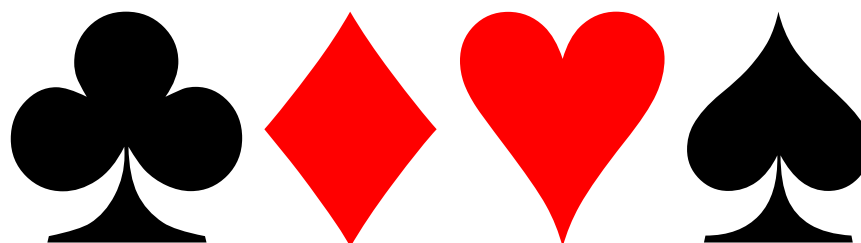




U3A Intermediate Bridge 2014-15



Week 1 Introduction



Steve Bailey

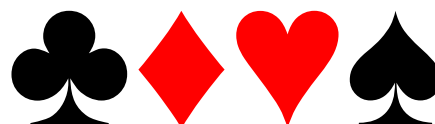
I have only been playing bridge for 6 years and I do not claim to be an expert. However I am able to drive the technology and present the material from our chosen course book.



U3A Intermediate Bridge 2014-15



Week 1 Introduction



Administration: Please sign the register each week.

I would appreciate if you would put £1 in the pot for the initial crib sheets and bidding stationery we use each week.

Please show me your U3A membership card.

This presentation and other information will be available shortly after the session on

<http://www.stocton.org/bridge.htm>

(No K in stocton).

Optional tea break after the presentation, before play starts. Please just make a cup and bring it to the tables to minimise lost time.

Please use the coasters provided to protect the cloths.

Wash up afterwards.



U3A Intermediate Bridge 2014-15



Week 1 Introduction

You know the rules of bridge, but ...

Remember that Bridge is a game played by **pairs** of players between **two pairs** of players.

You must work well with your partner, *and be forgiving when they mess up – as you surely will too.*

There are many systems of bridge. In the UK, the most common is ACOL.

There are also many different variations of Acol. Agree what variations and conventions you will use with your partner before the start of play. We will assume the No Fear Crib card for now.

Your partnership have to inform your opponents what your bids mean. This is always done by the **bidder's partner**, not by the bidder.



U3A Intermediate Bridge 2014-15



Week 1 Introduction

Bridge has the actual game rules and many other “*Rules*” to help & advise you.

These “*Rules*” are really guidelines, and there are exceptions to almost every “*Rule*”.

Sometimes the “*Rules*” conflict or your cards do not quite match them.

You may have to mislead your partner.

Your partner may have to mislead you.

“Lying” in the bidding is allowed, as long as your partner is as lied to as your opponents. “Secret conventions” are not allowed.



U3A Intermediate Bridge 2014-15



Week 1 Introduction

These sessions are aimed completely at Duplicate Bridge as played at most Bridge clubs. Rubber Bridge is not covered at all.

To that end we will do things that mimic and provide practice for club play.

Next week we will go through what a convention card is and how to create one.

This week is just an introduction, a review of the previous two years and getting new members familiar with our methods.



U3A Intermediate Bridge 2014-15



Week 1 Introduction

Summary:

No Fear Bridge Crib Sheet

http://nofearbridge.co.uk/crib_sheet_new.pdf

Course book:

The Right Way To Play Bridge by Paul Mendelson (£6.99)

Recommended reading:

Bridge For Complete Beginners by Paul Mendelson

Winning Ways To Play Your Cards by Paul Mendelson

121 Tips For Better Bridge by Paul Mendelson

All 15+ books in the Andrew Robson **Bridge Lessons** series

Better Hand Evaluation by Bernard Magee

Also:

The monthly magazine from **Mr Bridge** (free by email)

The EBU **ACOL system files**

<http://www.ebu.co.uk/publications/ConventionCards-SystemsInformation/StandardEnglishSystemFiles.pdf>

Read / Practice / Repeat.

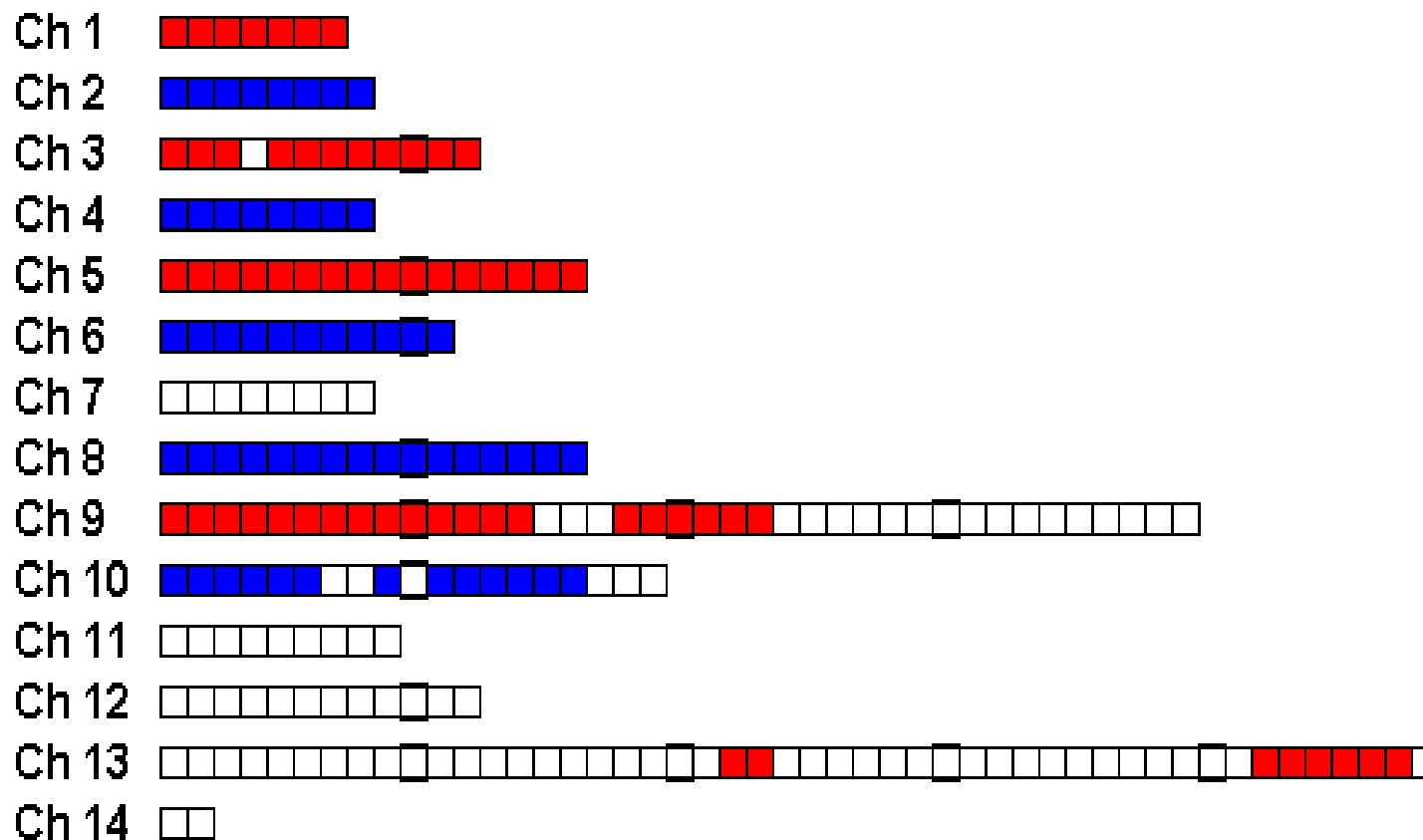


U3A Intermediate Bridge 2014-15



Week 1 Introduction

The Right Way To Play Bridge – What we covered in the last 2 years:







U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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) 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+ 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	15-16 17-18
15-19	First open one of a suit then rebid NT	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		
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 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 Pass Four of more cards in opener's major suit Bid two of the suit 6-9 Bid three 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). Bid at the two level with 5+ card major suit or 4+ card minor suit. 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. 9+ Bid a new suit (forcing) 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. 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. 16+ If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. 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 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 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 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). 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 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 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 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 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 2NT as opener will have few entries.	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 2NT 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. 6-9 INT if balanced with 1 stopper in enemy suit. 10-12, 2NT Jump bid in your longest suit. 9-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13+ Bid 2NT if balanced with stopper in opponents suit. 15-15 After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 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. 9-12 Bid 2NT with a stopper in opponents suit. 13-14 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.	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 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13+ Bid 2NT if balanced with stopper in opponents suit. 15-15 After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 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. 9-12 Bid 2NT with a stopper in opponents suit. 13-14 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.
Simple Overcall 8:15 11:15	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. Jump rebid NT at the lowest level (Pass after 1NT response) at 11-15 points and a good 5+ card suit.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11+ 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+ Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
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 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11+ Bid game with a fit or 2NT. 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+ 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!		
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- 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>FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p>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 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.</p>	
<p>NO FEAR BRIDGE BOOK 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 www.nofearbridge.co.uk or phone 01932 344609</p> 		<p>BLACKWOOD 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. GERBER 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, 4=4. 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	Vul	Non Vul	Red Doub
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

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*
- 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

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This is the No Fear Crib Sheet.
It folds into three and can fit in your pocket.
Feel free to reference it during play here.



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

BALANCED HANDS	RESPONDING BIDS	OPENER'S REBIDS
12-14 Open INT	0-0 Balanced: Pass 11-12 Balanced: N/T (or unbalanced 5+ minor) 13-18 Balanced: N/T (or unbalanced 5+ minor) 19-20 Balanced: -N/T invitational to 6NT 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	Raise N/T to INT 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 N/T.
15-19 First open one of a suit then rebid N/T	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 N/T
20-22 Open INT	0-3 Pass 4-10 Balanced or long minor: Bid N/T 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: -N/T 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 N/T. Raise 4NT to 6NT with 22 points, otherwise Pass.
UNBALANCED HANDS		
OPENING BIDS OF ONE OF A SUIT	0-5 Pass 6-9 Four or more cards in opener's major suit 10-19 See 'Rule of Twenty' on front page. Then bid 10-12 a) The longest suit 13-15 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. 6+ Bid a new suit (forcing) 9+ 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 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+ Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps 6-9 Bid INT - need not be balanced hand. 11-13 Bid N/T with balanced hand. 13 Bid 2NT with balanced 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. 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 N/T. 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.
5-22 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.	0-6 Bid 2+ (negative response). 7-9 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 N/T.	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 Bid 3+ (negative response). 8-9 or with any 1 Ace and 1 King make a positive response.	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 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. 16-18 Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	

Opening bids

Find our way around the No Fear Crib sheet

OVERCALLS	RESPONDING TO OVERCALLS
Takeout Double 12-15-16	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. INT Jump bid in your longest suit. 9-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 13-15 Bid N/T if balanced with stopper in opponents suit.
Simple Overall 8-15 11-15	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). 16-17 Raise to game or jump bid in own suit. 18-19 Bid INT 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	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 N/T. Bid N/T with 11+ and no fit.
Preemptive Overall 6-10	Treat as an opening pre-emptive bid.
INT Overall 16-18	0-6 Pass or bid 5+ card suit. 7-8 Bid 2NT. 9-10 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid N/T.
Double of INT 16+	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
FLASH CARDS	STAYMAN
Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.	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, 3+ = 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.
NO FEAR BRIDGE BOOK	BLACKWOOD
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 www.no-fear-bridge.co.uk or phone 01932 344609	A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now N/T 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 N/T, bid 5 of an unbid suit. Partner then bids N/T. 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 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 N/T: 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	Undoub	Doub	Redoub
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	Each subsequent 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	100	300	600

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

For making doubled contracts:
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

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U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
12-14	Open INT	0-10	Balanced Pass	0-10	Raise 2NT to 3NT with 14 points, otherwise Pass
		11-12	Balanced 2NT (or unbalanced 5+ minor)	11-12	Raise 2NT to 3NT with 14 points, otherwise Pass
15-19	First open one of a suit then rebid INT	13-18	Balanced 2NT (or unbalanced 5+ minor)	13-18	Raise 2NT to 3NT with 14 points, otherwise Pass
		19-20	Unbalanced: 4NT invitational to 6NT	19-20	Always pass over 2 \heartsuit , 2 \spadesuit or 2 \clubsuit response
		0-10	Unbalanced: 2 \heartsuit , 2 \spadesuit or 2 \clubsuit (2 \heartsuit is reserved for Stayman convention - see overleaf)	0-10	Pass after a bid of 4 \heartsuit or 4 \spadesuit
		11+	With 6+ card major suit bid game	11+	Pass after a bid of 4 \heartsuit or 4 \spadesuit
20-22	Open 2NT	11+	With 5 card major suit jump to 3 of the major	11+	Raise 3 \heartsuit or 3 \spadesuit to game with 3 or 4 card support, otherwise bid 2NT
		10	With 4 card major suit bid 2 \heartsuit (Stayman)	10	Raise 2NT to 3NT with 22 points, otherwise Pass
		11-12	Balanced: 4NT invitational to 6NT	11-12	
UNBALANCED HANDS	OPENING BIDS OF ONE OF A SUIT	0-5	Pass	0-5	After limited response (same suit or NT)
		6-9	Four or more cards in opener's major suit	6-9	If combined points below game pass
		10-12	Bid two of the suit	10-12	If game is possible if partner is maximum then raise by one level inviting partner to bid game
		13-15	Bid three of the suit	13-15	If game is certain even if partner minimum, bid game
		16+	Bid four of the suit	16+	After a forcing response (new suit)
		6+	Bid a new suit (forcing)	6+	Raise responder's suit with 4+ card fit
		9+	Bid 4+ card suit at the one level (need 9+ to bid at two level)	9+	Bid a new suit at the one level
		10+	Bid at the two level with 5+ card major suit or 4+ card minor suit	10+	Bid a new lower ranking suit at the two level
		11+	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.	11+	Rebid your 5+ card suit
		16+	Jump support responder's suit with 4+ card fit	16+	Jump support responder's suit with 4+ card fit
16-22	OPENING BIDS OF 2 \heartsuit , 2 \spadesuit or 2 \clubsuit	6+	Bid 2NT (negative response)	6+	Bid 2NT (negative response)
		8+	With 3+ card support and any Ace, raise one level	8+	With 3+ card support and any Ace, raise one level
23+	OPENING BID OF 3 \heartsuit	0-7	Bid 2 \heartsuit (negative response)	0-7	Over 2 \heartsuit bid 2NT with 23-24 balanced (not forcing)
		8+	or with any 1 Ace and 1 King make a positive response	8+	Any other rebid is forcing to game
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT	0-15	Less than 3 card support. PASS. 3+ support, raise one level	0-15	Don't bid again unless responder bid a new suit (forcing)
		16+	bid game in opener's suit or bid a new suit (forcing)	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 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	6-9	INT if balanced with 1 stopper in enemy suit 10-12, INT Jump bid in your longest suit
Simple Overcall	Must be a five card suit (containing two honours if minimum points)	9-12	INT if balanced with 1 stopper in enemy suit 10-12, INT Jump bid in your longest suit
8+15	Bid at the one level	13-15	Bid INT if balanced with stopper in opponents suit
11-15	Can bid at the two level if necessary	After an overcall at the one level:	
Jump Overcall 12-15	A six card suit containing two honours.	6-9	Pass
	(With 10+ and a 6 card suit, first double then rebid the suit)	10-15	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump)	16+	With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing)
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit.	9-12	Raise to game or jump bid in own suit
Double of INT 16+	(With 10+ and balanced hand, first double then rebid INT at lowest level)	13-14	Bid INT with a stopper in opponents suit
	This is always a penalty double. Any shape hand.	15+	Bid 2NT with a stopper in opponents suit 15+ Bid 3NT
		After an overcall at the two level:	
		6-10	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT
		11+	Bid game with a fit or NT. Bid 2NT with 11+ and no fit
		Treat as an opening pre-emptive bid.	
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		STAYMAN Bid 2 \heartsuit in response to INT opening to check if you have a major suit fit. Partner's responses are 2 \heartsuit = no 4 card major, 2 \spadesuit = 4 hearts, 2 \clubsuit = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2 \heartsuit (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 \heartsuit reply.	
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 344609		BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5 \heartsuit =0 or 4, 5 \spadesuit =1, 5 \clubsuit =2, 5 \diamondsuit =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 \heartsuit over an opening bid of INT or 2NT asks for Aces. The responses are 4 \heartsuit =0 or 4, 4 \spadesuit =1, 4 \clubsuit =2, 4 \diamondsuit =3. Now 4 \heartsuit 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+. GNT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+.

SCORING

Tricks bid and made	Undeclared	Declared	Redeclared
Clubs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	160
	- Each subsequent trick	30	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
- not vulnerable	500
- vulnerable	500
Small slam bid and made	500*
- not vulnerable	750*
- vulnerable	750*
Grand slam bid and made	1000*
- not vulnerable	1500*
- 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

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Responding bids

Find our way around the No Fear Crib sheet




U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
12-14	Open INT	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 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.	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT		
15-19	First open one of a suit then rebid NT	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			
UNBALANCED HANDS						
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 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 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. Bid 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. 16+ 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 2+ 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.	0-7 2+ Bid 2NT (negative response). or with any 1 Ace and 1 King make a positive response.			
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.				
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.	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 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. INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. 13-15 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. 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+ 9-12 Bid 2NT with a stopper in opponents suit. 13-14 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.	
8+15 11+15	Bid at the one level. Can bid at the two level if necessary. Jump rebid NT. With 19 points and a good 5+ card suit.	10-15 16+ 9-12 13-14	
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. 11+ 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 10+ and balanced hand, first double then rebid NT at lowest level)	0-6 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 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.	
 FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		STAYMAN 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 majors because you can rebid the 5 card major after 2♥ reply.	
NO FEAR BRIDGE BOOK 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 www.nofearbridge.co.uk or phone 01932 344609		BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5♣=0 or 4, 5♦=1, 5♥=2, 5♠=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. GERBER 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, 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 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	Undealt	Dealt	Redealt
Chefs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	160
	- Each subsequent trick	30	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
- not vulnerable	500
- vulnerable	500
Small slam bid and made	500*
- not vulnerable	750*
- vulnerable	1000*
Grand slam bid and made	1500*
- not vulnerable	1500*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

* Slam bonuses are in addition to game bonuses.

Overtricks
Undealt - 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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Opener's rebids

Find our way around the No Fear Crib sheet



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
BALANCED HANDS						
12-14	Overcall	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) 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 First open one of a suit then rebid NT	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) Balanced: -4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit	11-12 Unbalanced: Look for a slam after finding a fit	15-16 17-18 Rebid NT at the lowest level (Pass after 2NT response) Jump rebid NT. With 19 points bid 3NT		
UNBALANCED HANDS						
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 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. 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. Rebid your 5+ card suit. Jump to 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 to responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump to responder's suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid NT. Jump bid in a new suit.	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. 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 to responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump to responder's suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid NT. Jump bid in a new suit.	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. Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.	19 Don't bid again unless responder bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	
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.	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 2NT.	0-7 2+ Bid 2+ (negative response). or with any 1 Ace and 1 King make a positive response.			
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.				
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 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 INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. 13-15 Bid 3NT if balanced with stopper in opponents suit	
16+	Must be a five card suit (containing two honours if minimum points)	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 INT 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	
Simple Overall: 8:15 11:15	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. Jump rebid NT at 11-13 points and a good 5+ card suit.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11-11 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 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! 11-11 Bid game with a fit or NT. Bid 2NT 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 (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 NT at lowest level)	0-6 Bid 2NT. 7-7 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 5- If very unbalanced, bid your longest suit. Generally pass.	
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		STAYMAN 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 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.	
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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
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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	Vul	Non Vul	RebDd
Chefs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	80
	- Each subsequent trick	30	60

Undertricks
Not vulnerable - First trick 50, 100, 200
- 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 - 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

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Opening bids with a balanced hand and subsequent ...

Find our way around the No Fear Crib sheet



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
12-14	Open INT	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 NT		See responses to opening bids of one of a suit	15-16 17-18	Rebid NT at the lowest level (Pass after INT response) Jump rebid NT. With 19 points bid 3NT
20-22	Open 2NT	6-3 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) 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.
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 4-4-1 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 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 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. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 2NT with balanced hand. Bid 2NT with balanced hand.	11-15 16-18 19	After limited responses (2+ 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, 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 bid in a new suit. 19 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 with 4+ card support. Any other rebid is forcing to game.
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.	8+ 8+ 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.
17+ 17+ 6-9	OPENING BID OF 3+ 23+ points (any shape) or 10 playing tricks PREMPTIVE OPENING BIDS OF 3 OF A SUIT 6+ card suit with no defensive values suit no four card major 6+ card suit bid four of suit	0-7 8+ 0-15 16+	Bid 3+ (negative response). 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).

Opening bids with an unbalanced hand and subsequent ...

Find our way around the No Fear Crib sheet

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+ 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 INT if balanced with 1 stopper in enemy suit. 10-12. INT Jump bid in your longest suit. Cue bid opponents' suit or bid game in own 6+ card suit. Bid 2NT if balanced with stopper in opponents suit
Simple Overall 8:15 11:15	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. The requirement for overcalling an opening bid of INT at 11-15 points and a good 5+ card suit.	0-5 6-9 10-15 16+ 9-12 13-14	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 2NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT 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 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 10+ and balanced hand, first double then rebid INT 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.
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		STAYMAN 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.	
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 344609		BLACKWOOD 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. GERBER 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+. GNT 33+
Grand Slam: 7 in Suit 35+. 7NT: 37+

SCORING

Tricks bid and made	Vul	Non Vul	Rebid
Chebs & 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	100	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.no-fear-bridge.co.uk

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U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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	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			
UNBALANCED HANDS					
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 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. 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 NT. 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 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 opening. Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Overcall: 10+ 10+ Simple Overall: 8-15 11-15 Jump Overall: 12-15 Preemptive Overall: 6-10 1NT Overall: 16-18	Opening strength and good shape (e.g. 4441, 5-5-3-2, 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. 10+ 10+ Must be a 5+ card suit (containing two honours). Bid at the lowest level. Can bid at the two level if necessary. The requirement for overcalling an opening bid of 1NT at 11+ points and a good 5+ card suit. A six card suit containing two honours. (With 6+ and a 6 card suit, first double then rebid the suit) With good suit quality and at least a 7 card suit, jump two levels with caution if vulnerable! An unbalanced hand with a stopper in the opponents suit. In a 10+ and balanced hand, first double then rebid NT at next level. This is always a penalty double. Any shape hand.	0-8 Bid your longest suit. Bid 4+ cards in response to longer minor. With few points and no other response to opponents suit bid your cheapest 3 card suit. 6-9 10-12 13+ 13-15	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 overcall at the two level. Responses are same as if partner opened the bidding. 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. Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game if you have a 5 card major. Bid 2NT if you have a 5 card major. Usually need 11+ to respond with Stayman because you have a 5 card major. 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. A bid of 1NT is asking for Aces. The responses are 5=0 or 4, 5=1, 5=2, 5=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 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. A bid of 2+ 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 2+ 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 2NT: 15+ Minor Suit games: 17+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+.			
SCORING			
Tricks bid and made	Undeal	Deal	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	- First trick	50	100
Not vulnerable	- Second and third trick	50	200
	- Each subsequent trick	50	300
Vulnerable	- First	100	200
	- Second & subsequent	100	300
	- Trick		800
Bonuses			
Part-score contract bid and made		50	
Game contract 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		
Dealtied	- 100 each if not vulnerable, 200 each if vulnerable		
Rebidoubled	- 200 each if not vulnerable, 400 each if vulnerable		
More resources at www.nofearbridge.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 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 3NT (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 5NT with 14 points, otherwise Pass. Always pass over 2+, 3+ or 4+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 4+ to game with 3 or 4 card support, otherwise bid 3NT.
15-19	First open one of a suit then rebid 1NT	0-10 11-12 13-18 19-20	Unbalanced: 2+, 3+ or 4+ (4+ is reserved for 'Stayman' convention - see overview) 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	0-3 4-10 11-12 13-18 19-20	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 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 4+ to game with 3 or 4 card support, otherwise bid 3NT Raise 4NT to 5NT with 22 points, otherwise Pass.
UNBALANCED HANDS					
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 16-19 20-23 24-27	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+ bid at two level). Bid a new suit at the one level. Bid a new higher ranking suit at the two level. But only if you can't bid at the one level. Bid a new lower ranking 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 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+, 3+ or 4+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 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 3NT.	0-7 8+	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.	0-7 8+	Don't bid again unless responder bid a new suit (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.	0-15 16+	Don't bid again unless responder bid a new suit (forcing). Any other rebid is forcing to game.

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12+	With opening strength and good shape (e.g. 4411, 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 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 if not 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 8:15 11:15	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 10-15 16+	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.
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 11-12	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.
Pre-emptive Overall 6:10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	0-6 7-8 9+	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. Generally, do not bid 3NT.
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)	0-4 5+	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. Generally, do not bid 3NT.
Double of INT 16+	This is always a penalty double. Any shape hand.		

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

STAYMAN
Bid 4+ response to 1NT opening to check if you have a major fit. Partner's responses are 2+ = no 4 card major, 3+ = 4 hearts, 2+ = 4 spades.
You 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 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 Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences.
Available from www.no-fear-bridge.co.uk or phone 01932 344609

BLACKWOOD
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 want 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.
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+ 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+. GNT 33+
Grand Slam: 7 in Suit 35+. 7NT: 37+.

SCORING

Tricks bid and made	Undoub	Doub	Redoub
Chefs & 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			
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

Bonus

Part-score bid and made	50
Game bid and made	300
- not vulnerable	500
- vulnerable	500
Small slam bid and made	750*
- not vulnerable	1000*
- vulnerable	1500*
Grand slam bid and made	1000*
- not vulnerable	1500*
- vulnerable	2000*

*In making doubled contract 50 redoubled contract 100
slam bonuses are in addition to game bonuses.

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

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Conventions

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U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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) 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 Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19 points bid 3NT	17-18
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
UNBALANCED HANDS					
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) 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. 9+ Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16+ If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT 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) 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. 9+ Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 16+ If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT 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. 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 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 5-5). The suit(s) should contain at least two honours.	0-7 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.	0-7 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.		
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 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.	0-7 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.		
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. 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. 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.	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. 1NT Jump bid in your longest suit. 9-12 Cue bid opponent's suit or bid game in own 6+ card suit. 13+ 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. 6-9 INT if balanced with 1 stopper in enemy suit. 10-12. 1NT Jump bid in your longest suit. 9-12 Cue bid opponent's suit or bid game in own 6+ card suit. 13+ Bid 3NT if balanced with stopper in opponents suit
16+	Must be a five card suit (containing two honours if minimum points)	15-15 After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 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. 9-12 Bid 1NT with a stopper in opponents suit. 13-14 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	15-15 After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 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. 9-12 Bid 1NT with a stopper in opponents suit. 13-14 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
Simple Overall 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. 7-8 Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 7-8 Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.
11:15	Can bid at the two level if necessary.	11-11 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.	11-11 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. Treat as an opening pre-emptive bid.
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. 7-8 Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.	6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 7-8 Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.
Pre-emptive 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 NT at lowest level)	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.	0-4 If very unbalanced, bid your longest suit. 5+ Generally pass.
Double of INT 16+	This is always a penalty double. Any shape hand.		
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol 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 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.	
NO FEAR BRIDGE BOOK 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 www.nofearbridge.co.uk or phone 01932 344609		BLACKWOOD 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 5 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. 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:
Part scores: 18-24. Major Suit games and 3NT: 25-
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. GNT 33+ Grand Slam: 7 in Suit

SCORING

Tricks	Hand made	Undealt	Dealt	Red	Bl
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	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	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
Undealt - Trick value
Dealt - 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
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Scoring

Find our way around the No Fear Crib sheet



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 3NT (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, otherwise 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 17-18	Rebid 1NT at the lowest level. (Pass after 1NT response) Jump rebid 1NT. With 19 points bid 3NT
20-22	Open 2NT	6-3 4-10 11-12 13-15	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 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 3NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 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 11-12 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 a new lower ranking suit at the two level. But only if you can't bid at the one 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 3NT. 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.	8+ 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.		Bid 2NT (negative response). 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.
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 2 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 than 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. INT 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 3NT if balanced with stopper in opponents suit.
Simple Overall 8-15 11-15	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. The requirement for overcalling an opening bid of 1NT at 11-15 points and a good 5+ card suit.	0-5 6-9 10-15 16+ 9-12 13-14	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.
Jump Overall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double than rebid the suit)	6-10 11-12	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.
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!	11-12	Treat as an opening pre-emptive bid.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double than rebid 2NT 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 INT. 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol 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 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.	
NO FEAR BRIDGE BOOK 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 www.nofearbridge.co.uk or phone 01932 344609		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. 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 EVALUATION
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+. GNT 33+
Grand Slam: 7 in Suit 35+. 7NT: 37+

SCORING

Tricks bid and made	Score	Double	Redoubt
Clubs & Diamonds	- Each trick	30	40
Hearts & Spades	- Each trick	30	60
	- First trick	40	160
No trumps	- Each subsequent trick	30	120

Undertricks

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

Vulnerable

First	100	200	400
Second & subsequent	100	300	600

Bonus:
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

More resources at 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 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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) 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) 11-18 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	
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 See 'Rule of 20' in opener's major suit 6-9 Bid three of a suit 10-12 Bid four of a suit 13-15 Bid a new suit (forcing) Bid 4+ card suit at the one level (or bid 5+ card suit at the one level in preference to longer minor suit at the one 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 a new higher ranking 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 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. Jump rebid your suit with 6+ cards and 7 playing tricks. 19 Bid game in partner's suit with 6+ cards and 7 playing tricks. 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 time in partner's suit or bid 3NT.		
16-18	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+). The suit(s) should contain at least two honours.	6-7 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 1NT.	6-7 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.		
23+	OPENING BID OF 3+ Should have 10 playing tricks	0-7 Bid 3+ (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.	0-7 Bid 3+ (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.		
6-9	COMPENSATIVE OPENING BIDS OF 3 OF A SUIT With 13+ points and no defective values and no four card suit. With 14+ points and no four card 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.	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-	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.	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.	6-9 6-11 13-15	INT 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	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.
8:15 11:15	Bid at the one level. Can bid at the two level if necessary. Jump rebid NT. With 19 points and a good 5+ card suit.	16-17 18-14	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! Bid 1NT 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 10+ and a 6 card suit, first double then rebid the suit).	6-10 6-11	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.
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!	11-12	Treat as an opening pre-emptive bid.
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 1NT.
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.
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 a better rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4+ or 4+ in the major 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. Available from www.no-fear-bridge.co.uk or phone 01932 344609		BLACKWOOD 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. 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, 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+. GNT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+.

SCORING

Tricks bid and made	Undeclared	Declarer	Redeemed
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

Undetricks

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

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

Undeclared - Trick value
Doubled - 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

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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 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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 (unbalanced 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. 19-20 Pass after a bid of 4+ or 4+. 21-22 Raise 3+ or 2+ to game with 3 or 4 card support, otherwise bid 2NT. 23-24 Raise 4NT to 6NT with 22 points, otherwise Pass.	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 NT	See responses to opening bids of one of a suit	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 With 6+ card major suit bid game 21-22 With 5 card major suit jump to 3 of the major 23-24 With 4 card major suit bid 2+ (Stayman) 25-26 Balanced: 4NT (unbalanced to 6NT) 27-28 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	
20-22	Open 2NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT 11-12 With 6+ card major suit bid game 13-14 With 5 card major suit jump to 3 of the major 15-16 With 4 card major suit bid 2+ (Stayman) 17-18 Balanced: 4NT (unbalanced to 6NT) 19-20 Unbalanced: Look for a slam after finding a fit	0-3 Pass 4-10 Balanced or long minor: Bid 2NT 11-12 With 6+ card major suit bid game 13-14 With 5 card major suit jump to 3 of the major 15-16 With 4 card major suit bid 2+ (Stayman) 17-18 Balanced: 4NT (unbalanced to 6NT) 19-20 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	
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 4-4-1 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 16-17 Bid a new suit (forcing) 18-19 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 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 you can't bid at the one level. Must be 5+ card suit. 20-21 If none of the above, bid No Trumps 22-23 Bid 2NT - need 20+ balanced hand. 24-25 Bid 3NT with unbalanced hand. 26-27 Bid 2NT 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 16-17 Bid a new suit (forcing) 18-19 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 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 you can't bid at the one level. Must be 5+ card suit. 20-21 If none of the above, bid No Trumps 22-23 Bid 2NT - need 20+ balanced hand. 24-25 Bid 3NT with unbalanced hand. 26-27 Bid 2NT 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. 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 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 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 NT. 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+ 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). 8-9 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 2+ (negative response). 8-9 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.	19 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). 8-9 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 2+ (negative response). 8-9 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.	19 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).	
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with 7 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. 16-17 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. 16-17 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 promises a weak rebid. 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 (not forcing). 12-13 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 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 12-13 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 Overall 8-15 11-15	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 (not forcing). 12-13 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 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 12-13 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 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 NT. Bid 2NT with 11+ and no fit. 13-14 Treat as an opening pre-emptive bid.	6-10 support pass. DO NOT BID OWN SUIT. 11-12 Bid game with a fit or NT. Bid 2NT with 11+ and no fit. 13-14 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 double jump).	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 (not forcing). 12-13 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 20 NOT BID OWN SUIT. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 12-13 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.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid NT 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. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	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. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
19+ or 20+	Always a penalty double. Any shape hand.		
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.			
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 344609			
STAYMAN 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 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.			
BLACKWOOD 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 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. 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, 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
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 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
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What does 1NT mean?



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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 2NT	0-3 Pass 4-10 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			
UNBALANCED HANDS					
10-19	OPENING BIDS OF ONE OF A SUIT See table of 'Twenty' on front page. Then bid: a) 1NT - longest suit b) 1+ higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1+ c) 1+ 441 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 13-15 Bid three of the suit 14-15 Bid four of the suit 16-18 Bid a new suit (forcing) 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 19-20 Bid a new suit (forcing) 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 21-22 Bid a new suit (forcing) 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	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 3+ card suit. 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 3+ card suit. 19 Bid game in partner's suit with a fit or bid 1NT. Jump bid a new suit. After a 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+ (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 Bid 2+ (negative response). 8-10 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. 11-12 Ok, bid 2+ or bid 3+. 13-15 Ok, bid 2+ or bid 3+.			
23+	OPENING BID OF 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 Bid 2+ (negative response). 8-10 With 3+ support and any Ace, raise one level. With 3+ support and no Ace, bid game. 11-12 Ok, bid 2+ or bid 3+. 13-15 Ok, bid 2+ or bid 3+.			
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. 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. Do not bid again with 12-15 points unless partner promises a weak rebid. 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. INT if unbalanced with 4+ stopper in enemy suit. 13-15 Bid 2+ if balanced with stopper in opponents suit.		
16+	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 2+ card support, give a double raise OR bid own good 5+ card suit (see forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid INT with a stopper in opponents suit. 17-18 Bid INT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 After an overcall, the two level. Responses at 2+ as if partner opened the bidding.		
Simple Overall 8-15	A six card suit containing two honours.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (see forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid INT with a stopper in opponents suit. 17-18 Bid INT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 After an overcall, the two level. Responses at 2+ 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).	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (see forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid INT with a stopper in opponents suit. 17-18 Bid INT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 After an overcall, the two level. Responses at 2+ as if partner opened the bidding.		
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump to 3+ level (double jump).	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (see forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid INT with a stopper in opponents suit. 17-18 Bid INT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 After an overcall, the two level. Responses at 2+ as if partner opened the bidding.		
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and balanced hand, first double then rebid 1NT lower level).	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 10-12 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 13-15 If very unbalanced, bid your longest suit. 16-18 Generally pass.		
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. Do not bid again with 12-15 points unless partner promises a weak rebid. 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. INT if unbalanced with 4+ stopper in enemy suit. 13-15 Bid 2+ if balanced with stopper in opponents suit.		

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.

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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.

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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

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

Vulnerable

Non vulnerable	First	Second & subsequent
- First	100	200
- Second & subsequent	100	300

Bonuses

Part-score contract bid and made	Value
Game bid and made	50
- not vulnerable	300
- vulnerable	500
Small slam bid and made	500*
- not vulnerable	750*
- vulnerable	1000*
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.nofearbridge.co.uk

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What does 1NT mean?

Opener

Responder

Opener's rebid

Takeout double response

Overcall

Overcall response



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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+ (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 19-20 Always pass over 2+, 2+ or 2+ response 21-22 Pass after a bid of 4+ or 4+ 23-24 Raise 2+ or 2+ to game with 3 or 4 card support, otherwise bid 1NT 25-26 Raise 4NT to 6NT with 22 points, otherwise Pass	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. 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 Pass 17-18 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	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 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	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 3NT	
UNBALANCED HANDS					
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 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 a new suit at the one level. 8+ Bid a new lower ranking suit at the two level. 9+ Bid a new higher ranking suit at the two level. 10+ Jump bid a new suit. Must be 5+ card suit. 11-12 If none of the above, bid No Trumps 13-15 Bid 1NT with balanced hand. 14-15 Bid 1NT with unbalanced hand.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 Bid two 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 a new suit at the one level. 8+ Bid a new lower ranking suit at the two level. 9+ Bid a new higher ranking suit at the two level. 10+ Jump bid a new suit. Must be 5+ card suit. 11-12 If none of the above, bid No Trumps 13-15 Bid 1NT with balanced hand. 14-15 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. 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 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.	
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 Pass 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ or 2+ card suit. Or bid 1NT.	0-7 Pass 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ or 2+ card suit. Or bid 1NT.	19 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.	
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Pass 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ or 2+ card suit. Or bid 1NT.	0-7 Pass 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ or 2+ card suit. Or bid 1NT.	19 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 Pass 16+ 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 Pass 16+ 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.	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. 4411, 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 rebid. 15-16 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 pass. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses as if partner opened the bidding.
Simple Overcall 8-15 11-15	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. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses 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)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses 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 only when vulnerable!	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses as if partner opened the bidding.
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)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses as if partner opened the bidding.
Invitational 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. DO 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 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. 10-12 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. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 19-20 Responses as if partner opened the bidding.

FLASH CARDS
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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+; 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
- 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

More resources at 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 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 1NT (or unbalanced 5+ minor) Balanced: -4NT invitational to 6NT	15-16 17-18	Raise 1NT to 2NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2, 3 or 4 response. Pass after a bid of 4 or 4.
15-19	First open one of a suit then rebid 1NT	0-10 11-12 13-18 19-20	Unbalanced: 2, 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	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 1NT. With 19+ points rebid 2NT
20-22	Open 1NT	0-3 4-10 11-12 13-18 19-20	Pass 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) 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 2 or 3 to game with 3 or 4 card support, otherwise Pass. Raise 4NT with 22 points, otherwise Pass.
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 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 16-18 19-20	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 making suit at the two level. Bid only if you can't bid at the one level. Bid 4 card major at the one level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need 15+ balanced hand. Bid 1NT with unbalanced hand. Bid 1NT with unbalanced hand.	11-15 16-18 19	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 over, even if partner minimum, bid game. 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. Jump support partner's suit with 4+ card fit. Bid a new suit making 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 1NT. Jump bid in a new suit. Investigate slam. After a single raise, rebid 2NT. 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 5-4). The suit(s) should contain at least two honours.	0-7 8-10 11-12	1NT (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.	15-16 17-18	Over 2 bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
23+	OPENING BID OF 2 23+ points (any shape) or 10 playing tricks	0-7 8-10	1NT (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.	15-16 17-18	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.	15-16 17-18	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 rebid.	0-5 6-9 10-12 13-15	Partner's longest suit. Bid 4+ card major in preference to longest suit. 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 jump bid 4+ card longest suit. 2NT if balanced with 2 stoppers in enemy suits. 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 10-12 13-14	Pass 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 (6+ playing tricks). 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 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 15-19	With good suit quality and at least a 7 card suit, jump two levels. Use only when vulnerable!	0-5 6-9 10-12 13-14	With good suit quality and at least a 7 card suit, jump two levels. Use only when vulnerable! A balanced hand with a stopper in the opponents suit. Bid 1NT. (With 10+ and balanced hand, first double then rebid 1NT at lowest level) Always a penalty double. Any shape hand.
INT 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)	0-5 6-9 10-12 13-14	Pass or bid 5+ card suit. Bid 1NT. 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.
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)	0-5 6-9 10-12 13-14	Pass or bid 5+ card suit. Bid 1NT. 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.
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)	0-5 6-9 10-12 13-14	Pass or bid 5+ card suit. Bid 1NT. 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.
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)	0-5 6-9 10-12 13-14	Pass or bid 5+ card suit. Bid 1NT. 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.
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.			
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 344609			
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 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 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2 reply.			
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, 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	Undeclared	Declarer	Redeemed
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - First trick	40	80	160
No trumps - Each subsequent trick	30	60	120
Undertricks			
Not vulnerable - First trick	50	100	200
Not vulnerable - Second and third trick	50	200	400
Not vulnerable - Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
Vulnerable - Second & subsequent	100	300	600
trick			

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:
Undeclared - Trick value
Doubled - 100 each if not vulnerable, 200 each if vulnerable
Redeemed - 200 each if not vulnerable, 400 each if vulnerable

More resources at www.no-fear-bridge.co.uk
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What does 1NT mean?

15..16 bal

Opener's rebid



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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 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 2NT to 3NT with 14 points, otherwise Pass. 17-18 Raise 4NT to 6NT 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+.	15-16 Rebid 2NT at the lowest level (Pass after 2NT response) 17-18 Jump rebid 2NT. With 19+ points bid 3NT
15-19	First open one of a suit then rebid 2NT	See responses to opening bids of one of a suit	15-16 Pass 17-18 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 2NT at the lowest level (Pass after 2NT response) 17-18 Jump rebid 2NT. 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	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		
UNBALANCED HANDS					
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) 8+ Bid a new lower ranking suit at the two level. Only if you can't bid at the one level. Bid 4 card major at the one level. 16- Jump bid in a new suit. Must be 5+ card suit. 11-12 If none of the above, bid No Trumps 13-15 Bid 2NT with balanced hand. 14-15 Bid 2NT with unbalanced hand.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 If combined points below game pass. 13-15 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- After a forcing response (new suit) 17-18 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 rebid in a new suit. 18-18 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. 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.	15-16 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. 17-18 After a forcing response (new suit) 19- 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. 18-18 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. 18-18 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. 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 5-4). 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.	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- 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 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.		
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values and 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.	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- 15- 16- Simple Overall 8-15 11-15	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 new suit. 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see overcall). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level. Responses are 2+ as if partner opened the bidding. 17-18 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. 12- Treat as an opening pre-emptive bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see overcall). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level. Responses are 2+ as if partner opened the bidding. 17-18 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit. 12- 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 Support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit.	6-10 Support pass. DO NOT BID OWN SUIT. 11- Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit.
Pre-emptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two overcalls. (Use the double jump)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see overcall). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level. Responses are 2+ 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see overcall). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. After an overcall, the two level. Responses are 2+ as if partner opened the bidding.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and a balanced hand, first double then rebid 2NT at lower level)	0-6 Pass or bid 5+ card suit. 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 2NT. 0-4 If very unbalanced, bid your longest suit. 5- Generally pass.	0-6 Pass or bid 5+ card suit. 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 2NT. 0-4 If very unbalanced, bid your longest suit. 5- Generally pass.
Invitation Overall 19-20	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.
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		STAYMAN Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ or 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.	
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 341509		BLACKWOOD 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. 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 2+ 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+. GNT 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
No trumps - 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
- Each 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
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What does 1NT mean?

16..18 bal + stopper

Overcall



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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) 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 2+ to game with 3 or 4 card support, etc.	15-16 Rebid NT at the lowest level (Pass after 1NT response) Jump rebid NT. With 19+ points bid 3NT
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 1NT response) Jump rebid NT. 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 Pass after a bid of 4+ or 4+. Raise 3+ or 2+ to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.	
UNBALANCED HANDS					
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 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) Bid 4+ card suit at the one level (need 9+ to bid at two level). 7+ Bid a new lower ranking suit at the two level. Only if you can't bid at the one level. Bid 4+ card major at the one level. 16- If none of the above, bid No Trumps Bid 1NT - need 10+ 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 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 Bid a new suit (forcing) 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.	0-5 Pass 6-9 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+ or with any 1 Ace and 1 King make a positive response. 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.	
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+ 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 2 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 is. Must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises a weak rebid. 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-15 Raise to game or 2+ bid in own suit. 16-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses as if partner opened the bidding.
Simple Overall 8-15 11-15	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. The requirement for overcalling an opening bid of 1NT at 11-15 points and a good 5+ card suit.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT 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.)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses as if partner opened the bidding.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump the suit. (Use 2+ cards if vulnerable!)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses as if partner opened the bidding.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 19+ and 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 over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses as if partner opened the bidding.
Invitational Overall 15-16	Always a penalty double. Any shape hand.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses 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. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 13-14 Raise to game or 2+ bid in own suit. 15-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT Responses as if partner opened the bidding.
FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol 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. You 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). If 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.	
NO FEAR BRIDGE BOOK 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 www.no-fear-bridge.co.uk or phone 01932 344609		LACKWOOD Bid of 2NT is asking for Aces. Responses are 5=0 or 4, 4=1, 5=1, 5=2, 5=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 do not stop in 2NT, 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. Do not ask for Kings unless you know you have the strength for 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 2NT: 15-
Minor Suit games: 17+. Small Slam: 6 in Suit 31+. GNT 33+
Grand Slam: 7 in Suit 35+. 7NT: 37+.

SCORING

Tricks bid and made	Undeclared	Declared	Redeclared
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	First trick	50	100
Non vulnerable	Second and third trick	50	200
	Each subsequent trick	50	300
Vulnerable	First	100	200
	Second & subsequent	100	300
	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
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What does 1NT mean?

6..9 bal + stopper

Takeout double response



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
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+ ♣ 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 4NT to 6NT with 14 points, otherwise Pass Always pass over 2+ ♣ or 2+ ♠ response 19-20 Pass after a bid of ♣ or ♠ 21-22 Raise 2+ ♣ or 2+ ♠ to game with 3 or 4 card support, otherwise bid 1NT	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. 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 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			
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
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 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 Pass 6-9 Four or 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 14-15 Bid a new suit (forcing) 16-17 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. 18-19 Bid a new 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. 20-22 If no one of the above, bid No Trumps 23+ Bid 1NT - need 10+ balanced hand. 24-25 Bid 1NT with unbalanced hand. 26-27 Bid 1NT with balanced hand.	0-5 Pass 6-9 Four or 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 14-15 Bid a new suit (forcing) 16-17 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. 18-19 Bid a new 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. 20-22 If no one of the above, bid No Trumps 23+ Bid 1NT - need 10+ balanced hand. 24-25 Bid 1NT with unbalanced hand. 26-27 Bid 1NT 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 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 rebid in a new suit. 20-22 Jump support responder's suit with 6+ cards and 7 playing tricks. 23-24 Jump rebid in a new suit. 25 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. 26-27 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+ ♣ 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.			
23+	OPENING BID OF 2+ ♣ or 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 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.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.
Simple Overcall 8-15	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. The requirement for overcalling an opening bid of 1NT at 11-15 points and a good 5+ card suit.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.
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 over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support over 20 NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (bidding). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding. 19-20 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 21-22 Bid game with a fit. Bid 1NT with 11+ and no fit. 23+ Treat as an opening bid above.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels. (Use 2+ cards if vulnerable!) 11-15 A balanced hand with a stopper in the opponents suit. (With 16+ and a balanced hand, first double then rebid 1NT at lowest level.) 16-18 Always a penalty double. Any shape hand.	0-5 Pass or bid 5+ card suit. 6-9 Bid 1NT. 7-8 Jump to the three level with a 7+ card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 1NT. 7-8 Jump to the three level with a 7+ card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. Generally pass.
Flash Cards	Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.	FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.	FLASH CARDS Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.
No Fear Bridge Book	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.	NO FEAR BRIDGE BOOK 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.	NO FEAR BRIDGE BOOK 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.
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 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 12-15). 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 or after 2+ reply.	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 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 12-15). 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 or after 2+ reply.	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 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 12-15). 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 or after 2+ reply.
Blackwood	A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 4NT 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.	BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 4NT 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.	BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 4NT 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:
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	Undoub	Doub	Redoub
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	400

Vulnerable

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

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
redoubled contract
50
* Slam bonuses are in addition to game bonuses.

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What does 1NT mean?

9.. 12 bal + stopper
Overcall
response



U3A Intermediate Bridge 2014-15



Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) 11-12 Balanced: 1NT (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) 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 1NT to 2NT with 14 points, otherwise Pass. Raise 1NT to 3NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 2+ 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 1NT	0-3 4-10 Pass 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 11-12 Unbalanced: Look for a slam after finding a fit	0-3 4-10 Pass 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 11-12 Unbalanced: Look for a slam after finding a fit		
UNBALANCED HANDS					
OPENING BIDS OF ONE OF A SUIT					
10-19	See table of 'Twenty' on front page. Then bid longest suit	0-5 6-9 10-12 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	0-5 6-9 10-12 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	11-15 16-18 19	After limited response (same suit or NT) If combined, raise below game pass. If game is possible if partner is maximum then raise by one level above partner to bid game. If game is not possible, even if partner minimum, bid game. After a forcing response (new suit) Raise response to suit with 4+ card fit. Bid a new suit making suit at the two level. Rebid your 5+ card 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 with 6+ cards and 7 playing tricks. Jump bid in a new suit with 6+ cards and 7 playing tricks. Jump bid in a new suit with 6+ cards and 7 playing tricks. Jump bid in a new suit with 6+ cards and 7 playing tricks.
16-22	Shows 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 aces.	0-7 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ with 3+ card suit. Or bid 1NT.	0-7 8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid 2+ with 3+ card suit. Or bid 1NT.		
23+	Shows 10 playing tricks	0-7 8+ Bid 2+ (game force response). Or with any Ace and 1 King make a positive response.	0-7 8+ Bid 2+ (game force response). Or with any Ace and 1 King make a positive response.		
PREVENTIVE OPENING BIDS OF 3 OF A SUIT					
6-9	7 card suit with defensive values and no four card major. With 4 card suit bid four of suit.	0-15 16+ Less than 3 card support. PASS. 3+ support, raise one level. Bid game in one 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 one 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. Do not bid again with 12-15 points unless partner promises a second suit. With 5 card suit, first double then rebid 6 card suit.	0-5 6-9 10-12 13-15	Rebid longest suit. Bid 4+ card major in preference to longest suit. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. If balanced with 1 stopper in enemy suit. 10-12. 1NT. Jump bid 2+ your longest suit. Cue bid 3+ partner's suit or bid game in own 6+ card suit. Bid 2+ 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 10-12 13-14	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 2+ card support, give a double raise OR bid own good 5+ card suit (game 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. Responses as if partner opened the bidding.
8+15	Bid at the one level.	0-5 6-9 10-12 13-14	After an overcall at the two level: Pass or bid 5+ card suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses as if partner opened the bidding.
11-15	Can bid at the two level if necessary.	0-5 6-9 10-12 13-14	After an overcall at the two level: Pass or bid 5+ card suit. Bid 1NT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses 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.)	0-5 6-9 10-12 13-14	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 2+ card support, give a double raise OR bid own good 5+ card suit (game 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. Responses as if partner opened the bidding.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump to 3 level (double jump). Use caution if vulnerable!	0-5 6-9 10-12 13-14	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 2+ card support, give a double raise OR bid own good 5+ card suit (game 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. Responses as if partner opened the bidding.
INT Overcall 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.)	0-5 6-9 10-12 13-14	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 2+ card support, give a double raise OR bid own good 5+ card suit (game 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. Responses as if partner opened the bidding.
19+ (rare)	Always a penalty double. Any shape hand.	0-5 6-9 10-12 13-14	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 2+ card support, give a double raise OR bid own good 5+ card suit (game 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. Responses as if partner opened the bidding.

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: 25-30.
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: Club & Diamonds - Each trick 20 40 80
Hearts & Spades - Each trick 30 60 120
No trumps - Each subsequent trick 30 60 120

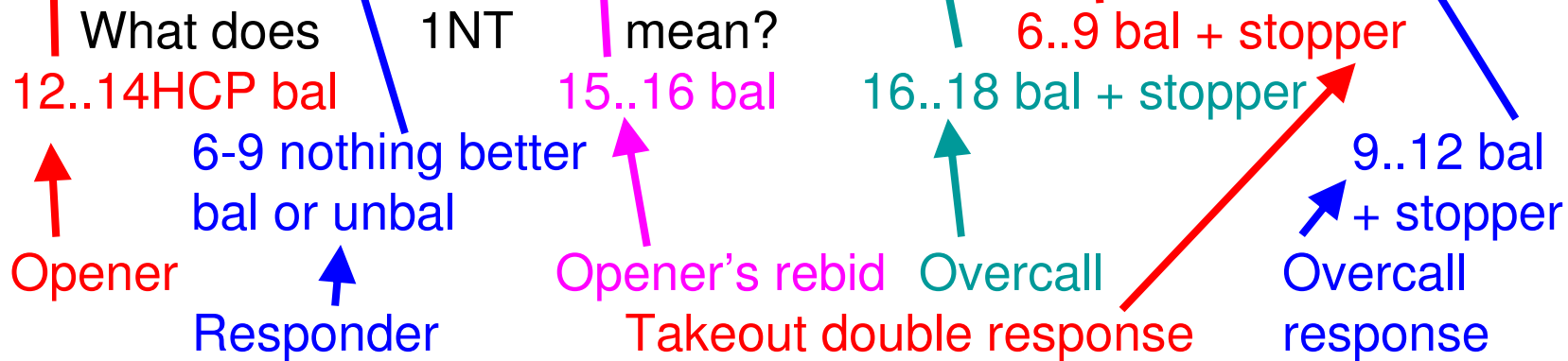
Undertricks - First trick 50 100 200
- Second and third trick 50 200 400
- Each subsequent trick 50 300 800

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

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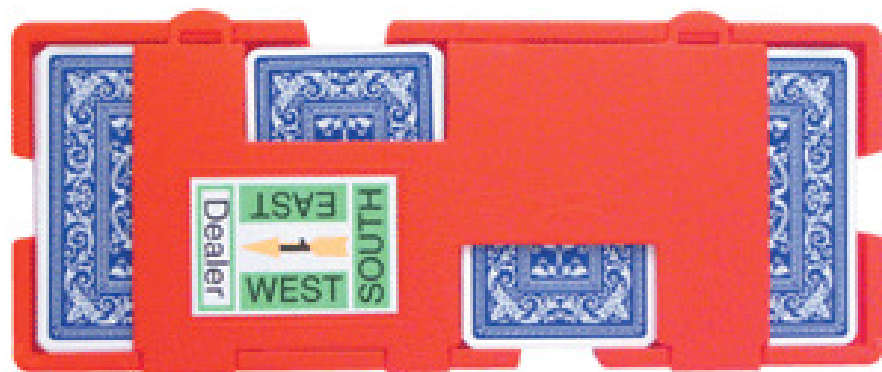




U3A Intermediate Bridge 2014-15



Week 1 Duplicate



Duplicate bridge is so-called because the same deals are played again and again at many tables. It is achieved by dealing the cards and storing the hands in 'boards'.

Do not rotate the boards, do not remove the boards from the middle of the table – they are there to be a barrier and prevent anyone touching any card except their own 13.



U3A Intermediate Bridge 2014-15



Week 1 Duplicate



North - nearest the screen – is 'coordinator' for the table.

Count your cards face down to check no problems have arisen.

Start bidding using the boxes.

Place each new bid (or pass) down on top off and offset from the previous bid you made so that a complete history of your bids can be seen.

Leave the bids showing until after the opening lead has been made.



U3A Intermediate Bridge 2014-15



Week 1 Duplicate

Bidding ends with **THREE** passes. The last player to make an active bid **should not try to pass as well**.

It is bad form to assume that just because someone has bid game, say 4♠, that the bidding has ended. Doubles (and redoubles) and slam tries may yet follow. Wait for the three passes.

Play then commences.

The player to the left of declarer makes the opening lead, which should be done **FACE DOWN**. As he leads he should ask his partner if he has any questions about the bidding. **Now is the time to say "It's not your lead"**. Anyone may ask questions about the bidding, of the **partner**, of the player who made a bid.



U3A Intermediate Bridge 2014-15



Week 1 Duplicate

During the bidding, any bid at or below 3NT which means something other than its natural meaning should be **ALERT**ed or announced.

Opening 1NT bids are announced, explaining the point range – we use the weak no trump and bidder's partner says "12 to 14". *The next player to bid will sit and wait patiently for bidder's partner to wake up and say this!*

Additionally – purely for the purposes of this group – bidder's partner explains the meaning of each bid or pass to the other 3 at their table. This is part of the learning process and hopefully allows misunderstandings to be discussed and clarified.

Thus an opening 1NT is announced "12 to 14" and explained as "12 to 14 points in a balanced hand (4333, 4432, 5332)". An 'opening pass' is "Not an opening hand – not 12+ points with normal shape, not 10+ points meeting rule of 20, not 6+ points with pre-emptive shape, could even have 12 or 13 points with 4441 shape".



U3A Intermediate Bridge 2014-15



Week 1 Duplicate

Dummy is placed on the table with room between the cards and table edge for played cards.

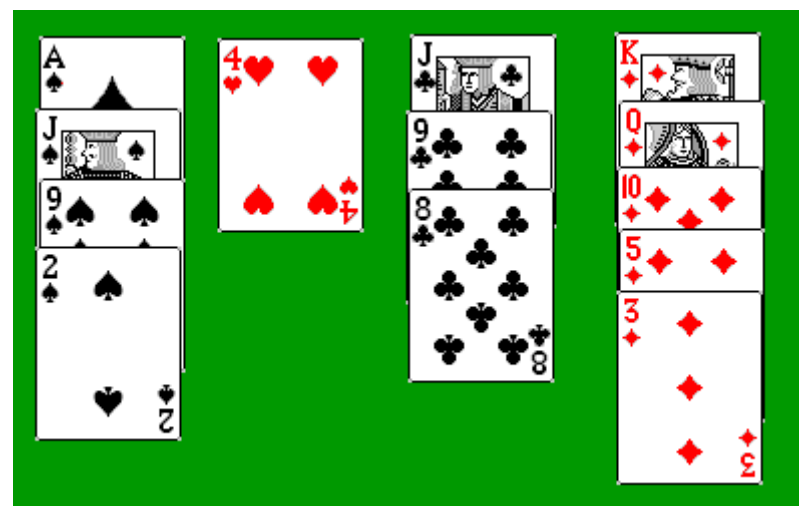
Trumps to dummy's right.

(North may need to slide the board a little to make room.)

For each trick, place the played card on your table edge, longways pointing between the pair that won the trick.

Only pick the 13 cards up after the result has been agreed by all 4 players.

SHUFFLE the 13 cards and replace in the board.





U3A Intermediate Bridge 2014-15



Week 1 Duplicate

Scoring is detailed on the **No Fear** crib sheet.

Tricks bid and made	UnDbld	Dbld	ReDbld
♣♦ - Each trick	20	40	80
♥♠ - 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 trick	100	300	600



U3A Intermediate Bridge 2014-15



Week 1 Duplicate

Bonuses

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



U3A Intermediate Bridge 2014-15



Week 1 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 shall.

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?

Tea & coffee.

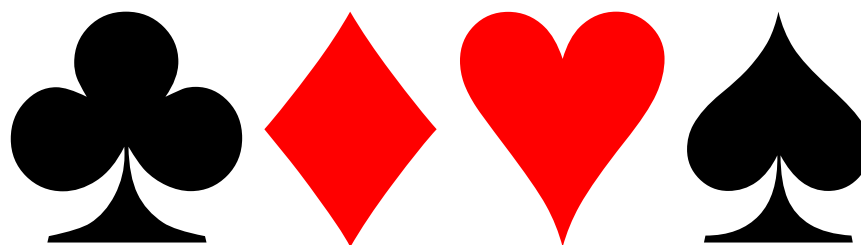
PLAY



U3A Intermediate Bridge 2014-15



Week 1 Introduction



The end