulnerable	50	100	200
- First	50	300	600
- Second & subsequent	100	200	400
Vulnerable	100	200	400
- First	100	300	600
- Second & subsequent	200	300	600

Bonuses	Part-score contract bid and made	50
Game bid and made	- not vulnerable	300
- vulnerable	500	
Small slam bid and made	- not vulnerable	500*
- vulnerable	750*	
Grand slam bid and made	- not vulnerable	1000*
- vulnerable	1500*	

For making doubled contract: 50  
redoubled contract: 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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The first non-pass bid is the opening bid.

There is only ONE opening bid.

Each time a bid is made, the meaning of each subsequent bid changes.

So, what does 1NT mean? ...





# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 1NT (or unbalanced 5+ minor) 13-18 Balanced: 1NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (♣ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Raise 1NT to 2NT with 14 points, otherwise Pass. 17-18 Raise 1NT to 3NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. 19-20 Pass after a bid of 4+ or 4+. 21-22 Raise 2+ or 2+ to game with 3 or 4 card support, etc.		
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 3NT			
20-22	Open 1NT	0-3 Pass 4-10 Balanced or long minor: Bid 1NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13-15 Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 1NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13-15 Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 3NT		
<b>UNBALANCED HANDS</b>						
<b>OPENING BIDS OF ONE OF A SUIT</b>						
10-19	See 'Rule of Twenty' on facing page. Then bid: a) The longest suit. b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥. c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. <b>Do not bid a new suit if you can't bid at the one level.</b> Bid 4 card major at the one level only if you can't bid at the one level. Must be 5+ card suit. 16- If none of the above, bid No Trumps 6-9 Bid 1NT - need 9+ to be balanced hand. 10-11 Bid 1NT with unbalanced hand. 11-12 Bid 1NT with unbalanced hand. 13-15 Bid 1NT with unbalanced hand.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. <b>Do not bid a new suit if you can't bid at the one level.</b> Bid 4 card major at the one level only if you can't bid at the one level. Must be 5+ card suit. 16- If none of the above, bid No Trumps 6-9 Bid 1NT - need 9+ to be balanced hand. 10-11 Bid 1NT with unbalanced hand. 11-12 Bid 1NT with unbalanced hand. 13-15 Bid 1NT with unbalanced hand.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 11-15 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2+ (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with 6 defensive values suit no four card major. With 8 card suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a slam. 15- With 6 card suit, first double then rebid 6 card suit.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level responses are as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level responses are as if partner opened the bidding.
Simple Overall 8-15	Must be a five card suit (containing two honours if minimum points) Bid at the one level. Can bid at the two level if necessary.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level responses are as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level responses are as if partner opened the bidding.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.	6-10 support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Pre-emptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (use caution if vulnerable!)		
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 Bid 2NT. 7- Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 0-4 If very unbalanced, bid your longest suit. 5- Generally pass.	0-6 Bid 2NT. 7- Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 0-4 If very unbalanced, bid your longest suit. 5- Generally pass.
1NT Overall 16-18	Always a penalty double. Any shape hand.		
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4♣ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4♠ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27- Small Slam: 6 in Suit 31+ 6NT 33+ Grand Slam: 7 in Suit 35+ 7NT 37+

**SCORING**  
Tricks bid and made  
Cubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- Each subsequent trick 50 300 600  
Vulnerable - First 100 200 400  
- Second & subsequent 100 300 600  
trick

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500\*  
- vulnerable 750\*  
Grand slam bid and made - not vulnerable 1000\*  
- vulnerable 1500\*  
For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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What does 1NT mean?



# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 3NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game 12+ With 5 card major suit jump to 3 of the major 13+ With 4 card major suit bid 2+ (Stayman) 14+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid NT. With 19+ points bid 3NT	
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
20-22	Open 1NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13+ Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13+ Unbalanced: Look for a slam after finding a fit		
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See table of 'Twenty' on front page. Then bid: a) The longest suit b) Higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-4-4 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 longest suits.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid at the two level with 5+ card major suit or 4+ card minor suit. Do not bid a new suit at the two level. 8+ If none of the above, bid No Trumps Bid 1NT - need 10+ to be balanced hand. Bid 2NT with unbalanced hand. Bid 3NT with balanced hand.	11-15 After 1NT rebid response (same suit or NT) If enough points below game pass. If game possible if partner is maximum then raise by one level (forcing partner to bid game). If game certain even if partner minimum, bid game. 16-18 After a 1NT opening response (new suit) Raise responder's suit with a 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid 1NT - 3+ card suit. 16-18 Jump rebid responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid a new suit. 19 Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game if partner suits with a fit or bid 1NT. Jump bid a new suit. After a 1NT raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise responder's suit or bid 3NT.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ (any shape) or 10 playing tricks Show 8+ playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two aces.	0-7 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. Or, bid 2NT with 5+ card suit. Or bid 1NT.	0-7 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. Or, bid 2NT with 5+ card suit. Or bid 1NT.		
23+	OPENING BID OF 3+ (any shape) or 10 playing tricks	0-7 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. Or, bid 2NT with 5+ card suit. Or bid 1NT.	0-7 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. Or, bid 2NT with 5+ card suit. Or bid 1NT.		
6-9	PRELIMINARY OPENING BIDS OF 3 OF A SUIT 7 card suit with defensive values suit no four card major. With 7 card suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. Bid game in own suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. Bid game in own suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		

OVERCALLS		RESPONDING TO OVERCALLS		
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. Must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a new suit. With 6 card suit, first double then rebid 6 card suit.	0-5 Pass 6-9 INT if balanced with 1 stopper in enemy suit. 10-12, 1NT Jump bid 4+ card longest suit. 13+ Cue bid in partner's suit or bid game in own 6+ card suit. 13-15 Bid 2NT if balanced with stopper in opponents suit.	0-5 Pass 6-9 INT if balanced with 1 stopper in enemy suit. 10-12, 1NT Jump bid 4+ card longest suit. 13+ Cue bid in partner's suit or bid game in own 6+ card suit. 13-15 Bid 2NT if balanced with stopper in opponents suit.	
Simple Overcall 8-15	Must be a five card suit (containing two honours if minimum points) Bid at the one level. Can bid at the two level if necessary.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall of the two level, Responses are as if partner opened the bidding.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall of the two level, Responses are as if partner opened the bidding.	
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 Support partner's suit. Give a single raise. Without support pass. 11-12 Bid game with 10+ points. Bid 1NT with 11+ and no fit. 13-15 Treat as an opening bid pre-emptive bid.	6-10 Support partner's suit. Give a single raise. Without support pass. 11-12 Bid game with 10+ points. Bid 1NT with 11+ and no fit. 13-15 Treat as an opening bid pre-emptive bid.	
Pre-emptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump to the level of your choice. Use the 'double jump'.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-9 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 10-12 If very unbalanced, bid your longest suit. 13-15 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7-9 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 10-12 If very unbalanced, bid your longest suit. 13-15 Generally pass.	
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STAYMAN	Bid 2+ in response to 1NT opening to check if you have a major fit. Partner's responses are 2+ = 4 card major, 2+ = 3 spades, 2+ = 4 hearts. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 0, 1, 4, 5 or 6-4 in the majors because you can rebid the 5 card suit or after 2+ reply.	2+ = 4 card major, 2+ = 3 spades, 2+ = 4 hearts. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 0, 1, 4, 5 or 6-4 in the majors because you can rebid the 5 card suit or after 2+ reply.	2+ = 4 card major, 2+ = 3 spades, 2+ = 4 hearts. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 0, 1, 4, 5 or 6-4 in the majors because you can rebid the 5 card suit or after 2+ reply.	
LACKWOOD	Bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 6=2, 7=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When a response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 6. Do not ask for Kings unless you know you have the strength to bid a grand slam.	Bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 6=2, 7=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When a response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 6. Do not ask for Kings unless you know you have the strength to bid a grand slam.	Bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 6=2, 7=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When a response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 6. Do not ask for Kings unless you know you have the strength to bid a grand slam.	Bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 6=2, 7=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When a response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 6. Do not ask for Kings unless you know you have the strength to bid a grand slam.

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25- Minor Suit games: 27- Small Slam: 6 in Suit 31+, 6NT 33+ Grand Slam: 7 in Suit 35+, 7NT: 37+

**SCORING**  
Tricks bid and made: Club & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- Second and third trick 50 200 400  
- Each subsequent trick 50 300 600  
Vulnerable - First 100 200 400  
- Second & subsequent 100 300 600

**Bonuses**  
Part-score bid and made - 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500\*  
- vulnerable 750\*  
Grand slam bid and made - not vulnerable 1000\*  
- vulnerable 1500\*  
For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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What does 1NT mean?

Opener

Responder

Opener's rebid

Takeout double response

Overcall

Overcall response



# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 Raise 1NT to 2NT with 14 points, otherwise Pass. 17-18 Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. 19-20 Pass after a bid of 4+ or 4+. 21-22 Raise 2+ or 2+ to game with 3 or 4 card support, otherwise Pass.		
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 2NT			
20-22	Open 1NT	0-3 Pass 4-10 Balanced or long minor: Bid 1NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 1NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit			
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See table of 'Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) The 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 longest suits.	0-5 Pass 6-9 Four of more cards in opener's major suit 10-12 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). 8+ Bid a new lower ranking suit at the two level. 9+ Bid a new suit (forcing) 10+ Bid a new lower ranking suit at the two level. 11-15 Bid a new suit (forcing) 12+ Bid a new lower ranking suit at the two level. 13-15 Bid a new suit (forcing) 14+ Bid a new lower ranking suit at the two level. 15+ Bid a new suit (forcing) 16+ Bid a new lower ranking suit at the two level.	0-5 Pass 6-9 Four of more cards in opener's major suit 10-12 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 7+ Bid a new suit at the one level (need 9+ to bid at two level). 8+ Bid a new lower ranking suit at the two level. 9+ Bid a new suit (forcing) 10+ Bid a new lower ranking suit at the two level. 11-15 Bid a new suit (forcing) 12+ Bid a new lower ranking suit at the two level. 13-15 Bid a new suit (forcing) 14+ Bid a new lower ranking suit at the two level. 15+ Bid a new suit (forcing) 16+ Bid a new lower ranking suit at the two level.	11-15 After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 19 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Shows 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two aces.	8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			
23+	OPENING BID OF 2+ (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PRELIMINARY OPENING BIDS OF 3 OF A SUIT 7 card suit with defensive values suit no four card major. With 4 card suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

What does 1NT mean?  
12..14HCP bal (assuming an ACOL weak No Trump)

Opener

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a slam.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (if possible). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 Responses as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (if possible). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 Responses as if partner opened the bidding.
Simple Overall 8-15	Must be a five card suit (containing two honours if minimum points)	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (if possible). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 Responses as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (if possible). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 Responses as if partner opened the bidding.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 support pass. DO NOT BID OWN SUIT. 11-12 Bid game with a fit or 1NT. Bid 1NT with 11+ and no fit. 13-15 Treat as an opening pre-emptive bid.	6-10 support pass. DO NOT BID OWN SUIT. 11-12 Bid game with a fit or 1NT. Bid 1NT with 11+ and no fit. 13-15 Treat as an opening pre-emptive bid.
Pre-emptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels. (Use a double jump)	0-5 Pass or bid 5+ card suit. 6-8 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-8 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid 1NT at lowest level)	0-5 Pass or bid 5+ card suit. 6-8 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-8 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
Penalty Double 13+ points	Always a penalty double. Any shape hand.	0-4 Generally pass.	0-4 Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3, 4+4. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 15-  
Minor Suit games: 17+. Small Slam: 6 in Suit 31+; 6NT 33+  
Grand Slam: 7 in Suit 35+; 7NT: 37+.

**SCORING**  
Tricks bid and made  
Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- Second and third trick 50 200 400  
- Each subsequent trick 50 300 600

**Vulnerable**  
- First 100 200 400  
- Second & subsequent 100 300 600  
- Trick

**Bonuses**  
Part-score contract bid and made - 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500+  
- vulnerable 750+  
Grand slam bid and made - not vulnerable 1000+  
- vulnerable 1500+  
For making doubled contract 50  
redoubled contract 100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 3NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman - convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 3NT to 4NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, etc.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid NT. With 19+ points bid 3NT	
20-22	Open 2NT	0-3 4-10 Pass Balanced or long minor: Bid 3NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	0-3 4-10 Pass Balanced or long minor: Bid 3NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit		
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16- 6-9 10-12 13-15	0-5 Pass Four or more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new low ranking suit at the two level. Jump bid to longer minor suit at the two level. If none of the above, bid No Trumps Bid 1NT - need 6+ balanced hand. Bid 2NT with unbalanced hand. Bid 3NT with unbalanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new low ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 8+ 8+ 8+	0-7 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ with 4+ card suit. Or bid 3NT. Bid 2+ (simple response). 8+ or with any Ace and 1 King make a positive response.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+	0-15 Less than 3 card support. PASS. 3+ support, raise one level. Bid game in own suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 16+	Don't bid again unless responder bid a new suit (forcing).

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. Always must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a new suit. With 6 card suit, first double then rebid 6 card suit.	0-5 6-9 10-12 13+ 13-15	Partner's longest suit. Bid 4+ card major in preference to 5+ card minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT if unbalanced with 1 stopper in enemy suit. Jump bid 4+ over longest suit. Cue bid in partner's suit or bid game in own 6+ card suit. Bid 2+ if balanced with stopper in opponents suit.
Simple Overcall 8-15	Must be a five card suit (containing two honours if minimum points). Bid at the one level. Can bid at the two level if necessary.	0-5 6-9 10-12 13-14	Partner's longest suit. With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or 2+ bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.
Jump Overcall 12-15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Pre-emptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels. Use the 'Rule of Double Jump'.	0-5 6-9 10-12 13+	Partner's longest suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. If very unbalanced, bid your longest suit. Generally pass.
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and a balanced hand, first double then rebid NT at lowest level)	0-6 7- 7+	Partner's longest suit. Bid 2+. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. Generally pass.
Invitational Overcall 19-20	Always a penalty double. Any shape hand.	0-4 5+	Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honour rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major, because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 5=2, 5=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**  
Tricks bid and made  
Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- Each subsequent trick 50 200 400  
Vulnerable - First 100 200 400  
- Second & subsequent 100 300 600  
- Each subsequent trick 100 300 600

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500+  
- vulnerable 750+  
Grand slam bid and made - not vulnerable 1000+  
- vulnerable 1500+  
For making doubled contract 50  
redoubled contract 100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)  
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What does 1NT mean?

6-9 nothing better  
bal or unbal

Responder





# U3A Intermediate Bridge

## Week 3 1NT



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-18 Balanced: 2NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Unbalanced: Look for a slam after finding a fit	15-16 Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, etc.	15-16 Rebid 2NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19+ points bid 3NT
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit		15-16 Rebid 2NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19+ points bid 3NT	
20-22	Open 2NT	0-3 Balanced or long minor: Bid 2NT 4-10 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit		15-16 Rebid 2NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19+ points bid 3NT	
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass Four or more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) 6+ Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid at the two level with 5+ card major suit or 4+ card minor suit. Only if you can't bid at the one level. Bid 4+ card major at the one level only if you can't bid at the one level. 16- If no one of the above, bid No Trumps Bid 1NT - need 15+ balanced hand. Bid 2NT with unbalanced hand. 11-12 Bid 2NT with unbalanced hand. 13-15 Bid 2NT with unbalanced hand.	11-15 After limited response (same suit or NT) If combined, bid below game pass. If game is possible if partner is maximum then raise by one level over partner to bid game. If game is certain if partner minimum, bid game. 16-18 After forcing response (new suit) Raise response to suit with 4+ card fit. Bid a new suit making suit at the two level. Rebid your suit. 19 Jump support partner's suit with 4+ card fit. Bid a new high ranking suit at the two level. Rebid your suit. Jump rebid in a suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 2NT. Jump bid in a suit to investigate slam.	15-16 After a single raise After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit. Over 2+ bid 2NT with 15-16 balanced (not forcing). Any other rebid is forcing to game. Don't bid again unless responder bid a new suit (forcing).	
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8+ or with any 1 Ace and 1 King make a positive response.			
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with 6 defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12-15	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a slam. With 6 card suit, first double then rebid 6 card suit.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.
Simple Overcall 8-15	Must be a five card suit (containing two honours if minimum points)	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.
Jump Overcall 12-15	A six card suit containing two honours.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support over 10+ NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15- Bid 3NT. After an overcall, the two level. Responses are as if partner opened the bidding.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (use 3+ cards if vulnerable!)	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and a 6 card suit, first double then rebid 2NT at lowest level)	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
Stayman 11+ points	Always a penalty double. Any shape hand.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 7+ Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT. 0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major, because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 5=2, 5=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 15-  
Minor Suit games: 17+. Small Slam: 6 in Suit 31+. 6NT 33+  
Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**  
Tricks bid and made: Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undetricks**  
Not vulnerable - First trick 50 100 200  
- Each subsequent trick 50 300 600  
Vulnerable - First 100 200 400  
- Second & subsequent 100 300 600  
- Trick

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500+  
- vulnerable 750+  
Grand slam bid and made - not vulnerable 1000+  
- vulnerable 1500+  
For making doubled contract 50  
redoubled contract 100

\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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What does 1NT mean?

15..16 bal

Opener's rebid



# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 2* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, etc.
15-19	First open one of a suit then rebid 1NT	0-3 4-10	See responses to opening bids of one of a suit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 1NT. With 19+ points bid 3NT
20-22	Open 2NT	0-3 4-10 11-12 13-15	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2* (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit	15-16 17-18	Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4411 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16- 6-9 11-12 13-15	Pass Four or more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit with 5+ card major suit or 4+ card minor suit only if you can't bid at the one level. Bid 4 card major at the one level if you can't bid at the one level. Jump bid to new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need 10+ balanced hand. Bid 2NT with balanced hand. Bid 3NT with unbalanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.
16-22	OPENING BIDS OF 2*, 2* or 2* Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 8+	0-7 8+	0-7 8+	0-7 8+
23+	OPENING BID OF 2* 23+ points (any shape) or 10 playing tricks	0-7 8+	0-7 8+	0-7 8+	0-7 8+
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+	0-15 16+	0-15 16+	0-15 16+

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a slam.	0-5 6-9 10-12 13-15	Jump to longest suit. Bid 4+ card major in preference to 3+ card minor. With few points and no other suit than the opponents' suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT if unbalanced with 1 stopper in enemy suit. 13-15. Bid 2NT if balanced with stopper in opponents suit.
Simple Overall 8-15	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 10-12 13-14	Pass With 3+ card support, give a single raise. Without support pass. With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ playing tricks). Raise to game or 2* bid in own suit. Bid 1NT with a stopper in opponents suit. After an overcall, the two level. Responses are as if partner opened the bidding.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 1NT with 11+ and no fit.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels. (Use caution if vulnerable!)	0-5 6-9	Treat as an opening pre-emptive bid.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and a balanced hand, first double then rebid 1NT at lowest level)	0-6 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.
Invitational Overall 16-18	Always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2* in response to 1NT opening to check if you have a major fit. Partner's responses are 2* = no 4 card major, 2* = 4 hearts, 2* = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honour rebid if partner bids 2* (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2* reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 341509		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4* over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4* asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 15-  
Minor Suit games: 17+. Small Slam: 6 in Suit 31+. 6NT 33+  
Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**

Tricks bid and made	Undecl	Decl	Redecl
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
- First trick	40	80	160
- Each subsequent trick	30	60	120
No trumps			
Undertricks			
Not vulnerable - First trick	50	100	200
- Second and third trick	50	200	400
- Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
- Second & subsequent	100	300	600
trick			

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500\*  
- vulnerable 750\*  
Grand slam bid and made - not vulnerable 1000\*  
- vulnerable 1500\*  
For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undeclared - Trick value  
Declared - 100 each if not vulnerable, 200 each if vulnerable  
Redeclared - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)  
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What does 1NT mean?

16..18 bal + stopper

Overcall



# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2♣, 2♥ or 2♠ response.	
		0-10 11+ 10+	Unbalanced: 2♣, 2♥ or 2♠ (♣ is reserved for Stayman convention - see overcall) With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2♠ (Stayman) Unbalanced: Look for a slam after finding a fit	Pass after a bid of 4♥ or 4♠ Raise 3♥ or 3♠ to game with 3 or 4 card support, otherwise bid 1NT Raise 4NT to 6NT with 22 points, otherwise Pass.	
15-19	First open one of a suit then rebid 1NT	15-16 17-18	See responses to opening bids of one of a suit	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid NT. With 19+ points bid 3NT	
20-22	Open 2NT	6-3 4-10	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2♠ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit	Pass after a bid of 4♥ or 4♠ Raise 3♥ or 3♠ to game with 3 or 4 card support, otherwise bid 1NT Raise 4NT to 6NT with 22 points, otherwise Pass.	
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16- 6-9 11-12 13-15	Pass Four or more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Bid only if you can't bid at the one level. Bid 4+ card major at the one level. If no one of the above, bid No Trumps Bid 1NT - needs 10+ balanced hand. Bid 2NT with balanced hand. Bid 3NT with unbalanced hand.	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16-18 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.	
16-22	OPENING BIDS OF 2♣, 2♥ or 2♠ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	8+ 8+ 8+	With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.		
23+	OPENING BID OF 2♠ 23+ points (any shape) or 10 playing tricks	0-7 8+ 8+	Bid 2♠ (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	Over 2♠ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.	
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+	Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	Don't bid again unless responder bid a new suit (forcing).	

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises a weak hand. With 6 card suit, first double then rebid 6 card suit.	0-5 6-9 6-9 6-12 13+ 13-15	Partner's longest suit. Bid 4+ card major in preference to 3+ card minor. With few points and no other suit than the opponents' suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 1NT if balanced with 4+ card longest suit. 2NT if balanced with 1 stopper in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple Overcall 15+	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 6-9 10-11 10-11	After an overcall at the one level: With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 2+ card support, give a double raise OR bid own good 5+ card suit (see forcing). Raise to game or 2+ bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall at the two level: Responses as above as if partner opened the bidding.
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit.)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.
Pre-emptive Overcall 16-18	With good suit quality and at least a 7 card suit, jump to 3 level (double jump). Use only certain if vulnerable!	0-6 7-8 7-8 7-8	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. If very unbalanced, bid your longest suit. Generally pass.
Penalty Double 13-15	Use only with a balanced hand with a stopper in the opponents suit. (With 16+ and a balanced hand, first double then rebid NT at lower level.) Always a penalty double. Any shape hand.	0-6 7-8 7-8 7-8	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. If very unbalanced, bid your longest suit. Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2♠ in response to 1NT opening to check if you have a major suit. Partner's responses are 2♣ = no 4 card major, 2♦ = 4 hearts, 2♥ = 4 spades. You usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2♥ (i.e. 1NT with 11-12). If you can use Stayman with 6-10 if 4-5 of 4-4 in the major because you can rebid the 5 card major after 2♥ reply.	
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### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**  
Tricks bid and made: Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160  
Each subsequent trick 30 60 120

**Undertricks** - First trick 50 100 200  
- Second and third trick 50 200 400  
- Each subsequent trick 50 300 600

**Vulnerable** - First 100 200 400  
- Second & subsequent 100 300 600  
- Each subsequent trick 100 300 600

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300  
- vulnerable 500  
Small slam bid and made - not vulnerable 500+  
- vulnerable 750+  
Grand slam bid and made - not vulnerable 1000+  
- vulnerable 1500+  
For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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What does 1NT mean?

6..9 bal + stopper

Takeout double response





# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2*, 2* or 3* response. Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, etc.
15-19	First open one of a suit then rebid 1NT		See responses to opening bids of one of a suit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 1NT. With 19+ points rebid 3NT
20-22	Open 2NT	0-3 4-10	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3* (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4* or 4*. Raise 3* or 3* to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16- 6-9 11-12 13-15	Pass Four or more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid 4+ card major at the one level only if you can't bid at the one level. Jump bid to new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need 10+ balanced hand. Bid 2NT with unbalanced hand. Bid 3NT with unbalanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump support your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.
16-22	OPENING BIDS OF 2*, 2* or 3* Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 8+	0-7 8+	0-7 8+	0-7 8+
23+	OPENING BID OF 3* 23+ points (any shape) or 10 playing tricks	0-7 8+	0-7 8+	0-7 8+	0-7 8+
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 16+	0-15 16+	0-15 16+	0-15 16+

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a slam.	0-5 6-9 10-12 13-15	0-5 6-9 10-12 13-15
Simple Overcall 8-15	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 10-12 13-14	0-5 6-9 10-12 13-14
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	6-10 11+
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (Use 3-4 cards if vulnerable!)	0-5 6-9 10-12 13-15	0-5 6-9 10-12 13-15
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7+	0-6 7+
Invitational Overcall 16-18	Always a penalty double. Any shape hand.	0-4 5+	0-4 5+
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2* in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2* = no 4 card major, 2* = 4 hearts, 2* = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honour rebid if partner bids 2* (i.e. 2NT with 10-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2* reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 5=2, 5=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4* over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4* asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25- Minor Suit games: 27+. Small Slam: 6 in Suit 31+. 6NT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+.

**SCORING**  
Tricks bid and made: Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
No trumps - First trick 40 80 160 - Each subsequent trick 30 60 120

**Undertricks** - First trick 50 100 200  
No vulnerable - Each subsequent trick 50 300 400  
Vulnerable - First 100 200 400 - Second & subsequent 100 300 800

**Bonuses**  
Part-score contract bid and made 50  
Game bid and made - not vulnerable 300 - vulnerable 500  
Small slam bid and made - not vulnerable 500\* - vulnerable 750\*  
Grand slam bid and made - not vulnerable 1000\* - vulnerable 1500\*

For making doubled contract 50  
redoubled contract 100  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)  
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What does 1NT mean?

9.. 12 bal  
+ stopper  
Overcall  
response





# U3A Intermediate Bridge



## Week 3 1NT

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS							
<b>BALANCED HANDS</b>											
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 1NT (or unbalanced 5+ minor) 13-18 Balanced: 1NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Balanced: Pass 11-12 Balanced: 1NT (or unbalanced 5+ minor) 13-18 Balanced: 1NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Unbalanced: Look for a slam after finding a fit	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for Stayman convention - see overcall) With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Unbalanced: Look for a slam after finding a fit	15-19 Pass 20-21 Open 1NT	0-3 Balanced or long minor: Bid 1NT 4-10 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13-15 Unbalanced: Look for a slam after finding a fit	15-19 Pass 20-21 Open 1NT	0-3 Balanced or long minor: Bid 1NT 4-10 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13-15 Unbalanced: Look for a slam after finding a fit	15-19 Pass 20-21 Open 1NT	0-3 Balanced or long minor: Bid 1NT 4-10 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 13-15 Unbalanced: Look for a slam after finding a fit
<b>UNBALANCED HANDS</b>											
10-19	OPENING BIDS OF ONE OF A SUIT	0-5 Pass 6-9 Four or more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit	0-5 Pass 6-9 Four or more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit	11-15 After limited response (same suit or NT) If combined with below game pass If game is possible if partner is maximum then raise by one level If partner is minimum, bid game 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit Bid a new suit If game is certain, even if partner minimum, bid game 19 After a single raise Investigate slam After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT	11-15 After limited response (same suit or NT) If combined with below game pass If game is possible if partner is maximum then raise by one level If partner is minimum, bid game 16-18 After a forcing response (new suit) Raise responder's suit with 4+ card fit Bid a new suit If game is certain, even if partner minimum, bid game 19 After a single raise Investigate slam After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT						

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit) Shape is less important the higher the point count is Must be prepared to play in any suit bid by partner Do not bid again with 12-15 points unless partner promises a slam	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
Simple Overcall 15-	Must be a five card suit (containing two honours if minimum points)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
Preemptive Overcall 16-18	With good suit quality and at least a 7 card suit, jump to the level of your choice (double jump)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and a balanced hand, first double then rebid NT at lower level)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
Penalty Double 19-20	Always a penalty double. Any shape hand.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see forcing) 13-14 With 2+ card support, bid 1NT with a stopper in opponents suit 15-17 Bid 2NT with a stopper in opponents suit 18-19 Bid 3NT with a stopper in opponents suit 20-21 Bid 4NT with a stopper in opponents suit
<b>FLASH CARDS</b>		<b>STAYMAN</b>	
Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. You usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 1NT with 12-15). You can use Stayman with 6-10 if 4-5 of 4-4 in the major, because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b>		<b>LACKWOOD</b>	
A clear and simple guide to basic Acol bidding (Standard English). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 341509		Bid of 4NT is asking for Aces. Responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT is for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you do not stop in 5NT, bid 5 of an unbid suit. Partner then bids 6 of a grand slam. Do not ask for Kings unless you know you have the strength for a grand slam.	
<b>NO FEAR BRIDGE CRIB SHEET</b>		<b>GRUBBER</b>	
Approximate points required to bid to various levels: Part scores: 18-24. Major Suit games and 2NT: 25- Minor Suit games: 27- Small Slam: 6 in Suit 31+- 6NT 33+- Grand Slam: 7 in Suit 35+- 7NT: 37+-		A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. Responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ is for Kings. Give the same responses at the 5 level.	

**NO FEAR BRIDGE CRIB SHEET**

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points: with a trump fit only: Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 2NT: 25- Minor Suit games: 27- Small Slam: 6 in Suit 31+- 6NT 33+- Grand Slam: 7 in Suit 35+- 7NT: 37+-

**SCORING**

Tricks bid and made	Undoub	Double	Redoub
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
- First trick	40	80	160
- Each subsequent trick	30	60	120

**Undertricks**

Not vulnerable	- First trick	50	100	200
	- Second and third trick	50	200	400
	- Each subsequent trick	50	300	600

**Vulnerable**

	- First	100	200	400
	- Second & subsequent	100	300	600

**Bonuses**

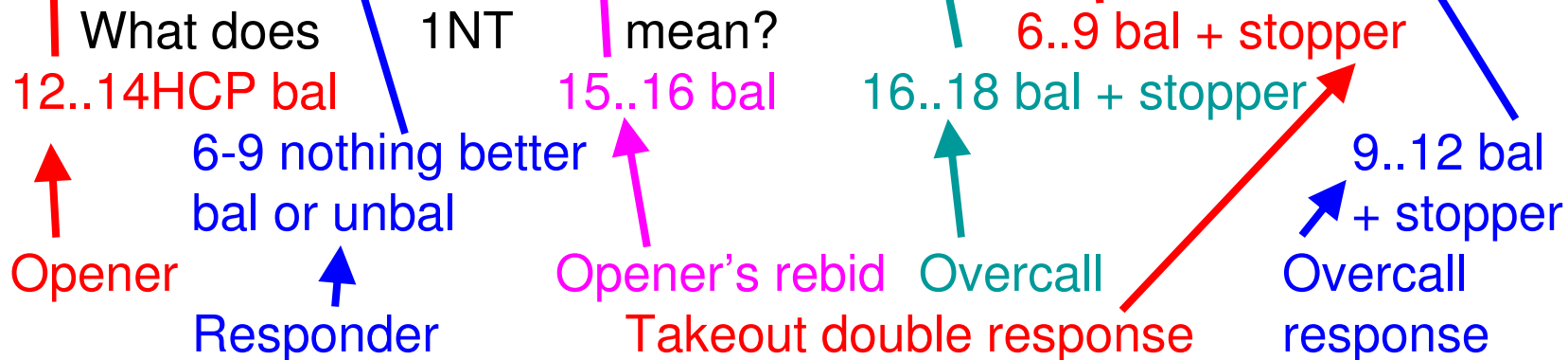
Part-score contract bid and made	50
Game bid and made	300
- vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*

For unmaking doubled contract  
redoubled contract 50  
\* Slam bonuses are in addition to game bonuses.

**Overtricks**

Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

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# U3A Intermediate Bridge

## Week 3 Responding to 1NT



OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT (instinctual to 6NT)	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT.
15-19	First open one of a suit then rebid 1NT	10-11 11+	Unbalanced: 2+, 2+ or 3+ (2+ is reserved for 'Stayman' convention - see overcall) With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Unbalanced: Look for a slam after finding a fit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19 points bid 3NT
20-22	Open 2NT	8-3 4-10 11-12 11+	Pass Balanced or long minor: Bid 3NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Balanced: 4NT (instinctual to 6NT) Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+ Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16+ 6-9 11-12 13-15	Pass Four or more cards in opener's major suit If combined points below game pass. Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Bid only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 3NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.
16-22	OPENING BIDS OF 2+, 2+ or 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 8+	Bid 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
23+	OPENING BID OF 3+ 23+ points (any shape) or 10 playing tricks	0-7 8+	Bid 3+ (negative response). or with any 1 Ace and 1 King make a positive response.		Don't bid 3NT unless responder bid a new suit (forcing).
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values suit no four card major With 8 card, suit bid four of suit.	0-15 16+	Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit) Shape is less important the higher the point count but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points. With 6 card suit, first double then rebid 6 card suit.	0-8 6-9 9-12 13-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit 1NT if balanced with 1 stopper in enemy suit 10-12. 2NT Jump bid in your longest suit. Cue bid opponents' suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit
Simple Overall 8-15	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 10-15	After an overall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding
11-15	Can bid at the two level if necessary. The requirement for overcalling an opening bid of 1NT at 11-15 points and a good 5+ card suit.	16+ 9-12 13-14	Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 3NT with 11+ and no fit Treat as an opening pre-emptive bid.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!		
1NT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 16+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major, because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 3NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you wish to stop in 3NT, bid 5 of an unbid suit. Partner then bids 3NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+0 or 4, 4+1, 4+2, 4+3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

**HAND VALUATION**  
High Card Points: Ace=4, King=3, Queen=2, Jack=1  
Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1.

**RULE OF TWENTY**  
When deciding whether to open the bidding with less than 12 points do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. 6NT 33+  
Grand Slam: 7 in Suit 35+. 7NT: 37+

**SCORING**  
Tricks bid and made      VnDdd Ddd RdDdd  
Clubs & Diamonds - Each trick      20    40    80  
Hearts & Spades - Each trick      30    60    120  
- First trick      40    80    160  
No trumps - Each subsequent trick      30    60    120

**Undertricks** - First trick      50    100    200  
- Second and third trick      50    200    400  
- Each subsequent trick      50    300    600

**Vulnerable** - First      100    200    400  
- Second & subsequent      100    300    600  
trick

**Bonuses**  
Part-score contract bid and made      50  
Game bid and made - not vulnerable      300  
- vulnerable      500  
Small slam bid and made - not vulnerable      500+  
- vulnerable      750+  
Grand slam bid and made - not vulnerable      1000+  
- vulnerable      1500+  
For making doubled contract      50  
redoubled contract      100

\* Slam bonuses are in addition to game bonuses.  
**Overtricks**  
Undoubled - Trick value  
Doubled - 100 each if not vulnerable, 200 each if vulnerable  
Redoubled - 200 each if not vulnerable, 400 each if vulnerable

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)

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Today's chapter is "responding to an opening 1NT bid"



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

OPENING BIDS		RESPONDING BIDS	
BALANCED HANDS		0-10	Balanced: Pass
12-14	Open 1NT	11-12	Balanced: 2NT (or unbalanced 5+ minor)
		13-18	Balanced: 3NT (or unbalanced 5+ minor)
		19-20	Balanced: 4NT invitational to 6NT
		0-10	Unbalanced: 2♦, 2♥ or 2♠ (2♣ is reserved for 'Stayman' convention - see overleaf)
		11+	With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2♣ (Stayman)
		19+	Unbalanced: Look for a slam after finding a fit

We are using the ACOL opening weak 1NT.

12..14 HCP and a balanced hand.

Partner says out loud “**Twelve to fourteen**”.

Opener’s **plan** is to make no rebid.

Other pairs may well use other meanings for opening 1NT. *That is why it is announced.*





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

### Responder's bid with a balanced hand.

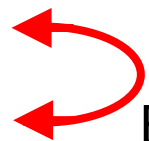
If Responder has 5332 shape, he may be better considering it as unbalanced – see a later slide – especially if weak.

If Responder has an L4+major and enough points he will want to use Stayman first.

0..10	Pass
11..12	2NT invite game
13..18	3NT game
19..20	4NT invite slam
21..22	6NT slam
23..24	5NT choose slam
25+	7NT

Expect Pass or 3NT

Expect Pass or 6NT



Expect 6NT or 7NT



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

Why these responses?

Consider the partnerships HCP count.

0..10	Pass	12..24
11..12	2NT invite game	23..26
13..18	3NT game	25..32
19..20	4NT invite slam	31..34
21..22	6NT slam	33..36
23..24	5NT choose slam	35..38
25+	7NT	37+

Game needs 25+HCP

Slam needs 33+HCP



Grand slam needs 37+HCP

This is what you do with a balanced hand if you are  
**without L4+major**  
or **not interested** in a “**weak take out**” (WTO).



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

What is a **Weak Take Out** (WTO)?

A 1NT opening is a **pre-emptive** bid. If Responder is weak (normally he would pass, 0..10 HCP) then it is likely to fail. However if the weak Responder has a long suit, that may be valuable as trumps – and because the 1NT is balanced we already know Opener L2+ of that suit.

A WTO bids the long suit in the hope (expectation) that it won't be quite **as bad** as the 1NT.

2♦, 2♥ and 2♠ are all WTOs. A L5+ suit is sufficient to bid this and **the weaker Responder is, the more important it is to bid the WTO.**

But what about clubs? 2♣ is reserved for the **Stayman** convention.

A WTO in clubs goes through Stayman and ends up in 3♣ which is the WTO bid. You need L6+♣ to bid a 3♣ WTO.





# U3A Intermediate Bridge



Week 3 Responding to 1NT

After Responder bids a WTO,  
Opener **never** rebids.



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

We have reviewed basic balanced responses and WTOs.

What are the main bidding targets of a partnership?  
(*Chapter 2 page 9*)

- (1) An 8-card (or better) fit in a major suit
- (2) A NT contract
- (3) A minor suit contract

The balanced responses meet target (2).

But maybe you have a fit in a major suit (1) despite being balanced.

This is where **Stayman** comes in.



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

If Responder has one or more L4major (but no L5+major) then Stayman may be called for.

Stayman endeavours to find a 4-4 major suit fit.

If a fit is **not found**, Responder needs to bid whatever he would have bid if he didn't use Stayman:

0..10	Pass	12..24
11..12	2NT invite game	23..26
13..18	3NT game	25..32
19..20	4NT invite slam	31..34
21..22	6NT slam	33..36
23..24	5NT choose slam	35..38
25+	7NT	37+

Responder needs 11+ HCP to use Stayman **unless he was planning a WTO.**





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

How does Stayman work?

Opener:           1NT                   (Responder says “12 to 14”)

Responder:       2♣                   (Opener says “Stayman”)

Responder’s Stayman bid is saying  
“I have at least one L4 major suit,  
do you have any L4+ major suits?”

### **Opener must not Pass**

If Opener has an L4+ major suit, he bids 2♥ or 2♠ (hearts if he has both hearts and spades – he has 4432 shape).

If Opener has L3- in both major suits, he bids 2♦, which Responder does NOT need to alert (EBU).

*What happens next is up to Responder.*



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

How does Stayman work?

Opener: 1NT (Responder says "12 to 14")

Responder: 2♣ (Opener says "Stayman")

Opener: 2♦

Responder: **Whatever he would have bid without Stayman:**

Pass equals a WTO of 2♦ (L5+♦)

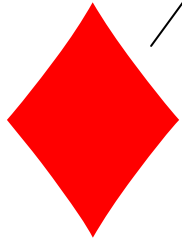
2♥ WTO (L5+♥)

2♠ WTO (L5+♠)

2NT 11..12 HCP bal, invite game

3♣ WTO (L6+♣)

etc





# U3A Intermediate Bridge

## Week 3 Responding to 1NT

How does Stayman work?

Opener: 1NT (Responder says "12 to 14")

Responder: 2♣ (Opener says "Stayman")

Opener: 2♥ Opener has L4♥, may or may not have L4♠.

Responder:

With L4♥:	
3♥	11..12HCP, inviting game
4♥	13+HCP, game
With no L4♥ (therefore L4♠):	
2NT	11..12HCP, inviting game
3NT	13+HCP, game







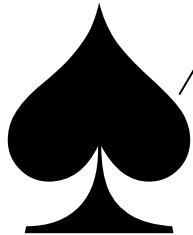
# U3A Intermediate Bridge



## Week 3 Responding to 1NT

How does Stayman work?

Opener:	1NT	(Responder says "12 to 14")
Responder:	2♣	(Opener says "Stayman")
Opener:	2♠	Opener has L4♠, does NOT have L4♥.
Responder:	With L4♠:	
	3♠	11..12HCP, inviting game
	4♠	13+HCP, game
	With no L4♠ (may or may not have L4♥):	
	2NT	11..12HCP, inviting game
	3NT	13+HCP, game





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

*Say you have the sequence:*

Opener:	1NT	(Responder says “12 to 14”)
Responder:	2♣	(Opener says “Stayman”)
Opener:	2♥	Opener has L4♥, may or may not have L4♠.
Responder:	3NT	13+HCP bal or 13+ Pts unbal with L5+ minor, game.

*If Opener happens to have L4♥ and L4♠, then since Responder didn't have L4♥ (he bid NT) then he must have L4♠. Then:*

Opener:	4♠	There is a ♠ fit.
---------	----	-------------------



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

That deals with the balanced and with the very weak hands.

*Note that we did the balanced hands in HCP but we are doing the unbalanced hands in Pts!*

RWPB omits what to do with unbalanced hands of 10..11 Pts.

Rather than leave a gap, I propose  
including 10 Pts with 9 Pts  
judging from the hand whether to treat 11 Pts as 10 or as 12.

If you have several (at least 3) tens and nines, promote 11 → 12 Pts,  
otherwise demote 11 → 10 Pts.

This is almost what the No Fear crib sheet does (it always promotes 11 → 12 Pts regardless).



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

### Unbalanced and enough Pts to not pass

- |        |          |  |
|--------|----------|--|
| 12+    | L6+major | 4major (♥♠), game  |
| 12+    | L5+major | 3major (♥♠), choose game as 4major or 3NT<br><i>With L5♥ &amp; L5♠ bid 3♠, if opener rejects ♠ with 3NT, bid 4♥.<br/>Opener can't have L2 in both ♥ &amp; ♠.</i> |
| 12+    | L4+major | 2♣ Stayman, as discussed earlier   |
| 11..12 | L5+minor | 2NT, invite 3NT game   |
| 13..18 | L5+minor | 3NT, game  |
| 19+    |          | Try for a slam after finding a fit ( <i>later...</i> )   |

In response to an opening 1NT, never bid an L4 suit (except as part of seeking a suit fit through Stayman).





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

And that covers all the responses to 1NT except:

I haven't mentioned 3♣ and 3♦ slam tries. (I haven't worked them out and they are rare)

The "19+ unbal, find a fit and try for a slam" will get covered in the slam chapters another week.

**Memorise table RWPB page 28**

And now a selection of hands to discuss as responder to 1NT ...

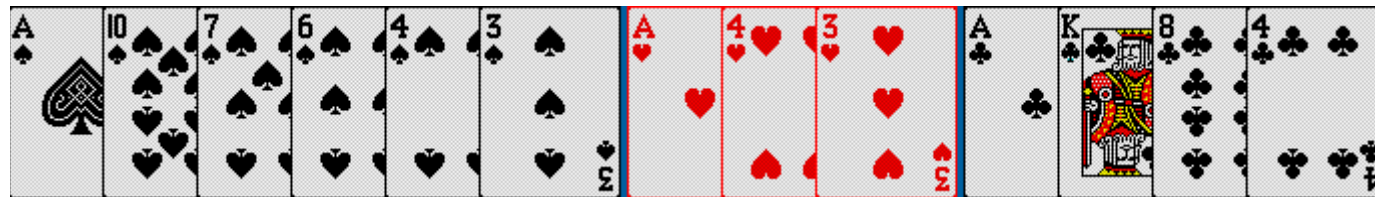


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-08



Evaluate the hand?

Shape

HCP

Points

Response to 1NT?

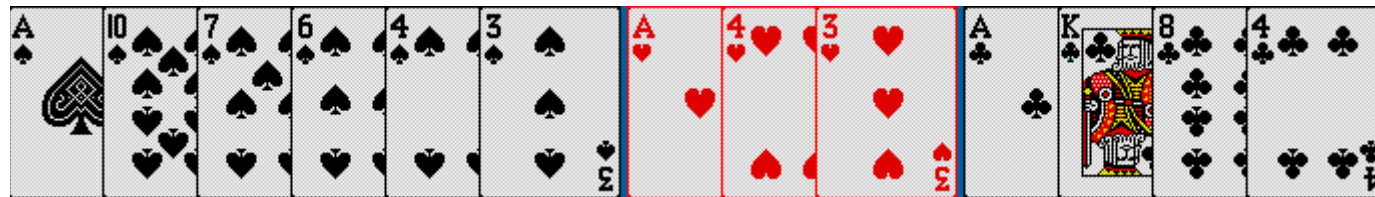


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-08



Evaluate the hand?

Shape	6430 unbal. L0♦, L6♠.
HCP	15
Points	17

Response to 1NT?

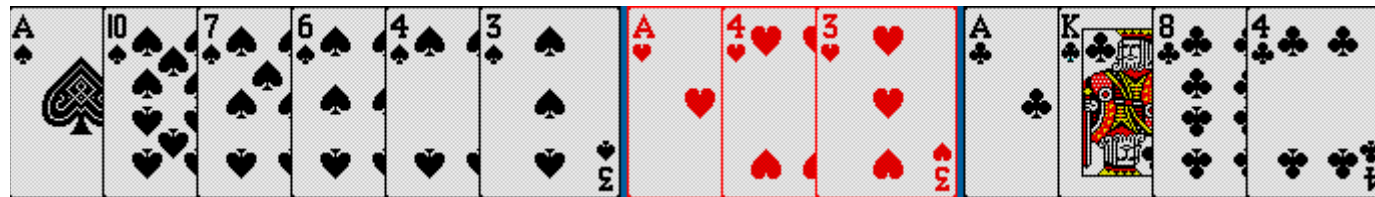


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-08



Evaluate the hand?

Shape 6430 unbal. L0♦, L6♠.

HCP 15

Points 17

Response to 1NT? 4♠

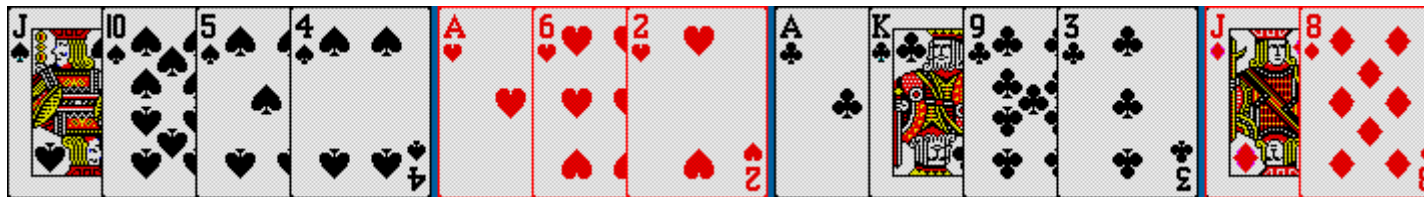


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-14



Evaluate the hand?

Shape

HCP

Points

Response to 1NT?

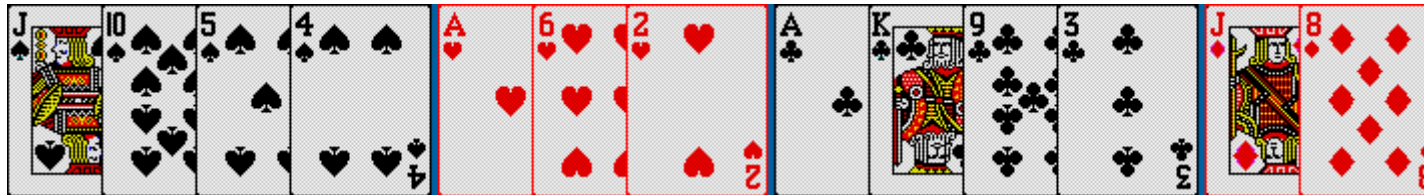




# U3A Intermediate Bridge

## Week 3 Responding to 1NT

1000-14



Evaluate the hand?

Shape 4432 bal. L4♠.

HCP 13

Points 13

Response to 1NT?

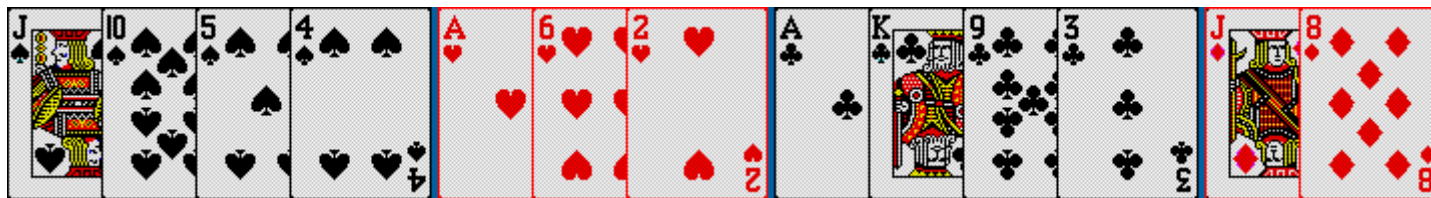


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-14



Evaluate the hand?

Shape	4432 bal. L4♠.
HCP	13
Points	13

Response to 1NT?

2♣ Stayman, planning  
3NT if a misfit or  
4♠ if a spade fit.

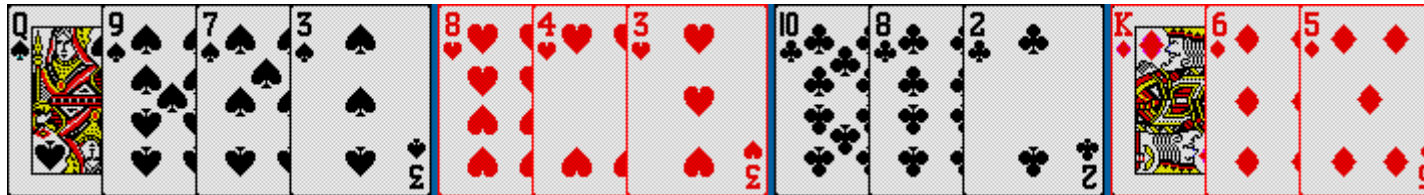


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-03



Evaluate the hand?

Shape

HCP

Points

Response to 1NT?

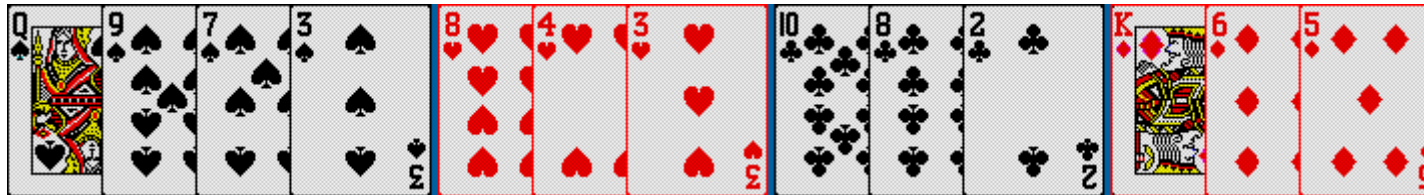


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-03



Evaluate the hand?

Shape 4333 bal. L4♠.

HCP 5

Points 5

Response to 1NT?

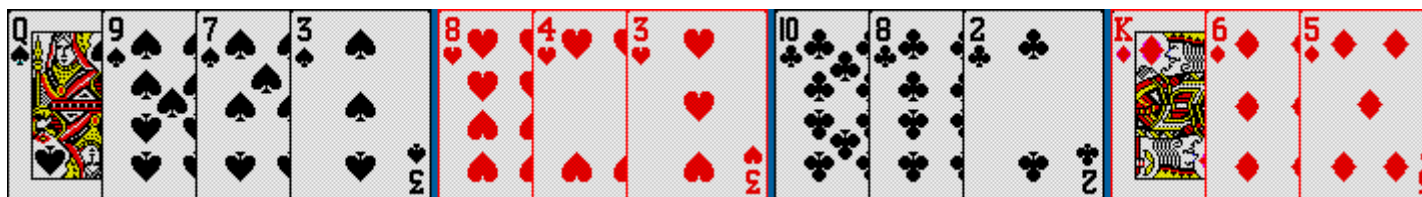


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-03



Evaluate the hand?

Shape 4333 bal. L4♠.

HCP 5

Points 5

Response to 1NT?

Pass. Too few points to use Stayman and no L5+ suit for WTO.





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-05



Evaluate the hand?

Shape

HCP

Points

Response to 1NT?

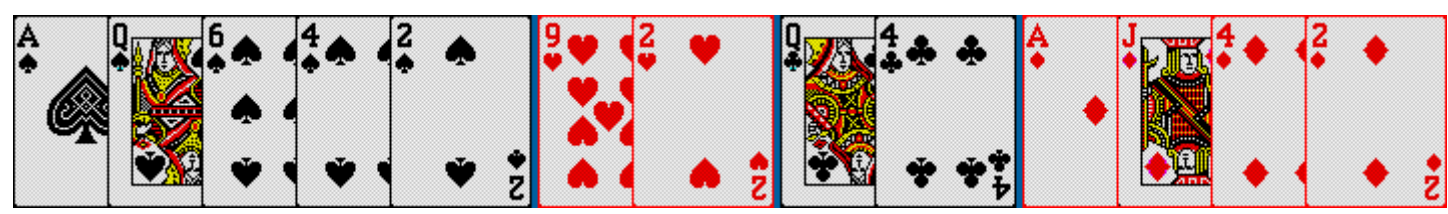


# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-05



Evaluate the hand?

Shape	5422 unbal. L5♠.
HCP	13
Points	14

Response to 1NT?



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-05



Evaluate the hand?

Shape 5422 unbal. L5♠.

HCP 13

Points 14

Response to 1NT?

3♠ forcing to game. Opener chooses  
3NT (L2♠) or  
4♠ (L3+♠).



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-15



Evaluate the hand?

Shape

HCP

Points

Response to 1NT?



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-15



Evaluate the hand?

Shape	5422 unbal.
HCP	4
Points	5

Response to 1NT?





# U3A Intermediate Bridge



## Week 3 Responding to 1NT

1000-15



Evaluate the hand?

Shape	5422 unbal.
HCP	4
Points	5

Response to 1NT? 2♦. WTO



# U3A Intermediate Bridge



## Week 3 Responding to 1NT

### FYI – Announcing & Alerting

<http://www.ebu.co.uk/publications/ConventionCards-SystemsInformation/Announcements%20Table.pdf>

#### Announce

Opening 1NT	Partner: “12 to 14”
Opening 2♦ 2♥ 2♠	Partner: “Strong, non-forcing”
1NT - 2♣	Partner: “Stayman”

#### Alert

Opening 2♣	When asked, partner replies “Acol”
------------	------------------------------------

*This covers all the declarable bids **we** will use in RWPB. Others may well need to announce and alert other things.*



# U3A Intermediate Bridge



## Week 3 Play

### **Play**

Divide yourselves into pairs and then into tables.

This week I do not plan to ask you to move, in future weeks we may.

NS have the pair number of their table.

EW have the pair number of their table plus 6.

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – as part of the learning process – I would like the partner of whoever has just bid to take whatever action is standardly required (announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – AND ALSO to give a brief description to the other three players on what the bid means.

**Any questions?**

**Optional coffee... 20p**

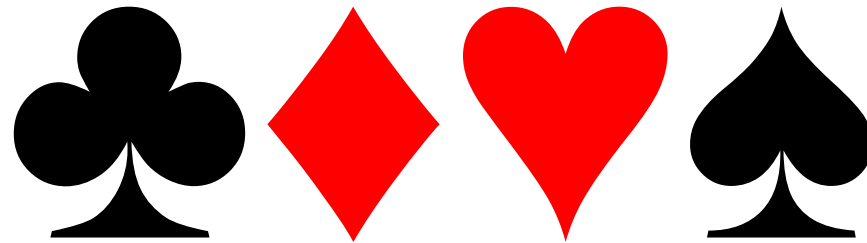
**PLAY**



# U3A Intermediate Bridge



## Week 3 Responding to 1NT



The end

(Set hand references follow.)

# U3A Intermediate Bridge

## Week 3 Set Hands

### Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.
1	N	None	Really Easy practice 2 Set 6 Hand 1	
2	E	N/S	Made up hand, see next slide	
3	S	E/W	Really Easy practice 2 Set 1 Hand 3	
4	W	All	Really Easy practice 2 Set 6 Hand 4	
5	N	N/S	Really Easy practice 2 Set 1 Hand 5	
6	E	E/W	Really Easy practice 2 Set 1 Hand 6	
7	S	All	Andrew Robson Stayman & Transfers #1	
8	W	None	Andrew Robson Slam #2	
9	N	E/W	Really Easy practice 2 Set 1 Hand 4	

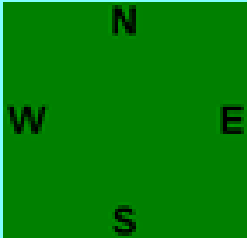
# U3A Intermediate Bridge

## Week 3 Set Hands

(6)  
♠ QJ987  
♥ 863  
♦ J62  
♣ Q9

(10)                      (10)  
♠ 65                      ♠ K2  
♥ AJT9                    ♥ K742  
♦ 874                      ♦ AT93  
♣ AJT3                    ♣ 852

(14)  
♠ AT43  
♥ Q5  
♦ KQ5  
♣ K764



Board 2

Dealer E

Vul N/S

E	S	W	N
Pass	1NT	Pass	2♠
Pass	Pass	Pass	