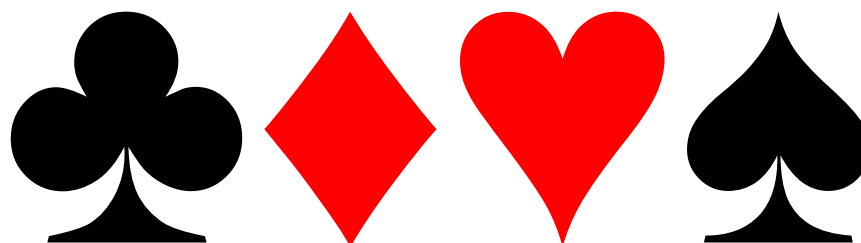




# U3A Intermediate Bridge 2014-15



## Week 1 Introduction



Steve Bailey

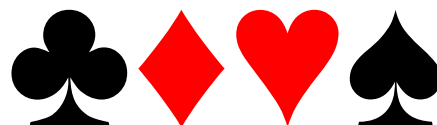
I have only been playing bridge for 6 years and I do not claim to be an expert. However I am able to drive the technology and present the material from our chosen course book.



# 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](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.*

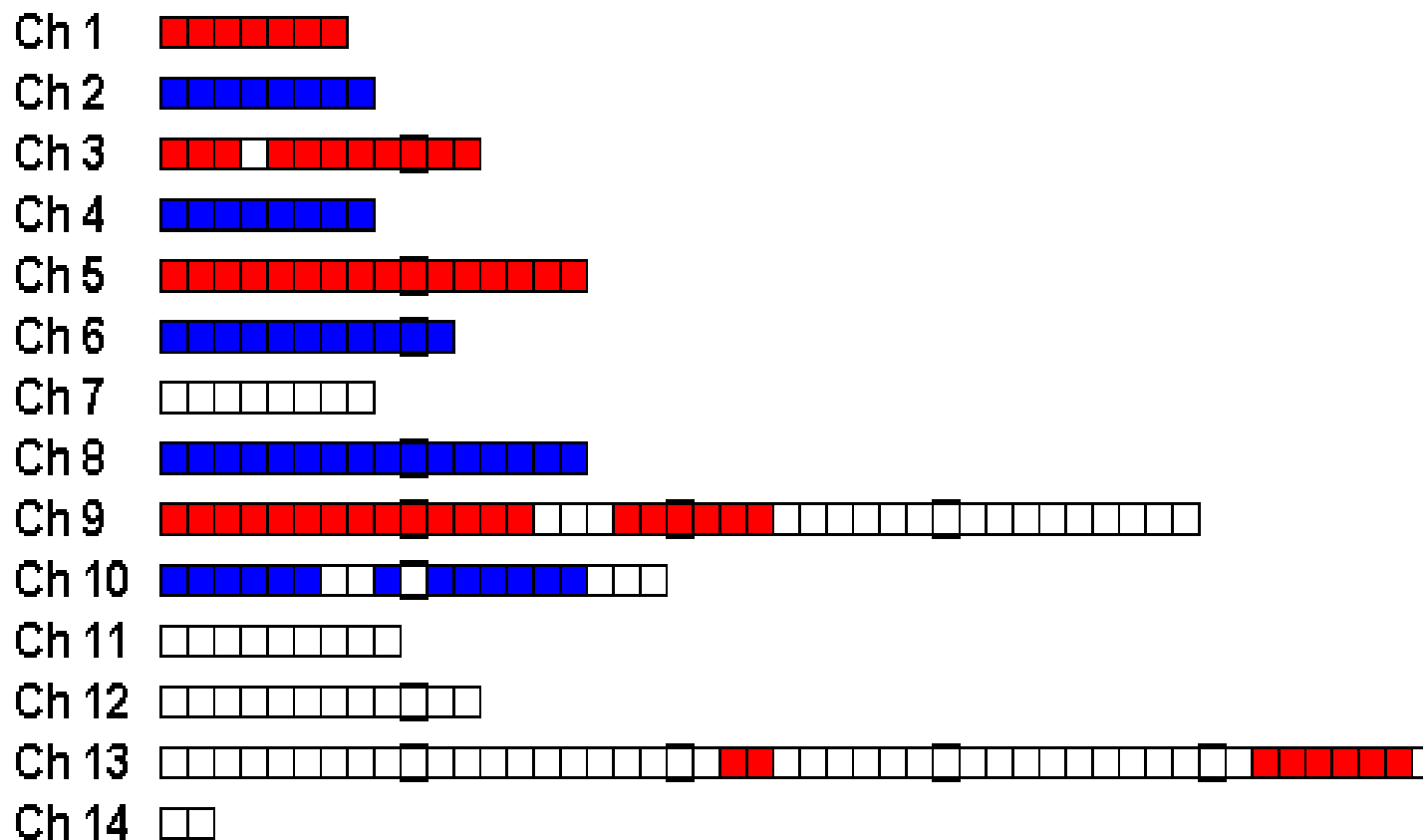


# U3A Intermediate Bridge 2014-15



## 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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 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 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	0-3 4-10	See responses to opening bids of one of a suit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 1NT. With 19 points bid 3NT
20-22	Open 2NT	0-3 4-10 11-12 13-15	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3+ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit	15-16 17-18	Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 1NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4411 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16+ 6-9 10-12 13-15	Pass Four of more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Bid only if you can't bid at the one level. Level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump rebid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit.
16-22	OPENING BIDS OF 2+, 2+ or 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 8+	Bid 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 8+	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.	0-7 8+	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.	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 6-9 9-12 13+	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 13+ Cue bid opponents' suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit
Simple Overcall 15+	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 10-15	After an overcall at the one level: Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 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
8+15 11+15	Bid at the one level. Can bid at the two level if necessary. Jump rebid 1NT at 11-15 points and a good 5+ card suit.	16+ 9-12 13-14	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT After an overcall at the two level: Responses are same as if partner opened the bidding
Jump Overcall 12-15	A six card suit containing two honours. (With 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! Bid game with a fit or NT. Bid 1NT 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!	6-10	Treat as an opening pre-emptive bid.
1NT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
 <b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 5=1, 5=2, 5=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

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

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

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27+. Small Slam: 6 in Suit 31+. 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
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120

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

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

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

**Overtricks**  
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.nofearbridge.co.uk](http://www.nofearbridge.co.uk)  
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This is the No Fear Crib Sheet.  
It folds into three and can fit in your pocket.  
Feel free to reference it during play here.





# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
BALANCED HANDS	0-10	Balanced: Pass			
	11-12	Balanced: 1NT (or unbalanced 5+ minor)			
UNBALANCED HANDS	0-5	Pass			
	6-10	Four of more cards in opener's major suit			
UNBALANCED HANDS	0-5	Pass			
	6-10	Four of more cards in opener's major suit			
UNBALANCED HANDS	0-5	Pass			
	6-10	Four of more cards in opener's major suit			

Opening bids

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	Jump bid in your longest suit.
Simple Overall	Must be a five card suit (containing two honours if minimum points)	10-11	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-	Cue bid opponents' suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
11-15	Can bid at the two level if necessary.	15-15	After an overall at the one level: 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 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	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT.
Preemptive Overall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	11-	Bid game with a fit or NT. Bid INT with 11+ and no fit. Treat as an opening pre-emptive bid.
INT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 16+ and balanced hand, first double then rebid INT at lowest level)	0-6	Pass or bid 5+ card suit.
Double of INT 16-	This is always a penalty double. Any shape hand.	7-8	Bid 2NT.
		9-	Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid INT.
		0-4	If very unbalanced, bid your longest suit.
		5-	Generally pass.
	<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 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.
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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+-. GNT 33+  
Grand Slam: 7 in Suit 35+-. 7NT: 37+.

Tricks bid and made	Vulnerable	Not vulnerable
Clubs & Diamonds - Each trick	20	40
Hearts & Spades - Each trick	30	60
1st trick	40	80
2nd subsequent trick	30	60

Undertricks	First trick	Second and third trick	Each subsequent trick
Not vulnerable	50	100	200
Vulnerable	50	300	600
First	100	200	400
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
Part-score contract bid and made	50	300	500	750
Game bid and made	- not vulnerable	300	500	750
- vulnerable	300	500	750	1000
Small slam bid and made	- not vulnerable	500	750	1000
- vulnerable	500	750	1000	1500
Grand slam bid and made	- not vulnerable	750	1000	1500
- vulnerable	750	1000	1500	2000

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

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

More resources at [www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)  
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Find our way around the No Fear Crib sheet




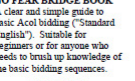


# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
12-14	Open INT	0-10 Balanced: Pass Balanced: NNT (or unbalanced 5+ minor) 11-12 Balanced: NNT (or unbalanced 5+ minor) 13-18 Balanced: -NNT invitational to 6NT 0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	0-10 Balanced: Pass Balanced: NNT (or unbalanced 5+ minor) 11-12 Balanced: NNT (or unbalanced 5+ minor) 13-18 Balanced: -NNT 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 INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	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	See responses to opening bids of one of a suit	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	
20-22	Open INT	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: -NNT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	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: -NNT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	15-16 Rebid NT at the lowest level (Pass after INT response) 17-18 Jump rebid NT. With 19 points bid 3NT	
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 Bid two of the suit 13-15 Bid three of the suit 16- Bid a new suit (forcing) 17- Bid 4+ card suit at the one level (need 9+ to bid at two level). 18- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 19- 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. 20- Bid a new suit (forcing) 21- Bid 4+ card suit at the one level (need 9+ to bid at two level). 22- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 23- 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. 24- Bid a new suit (forcing) 25- Bid 4+ card suit at the one level (need 9+ to bid at two level). 26- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 27- 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.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 Bid two of the suit 13-15 Bid three of the suit 16- Bid a new suit (forcing) 17- Bid 4+ card suit at the one level (need 9+ to bid at two level). 18- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 19- 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. 20- Bid a new suit (forcing) 21- Bid 4+ card suit at the one level (need 9+ to bid at two level). 22- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 23- 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. 24- Bid a new suit (forcing) 25- Bid 4+ card suit at the one level (need 9+ to bid at two level). 26- Bid a new suit at the one level. Bid 4+ card major at one level in preference to longer minor suit at the two level. 27- 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.	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. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	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. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	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. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 Bid 2NT (negative response). 8- With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 3NT.	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 3NT.	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8- or with any 1 Ace and 1 King make a positive response.	0-7 Bid 2+ (negative response). 8- or with any 1 Ace and 1 King make a positive response.	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 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- Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16- Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 Don't bid again unless responder bid a new suit (forcing).	19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid INT. Jump bid in a new suit. 25-26 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT. 27-28 Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game. 29-30 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 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. 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
Simple Overall 15-	Must be a five card suit (containing two honours if minimum points)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16- Raise to game or jump bid in own suit. 17-18 Bid INT with a stopper in opponents suit. 19-20 Bid 3NT 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	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16- Raise to game or jump bid in own suit. 17-18 Bid INT with a stopper in opponents suit. 19-20 Bid 3NT 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 8-15	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 NT. Bid 3NT 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 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!	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 3NT.	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 3NT.
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)	0-4 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.		
 <b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to INT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
 <b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 3NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you wish to stop in 3NT, bid 5 of an unbid suit. Partner then bids 3NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of INT 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 35+. 7NT: 37+.

Tricks bid and made	Vulnerable	Not Vulnerable
Clubs & Diamonds - Each trick	20	40
Hearts & Spades - Each trick	30	60
3NT - First trick	40	80
No trumps - Each subsequent trick	30	60

Undertricks	First trick	Second and third trick	Each subsequent trick
Not vulnerable	50	100	200
Vulnerable	50	300	600
First	100	200	400
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
Part-score contract bid and made	50			
Game bid and made	not vulnerable 300	vulnerable 500		
Small slam bid and made	not vulnerable 500*	vulnerable 750*		
Grand slam bid and made	not vulnerable 1000*	vulnerable 1500*		

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

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

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

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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	
12-14	BALANCED HANDS 12-14	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) Balanced: 2NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	15-16 17-18	Raise 2NT to 3NT with 14 points, otherwise Pass. Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit		15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19 points bid 3NT
20-22	Open 2NT	6-3 4-10 11-12 11+	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3+ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+ Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT Raise 4NT to 6NT with 23 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 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 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. But only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 2NT with balanced hand. Bid 3NT with balanced hand.	11-15 16-18 19	After limited response (same suit or NT) If combined points below game pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.
16-22	OPENING BIDS OF 2+, 2+ or 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	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). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.
23+	OPENING BID OF 3+ 23+ points (any shape) or 10 playing tricks	0-7 8+	Bid 3+ (negative response). or with any 1 Ace and 1 King make a positive response.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
6-9	PREMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no 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 6-9 9-12 13+	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 13+ Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit
Simple 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 2NT with a stopper in opponents suit. Bid 3NT 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 10+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! 11+ Bid game with a fit or 2NT. 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+	Treat as an opening pre-emptive bid.
1NT Overall 16:18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 2NT.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
 <p><b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.</p>		<p><b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.</p>	
<p><b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ("Standard English"). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609</p> 		<p><b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 2NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.</p>	

### NO FEAR BRIDGE CRIB SHEET

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

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

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

**SCORING**

Tricks bid and made	Vulnerable	Not Vulnerable
Chiefs & 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
	- 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
- vulnerable	500
Small slam bid and made	500*
- vulnerable	750*
Grand slam bid and made	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

\* Slam bonuses are in addition to game bonuses.

**Overtricks**

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

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

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Opening bids with a balanced hand and subsequent ...

Find our way around the No Fear Crib sheet



# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open INT	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 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT.
15-19	First open one of a suit then rebid 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 3+ (Stayman) Unbalanced: Look for a slam after finding a fit	15-16 17-18	Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT. Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of 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 <b>Four of more cards in opener's major suit</b> 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. <b>Bid a new suit (forcing)</b> 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. <b>Bid a new suit (forcing)</b> Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. <b>If none of the above, bid No Trumps</b> Bid 2NT - need not be balanced hand. Bid 3NT with balanced hand. Bid 3NT with balanced hand.	11-15 16-18 19	<b>After limited responses (2+ or 2+ or NT)</b> 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. <b>After a forcing response (new suit)</b> 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 19 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. 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 3NT. Jump bid in a new suit.
16-22	<b>OPENING BIDS OF 2+, 2+ or 3+</b> 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+	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.	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 3NT.
17+ 18+ 19+ 20+ 21+ 22+	<b>OPENING BID OF 3+</b> 23+ points (any shape) or 10 playing tricks <b>PREMPTIVE OPENING BIDS OF 3 OF A SUIT</b> 6+ card suit with no defensive values suit no four card major 6+ card suit bid four of a 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 at opener will have few entries.	0-7 8+ 0-15 16+	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).

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 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. Jump rebid NT at 11-13 points and a good 5+ card suit.	0-5 6-9 10-15 16+ 9-12 13-14	<b>After an overall at the one level:</b> Pass. With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid INT with a stopper in opponents suit. Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding
Jump Overall 12:15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT! Bid game with a fit or NT. Bid 3NT with 11+ and no fit
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 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.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to INT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ("Standard English"). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 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. <b>GERBER</b> A bid of 4+ over an opening bid of INT or 2NT asks for Aces. The responses are 4+ = 0 or 4, 4+ = 1, 4+ = 2, 4+ = 3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

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

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

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 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	Vulnerable	Not vulnerable
Clubs & Diamonds - Each trick	20	40
Hearts & Spades - Each trick	30	60
1st trick	40	80
2nd subsequent trick	30	60

Undertricks	First trick	Second and third trick	Each subsequent trick
Not vulnerable	50	100	200
Vulnerable	50	300	600
First	100	200	400
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
- vulnerable	50	300	500	750
- not vulnerable	100	600	1000	1500

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

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

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

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# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) 11-12 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 1NT	See responses to opening bids of one of a suit	
20-22	Open 2NT	6-3 4-10 Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: -4NT invitational to 6NT 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 Unbalanced: Look for a slam after finding a fit	15-16 17-18 Rebid NT at the lowest level (Pass after 1NT response) Jump rebid NT. With 19 points bid 3NT	Pass after a bid of 4+ or 4+ Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 1NT Raise 4NT to 6NT with 22 points, otherwise Pass.	
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1+ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass Four of more cards in opener's major suit Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 6+ Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level with 5+ card major suit or 4+ card minor suit but only if you can't bid at the one 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 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. 16-18 Jump response: responder's suit with 4+ card fit. Bid a new suit making suit at the two level. Jump to a new suit. 19 Rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit.	16-22 OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours. 23+ OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks 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.	0-7 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. 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 opening. Be cautious about bidding 3NT as opener will have few entries.	16-22 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).

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Overcall: 10-15 16-18	Opening strength and good shape (e.g. 4441, 5433, 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. 10-15 With 6+ card suit, first double then rebid 6 card suit. Simple Overcall: 8-15 Bid at 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. Jump Overcall: 12-15 A six card suit containing two honours. Preemptive Overcall: 6-10 With good suit quality and at least a 7 card suit, jump two levels with caution if vulnerable! 1NT Overcall: 16-18 An unbalanced hand with a stopper in the opponents suit. 19 In a 10+ and balanced hand, first double then rebid NT at next level. 19 This is always a penalty double. Any shape hand.	0-8 Bid your longest suit. Bid 4+ cards response to longer minor. With few points and no other response to opponents suit bid your cheapest 3 card suit. 6-9 1NT if balanced with 1 stopper in enemy suit. 10-12 1NT Jump bid in your longest suit. 9-12 Cue bid opponents' suit or bid game in own 6+ card suit. 13-15 Bid 3NT if balanced with stopper in opponents suit. 6-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-15 With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). 16+ Raise to game or jump bid in own suit. 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. 6-10 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 11-12 Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.	<b>NO FEAR BRIDGE CRIB SHEET</b> <b>HAND VALUATION</b> High Card Points: Ace=4, King=3, Queen=2, Jack=1 Distributional Points (with a trump fit only): Void=5, Singleton=3, Doubleton=1. <b>RULE OF TWENTY</b> 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. <b>CONTRACT LIMIT GUIDE</b> Approximate points required to bid to various levels: Start scores: 15-24. Major Suit games and 3NT: 15+ Minor Suit games: 17+. Small Slam: 6 in Suit 31+. Grand Slam: 7 in Suit 35+. 7NT: 37+ <b>SCORING</b> 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 - Each trick Bonzies 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. <b>Overtricks</b> 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 <a href="http://www.nofearbridge.co.uk">www.nofearbridge.co.uk</a> © Leigh Harding 2006. Version 3.1

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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 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+, 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 2NT.
15-19	First open one of a suit then rebid 1NT		See responses to opening bids of one of a suit		Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19 points bid 3NT
20-22	Open 2NT	6-3 4-10 11-12 11+	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 3+ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit		Pass after a bid of 4+ or 4+ Raise 3+ or 4+ to game with 3 or 4 card support, otherwise bid 1NT Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16+ 6-9 11-12 13-15	Pass Four of more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. 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 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 higher 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 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.
16-22	OPENING BIDS OF 2+, 2+ or 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	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 1NT.		Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
23+	OPENING BID OF 3+ 23+ points (any shape) or 10 playing tricks	0-7 8+	Bid 3+ (negative response). or with any 1 Ace and 1 King make a positive response.		Don't bid 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.		

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+	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 13+ Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple 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+ 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 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!	6-10	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 2NT. Generally, do not bid.

**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.  
2+ = 4 hearts, 2+ = 4 spades.  
You usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12).  
But you can use Stayman with 6-10 if 4-5 or 4-4 in the major 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 6 level. When the response is insufficient for a slam, stop at the 5 level. If you want to stop in 2NT, bid 5 of an unbid suit. Partner then bids 2NT. Do not ask for Kings unless you know you have the strength for a grand slam.

**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](http://www.nofearbridge.co.uk) or phone 01932 344609

### NO FEAR BRIDGE CRIB SHEET

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

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

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

Tricks bid and made	Vulnerable	Not vulnerable
Clubs & Diamonds - Each trick	20	40
Hearts & Spades - Each trick	30	60
No trumps	40	80
Undertricks		
Not vulnerable	First trick	50
	Second and third trick	50
	Each subsequent trick	50
Vulnerable	First	100
	Second & subsequent	100

Bonus	Points
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	1500*
- not vulnerable	3000*
- vulnerable	3000*

\* If making doubled contract  
100 redoubled contract  
slam bonuses are in addition to game bonuses.

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

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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 3NT (or unbalanced 5+ minor) Balanced: 4NT invitational to 6NT	Raise 2NT to 3NT with 14 points, otherwise Pass.	
		0-10 11+ 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	Raise 4NT to 6NT with 14 points, otherwise Pass. Always pass over 2+, 2+ or 2+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT.	
15-19	First open one of a suit then rebid 1NT		See responses to opening bids of one of a suit	15-16 17-18	Rebid 1NT at the lowest level (Pass after 1NT response) Jump rebid 2NT. With 19 points bid 3NT
20-22	Open 2NT	6-3 4-10 11-12 11+	Pass Balanced or long minor: Bid 2NT With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) Balanced: 4NT invitational to 6NT Unbalanced: Look for a slam after finding a fit	Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 2NT. Raise 4NT to 6NT with 22 points, otherwise Pass.	
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1+ c) With 4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 6-9 10-12 13-15 6+ 9+ 16+ 6-9 11-12 13-15	Pass Four or more cards in opener's major suit Bid two of the suit Bid three of the suit Bid four of the suit Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Bid only if you can't bid at the one level. Bid 4 card major at the one level in preference to longer minor suit at the two level. Jump bid in a new suit. Must be 5+ card suit. If none of the above, bid No Trumps Bid 2NT with balanced hand. Bid 3NT 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. After a forcing response (new suit) Raise responder's suit with 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. Jump rebid your suit with 6+ cards and 7 playing tricks. Bid game in partner's suit with a fit or bid 2NT. Jump bid in a new suit.	11-15 16-18 19
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 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 2NT.	Over 2+ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.	
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 8+	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.	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 6-9 9-12 13+ 15-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. INT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. Cue bid opponents' suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponents suit.
Simple Overall 15+	Must be a five card suit (containing two honours if minimum points)		<b>After an overall at the one level:</b> Pass With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 2NT with a stopper in opponents suit. Bid 3NT 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 2NT. With 11-15 points and a good 5+ card suit.	10-15 16+ 9-12 13-14	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own 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 6-9 11+	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. Bid game with a fit or NT. Bid 2NT with 11+ and no fit. Treat as an opening pre-emptive bid.
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 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 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.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an 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.	
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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 2NT: 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](http://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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 11-12 13-18 19-20	Balanced: Pass Balanced: 2NT (or unbalanced 5+ minor) Balanced: 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 3+ response. Pass after a bid of 4+ or 4+. Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT.
15-19	First open one of a suit then rebid 1NT	0-3 4-10	Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overleaf) 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 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	15-16 17-18	Pass after a bid of 4+ or 4+ Raise 3+ or 3+ to game with 3 or 4 card support, otherwise bid 3NT Raise 4NT to 6NT with 22 points, otherwise Pass.
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of 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 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. 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. 19 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 3+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 8+	Bid 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 3NT.	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.
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+	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.	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 6-9 9-12 13-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponents suit bid your cheapest 3 card suit. 1NT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Bid 3NT if balanced with stopper in opponents suit
Simple Overall 15+	Must be a five card suit (containing two honours if minimum points)	0-5 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.	16+ 9-12 13-14	With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. With 3+ card support, give a double raise OR bid own good 5+ card suit (not forcing). Bid 1NT with a stopper in opponents suit. 15+ Bid 3NT After an overall at the two level: Responses are same as if partner opened the bidding
Jump Overall 12+15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11-12	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!	6-10	Treat as an opening pre-emptive bid.
1NT Overall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid 1NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
Double of 1NT 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
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**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:  
Start scores: 15-24. 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
Chefs & Diamonds	- Each trick	20	40
Hearts & Spades	- Each trick	30	60
No trumps	- First trick	40	80
	- Each subsequent trick	30	60

**Undertricks**

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

**Vulnerable**

First	100	200	400
Second & subsequent	100	300	600

**Bonuses**

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

\* Slam bonuses are in addition to game bonuses.

**Overtricks**

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

More resources at [www.nofearbridge.co.uk](http://www.nofearbridge.co.uk)  
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Hand evaluation  
Rule of twenty  
Contract guide

Find our way around the No Fear Crib sheet



# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass Balanced: 1NT (or unbalanced 5+ minor) 11-12 Balanced: 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) 11-18 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	
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit			
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of 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 See 'Rule of 10' 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 2+ at two level). Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Bid a new higher ranking suit at the two level. Bid a new suit. Must be 5+ card suit. 16-18 If none of the above, bid No Trumps Bid 1NT - need not be balanced hand. Bid 1NT with balanced hand. 19 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.	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+ card fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second time partner's suit or bid 2NT.		
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.				
23+	OPENING BID OF 2+ = points (any shape) or 10 playing tricks	0-7 8+ Bid 2+ (negative response). Any other rebid is forcing to game.			
6-9	COMPENSATIVE OPENING BIDS OF 3 OF A SUIT 17+ points with no defective values and no four card suit. With 17+ card suit bid four of a 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.	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. 1NT if balanced with 1 stopper in enemy suit. 10-12. 1NT Jump bid in your longest suit. 13+ 13-15 Bid 3NT if balanced with stopper in opponents suit
Simple Overcall 15+	Must be a five card suit (containing two honours if minimum points)	0-5 6-9 10-15 16+ 17-18	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 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
Jump Overcall 8-15	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! 11-12 Bid game with a fit or 2NT. Bid 2NT with 11+ and no fit
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	11-12	Treat as an opening pre-emptive bid.
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 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.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acrol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond 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.	
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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+. GNT 33+ Grand Slam: 7 in Suit 35+. 7NT: 37+

**SCORING**

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

**Undetricks**

Not vulnerable - First trick	50	100	200
- 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**

Undeal: - Trick value  
Dealt: -100 each if not vulnerable, 200 each if vulnerable  
Redealt: -200 each if not vulnerable, 400 each if vulnerable

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

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The first non-pass bid is the opening bid.

There is only ONE opening bid.

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

So, what does 1NT mean? ...



# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 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 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 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: 3NT (unbalanced to 6NT) 27-28 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 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: 3NT (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: 3NT (unbalanced to 6NT) 19-20 Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 3NT	
<b>UNBALANCED HANDS</b>					
<b>OPENING BIDS OF ONE OF A SUIT</b>					
10-19	See 'Rule of Twenty' on 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 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 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. 20-21 If none of the above, bid No Trumps 22-23 Bid 1NT - need 10+ balanced hand. 24-25 Bid 2NT with unbalanced hand. 26-27 Bid 3NT 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 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. 20-21 If none of the above, bid No Trumps 22-23 Bid 1NT - need 10+ balanced hand. 24-25 Bid 2NT with unbalanced hand. 26-27 Bid 3NT 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. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.	11-15 After limited response (same suit or NT) If combined 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. 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). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	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). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	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 6 defensive values suit no four card major. With 8 card, suit bid four of suit.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	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).	

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. 16-17 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 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. 10-11 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding.
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.	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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 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. 10-11 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 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 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 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. 10-11 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 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 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 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. 10-11 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 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 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 or bid 5+ card suit. 6-9 Bid 2NT. 10-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 12-13 If very unbalanced, bid your longest suit. 14-15 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 10-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 12-13 If very unbalanced, bid your longest suit. 14-15 Generally pass.
19+ points	Always a penalty double. Any shape hand.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 10-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 12-13 If very unbalanced, bid your longest suit. 14-15 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 2NT. 10-11 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 12-13 If very unbalanced, bid your longest suit. 14-15 Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

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

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

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

**SCORING**

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

**Undertricks**

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

**Vulnerable**

First	100	200	400
Second & subsequent	100	300	600
trick			

**Bonus**

Part-score contract bid and made	50
Game bid and made	300
- not vulnerable	500
- vulnerable	500
Small slam bid and made	750*
- not vulnerable	1000*
- 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**  
Undeclared - Trick value  
Declared - 100 each if not vulnerable, 200 each if vulnerable  
Redeclared - 200 each if not vulnerable, 400 each if vulnerable

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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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 3NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 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	6-3 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			
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See table of 'Twenty' on front page. Then bid: a) The longest suit b) Higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) 4-4-4-1 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 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 or NT) If enough points below game pass. If game possible if partner is maximum then raise by one level forcing partner to bid game. If game certain even if partner minimum, bid game. 16-18 After a forcing response (new suit or NT) 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 responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid a new suit. Jump bid a new suit with 6+ cards and 7 playing tricks. 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+ 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+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 11-12 Or, bid 2+ (positive response). 13-15 Bid 2+ (negative response). 16-18 With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 19-20 Or, bid 2+ (positive response). 21-22 Bid 2+ (negative response). 23+ With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 24-25 Or, bid 2+ (positive response). 26-28 Bid 2+ (negative response). 29-30 With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 31-32 Or, bid 2+ (positive response). 33-35 Bid 2+ (negative response).			
23+	OPENING BID OF 2+ (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8-10 With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 11-12 Or, bid 2+ (positive response). 13-15 Bid 2+ (negative response). 16-18 With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 19-20 Or, bid 2+ (positive response). 21-22 Bid 2+ (negative response). 23+ With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 24-25 Or, bid 2+ (positive response). 26-28 Bid 2+ (negative response). 29-30 With 3+ ace support and any Ace, raise one level. With 2+ ace support and no Ace, bid game. 31-32 Or, bid 2+ (positive response). 33-35 Bid 2+ (negative response).			
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. 16-18 Bid game in one of the suit or bid a new suit (forcing). 19-20 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. 15-16 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 (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. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.	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 (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. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.
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. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.	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 (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. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (forcing). 13-14 Raise to game or 2+ bid in own suit. 15-16 Bid 1NT with a stopper in opponents suit. 17-18 Bid 2NT with a stopper in opponents suit. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.	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 (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. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with 3+ card support. 27-28 Bid 2NT with 11+ and no fit. 29-30 Treat as an opening bid pre-emptive bid.
Pre-emptive Overcall 6-10	With good suit quality and at least a 7 card suit. Jump to the level of the bid. 11-15 A balanced hand with a stopper in the opponents suit. 16-18 With 10+ and balanced hand, first double then rebid NT (lower level if possible). 19-20 Always a penalty double. Any shape hand.	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. 13-14 If very unbalanced, bid your longest suit. 15-16 Generally pass.	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. 13-14 If very unbalanced, bid your longest suit. 15-16 Generally pass.
FLASH CARDS	Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		
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STAYMAN	Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = 4 card major, 2+ = 3 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 0, 1 or 2 of 4 in the major because you can rebid the 5 card suit or after 2+ reply.		
LACKWOOD	Bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 3=2, 2=3, 1=4, 0=5. Now 3NT asks for Kings. Give the same responses at the 4 level. When a 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 4. Do not ask for Kings unless you know you have the strength to bid a grand slam.		
TRICKS	A clear and simple guide to basic Acol bidding ('Standard English'), suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		

### 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	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	Fourth and subsequent trick
- First	50	100	200
- Second	50	200	400
- Each subsequent trick	50	300	600

**Vulnerable**

First	Second	Subsequent
100	200	400
200	400	800
300	600	1200
400	800	1600
500	1000	2000
600	1200	2400
700	1400	2800
800	1600	3200
900	1800	3600
1000	2000	4000
1100	2200	4400
1200	2400	4800
1300	2600	5200
1400	2800	5600
1500	3000	6000
1600	3200	6400
1700	3400	6800
1800	3600	7200
1900	3800	7600
2000	4000	8000

For making doubled contract  
redoubled contract  
50  
100  
150  
200  
250  
300  
350  
400  
450  
500  
550  
600  
650  
700  
750  
800  
850  
900  
950  
1000

\* Slam bonuses are in addition to game bonuses.

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

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

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	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 1NT (or unbalanced 5+ minor) 13-18 Balanced: 1NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (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	15-19 First open one of a suit then rebid NT	15-19 Rebid NT at the lowest level (Pass after 1NT response) 17-19 Jump rebid NT. With 19+ points bid 3NT
20-22	Open 2NT	6-3 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+ Unbalanced: Look for a slam after finding a fit	6-3 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+ Unbalanced: Look for a slam after finding a fit	15-19 Rebid NT at the lowest level (Pass after 1NT response) 17-19 Jump rebid NT. With 19+ points bid 3NT	15-19 Rebid NT at the lowest level (Pass after 1NT response) 17-19 Jump rebid NT. With 19+ points bid 3NT
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See table of 'Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) The 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 longest suits.	0-5 Pass Four or more cards in opener's major suit Bid two of the suit 6-9 Bid three of the suit 10-12 Bid four of the suit 13-15 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. 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 12+ balanced hand. Bid 2NT with unbalanced hand. Bid 3NT with unbalanced hand.	0-5 Pass Four or more cards in opener's major suit Bid two of the suit 6-9 Bid three of the suit 10-12 Bid four of the suit 13-15 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. 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 12+ balanced hand. Bid 2NT with unbalanced hand. Bid 3NT 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. 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 a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.	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. 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 a fit or bid 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.
16-22	OPENING BIDS OF 2+, 2+ or 2+ 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.	8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	8+ With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	16-22	16-22
23+	OPENING BID OF 2+ (any shape) or 10 playing tricks	0-7 8+ Bid 2+ (negative response). Any other rebid is a positive response.	0-7 8+ Bid 2+ (negative response). Any other rebid is a positive response.	23+	23+
6-9	PREDICTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with defensive values suit no four card major. With 6 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 at opener will have few entries.	0-15 16+ Less than 3 card support. PASS. 3+ support, raise one level. Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT at opener will have few entries.	6-9	6-9

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double: 12-15	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a 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 pass. DO NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (see overcall). 13-15 Raise to game or 2+ bid in own suit. 16-18 Bid 1NT with a stopper in opponents suit. 19+ 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 pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ After an overcall, the two level. Responses are as if partner opened the bidding.
Simple Overcall: 8-15	Must be a five card suit (containing two honours if minimum points). 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 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ 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 pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ 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)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ 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 pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ After an overcall, the two level. Responses are as if partner opened the bidding.
Preemptive Overcall: 6-10	With good suit quality and at least a 7 card suit, jump two levels. (Use the double jump)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ 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 pass. DO 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. 15-18 Bid 1NT with a stopper in opponents suit. 19+ After an overcall, the two level. Responses are 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 NT at lower level)	0-5 Pass or bid 5+ card suit. 6-9 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
19+ points	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 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.	0-5 Pass or bid 5+ card suit. 6-9 Bid 1NT. 7-8 Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 1NT. 9-10 If very unbalanced, bid your longest suit. 11-12 Generally pass.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acrol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major fit. Partner's responses are 2+ no 4 card major, 2+ 4 hearts, 2+ 4 spades. Usually need 11+ points to respond with Stayman because you must have a honest rebid if partner bids 2+ (i.e. 1NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acrol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 3NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you wish to stop in 3NT, bid 5 of an unbid suit. Partner then bids 3NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 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+-. Grand Slam: 7 in Suit 35+-. 7NT: 37+.

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

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- 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](http://www.no-fear-bridge.co.uk)

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

Opener



# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS	
<b>BALANCED HANDS</b>					
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 3NT (or unbalanced 5+ minor) 19-20 Balanced: 4NT invitational to 6NT	0-10 Unbalanced: 2+, 2+ or 2+ (2+ is reserved for 'Stayman' convention - see overcall) 11+ With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 10+ Unbalanced: Look for a slam after finding a fit	15-16 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 2+ or 2+ to game with 3 or 4 card support, otherwise bid 2NT	15-16 Rebid 2NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19+ points bid 3NT
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 2NT	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 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
20-22	Open 2NT	0-3 Pass 4-10 Balanced or long minor: Bid 2NT 11-12 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 11-12 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points bid 2NT	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 With 6+ card major suit bid game With 5 card major suit jump to 3 of the major With 4 card major suit bid 2+ (Stayman) 11-12 Balanced: 4NT invitational to 6NT 11+ Unbalanced: Look for a slam after finding a fit
<b>UNBALANCED HANDS</b>					
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 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 ranking suit at the one level. Bid 4+ card major at the one level only if you can't bid at the one level. 16- Jump bid to new suit. Must be 5+ card suit. 6-9 If none of the above, bid No Trumps 10-12 Bid 1NT - need to be balanced hand. 11-12 Bid 2NT with unbalanced hand. 13-15 Bid 3NT 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 1NT. Jump bid in a new suit. After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 2NT.	15-16 Rebid 2NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19+ points bid 3NT	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 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
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+ to 3+ card suit. Or bid 2NT. 0-7 Bid 2+ (game force response). 8+ or with any Ace and 1 King make a positive response.	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+ to 3+ card suit. Or bid 2NT. 0-7 Bid 2+ (game force response). 8+ or with any Ace and 1 King make a positive response.	15-16 Rebid 2NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19+ points bid 3NT	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 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
6-9	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 own suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16+ Bid game in own suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	15-16 Rebid 2NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 2NT. With 19+ points bid 3NT	15-16 Pass 17-18 Balanced or long minor: Bid 2NT 19-20 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

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. 15- With 6 card suit, first double then rebid 6 card suit.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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. 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 pass. DO NOT BID OWN SUIT. 10-12 With 2+ card support, give a double raise OR bid own good 5+ card suit (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. 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)	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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are as if partner opened the bidding.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels. Use the 'Rule of Double Jump'.	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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are 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 (game forcing). 13-14 Raise to game or 2+ bid in own suit. 13-14 Bid 2NT with a stopper in opponents suit. 15+ Bid 3NT. Responses are as if partner opened the bidding.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 3NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you wish to stop in 3NT, bid 5 of an unbid suit. Partner then bids 3NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

### NO FEAR BRIDGE CRIB SHEET

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

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

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 15-  
Minor Suit games: 17+. Small Slam: 6 in Suit 31+; 6NT 33+  
Grand Slam: 7 in Suit 35+; 7NT: 37+

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

**Undertricks**  
Not vulnerable - First trick 50 100 200  
- 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](http://www.no-fear-bridge.co.uk)  
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What does 1NT mean?

6-9 nothing better  
bal or unbal

Responder







# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 3NT (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. 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 Pass.		
15-19	First open one of a suit then rebid 1NT	See responses to opening bids of one of a suit	15-16 Rebid 1NT at the lowest level (Pass after 1NT response) 17-18 Jump rebid 1NT. With 19+ points rebid 3NT			
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	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			
<b>UNBALANCED HANDS</b>						
10-19	OPENING BIDS OF ONE OF A SUIT See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 16-18 Bid a new suit (forcing) Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. 19-20 Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 21-22 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Rebid your 5+ card suit. 23-24 Jump rebid your suit with 6+ cards and 7 playing tricks. 25-26 Jump rebid your suit with 6+ cards and 7 playing tricks. 27-28 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. 29-30 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.	0-5 Pass 6-9 Bid two of the suit 10-12 Bid three of the suit 13-15 Bid four of the suit 16-18 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. 19-20 Bid a new lower ranking suit at the two level. Rebid your 5+ card suit. 21-22 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Rebid your 5+ card suit. 23-24 Jump rebid your suit with 6+ cards and 7 playing tricks. 25-26 Jump rebid your suit with 6+ cards and 7 playing tricks. 27-28 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. 29-30 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.	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. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Rebid your 5+ card suit. 21-22 Jump rebid your suit with 6+ cards and 7 playing tricks. 23-24 Jump rebid your suit with 6+ cards and 7 playing tricks. 25-26 Bid game in partner's suit with a fit or bid 1NT. Jump bid in a new suit. 27-28 After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-4). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.	0-7 Bid 2+ (negative response). 8-10 With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid one good 5+ card suit. Or bid 1NT.			
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. 16-18 Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.	0-15 Less than 3 card support. PASS. 3+ support, raise one level. 16-18 Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.			

OVERCALLS		RESPONDING TO OVERCALLS	
Takeout Double 12-15	With opening strength and good shape (e.g. 4441, 5440, zero or one card in opponents suit). Shape is less important the higher the point count. You must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner proposes a new suit. 16-18 With 6 card suit, first double then rebid 6 card suit.	0-5 Bid 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. 6-9 INT if balanced with 1 stopper in enemy suit. 10-12. 1NT Jump bid 4+ card longest suit. 10-12 Cue bid in partner's suit or bid game in own 6+ card suit. 13-15 Bid 2+ if balanced with stopper in opponents 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 3+ card support, give a double raise OR bid own good 5+ card suit (if possible). 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 After an overcall, the two level. Responses are 2+ if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 23-24 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. 25-26 Treat as an opening pre-emptive bid.
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 pass. DO NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (if possible). 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 After an overcall, the two level. Responses are 2+ if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 23-24 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. 25-26 Treat as an opening pre-emptive bid.	
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 3+ card support, give a double raise OR bid own good 5+ card suit (if possible). 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 After an overcall, the two level. Responses are 2+ if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 23-24 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. 25-26 Treat as an opening pre-emptive bid.	
Pre-emptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (use double jump).	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (if possible). 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 After an overcall, the two level. Responses are 2+ if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 23-24 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. 25-26 Treat as an opening pre-emptive bid.	
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 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. 13-14 If very unbalanced, bid your longest suit. 15-16 Generally pass.	
Penalty Double 19-20	Always a penalty double. Any shape hand.	0-5 Pass. 6-9 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 10-12 With 3+ card support, give a double raise OR bid own good 5+ card suit (if possible). 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 After an overcall, the two level. Responses are 2+ if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. DO NOT BID OWN SUIT. 23-24 Bid game with a fit or NT. Bid 1NT with 11+ and no fit. 25-26 Treat as an opening pre-emptive bid.	
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2+ = no 4 card major, 2+ = 4 hearts, 2+ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honour rebid if partner bids 2+ (i.e. 2NT with 11-12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the major because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding (Standard English!). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 341509		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 3NT asks for Kings. Give the same responses at the 4 level. When the response is insufficient for a slam, stop at the 3 level. If you wish to stop in 3NT, bid 5 of an unbid suit. Partner then bids 3NT. Do not ask for Kings unless you know you have the strength for a grand slam. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 4=2, 4=3. Now 4+ asks for Kings. Give the same responses at the 5 level.	

**NO FEAR BRIDGE CRIB SHEET**

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

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

**CONTRACT LIMIT GUIDE**  
Approximate points required to bid to various levels:  
Part scores: 18-24. Major Suit games and 3NT: 25-  
Minor Suit games: 27-. Small Slam: 6 in Suit 31+-. GNT 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			
Not vulnerable - First trick	50	100	200
- Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
- Second & subsequent	100	300	600
trick			

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

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

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

16..18 bal + stopper

Overcall







# U3A Intermediate Bridge 2014-15



## Week 1 No Fear Crib Sheet

OPENING BIDS		RESPONDING BIDS		OPENER'S REBIDS		
<b>BALANCED HANDS</b>						
12-14	Open 1NT	0-10 Balanced: Pass 11-12 Balanced: 2NT (or unbalanced 5+ minor) 13-18 Balanced: 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 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 2+ or 4+ 23-24 Raise 2+ or 2+ to game with 3 or 4 card support, otherwise bid 2NT. 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 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	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 invitational to 6NT 27-28 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		
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 invitational to 6NT 19-20 Unbalanced: Look for a slam after finding a fit				
<b>UNBALANCED HANDS</b>						
<b>OPENING BIDS OF ONE OF A SUIT</b>						
10-19	See 'Rule of Twenty' on front page. Then bid: a) The longest suit b) The higher ranking of any two equal length suits. Exception: with 4 Hearts and 4 Spades open 1♥ c) With 4441 distribution: With a red suit singleton open the suit below singleton. With a black suit singleton open the middle of the 3 touching suits.	0-5 Pass 6-9 Four or more cards in opener's major suit 10-12 Bid two of the suit 13-15 Bid three of the suit 16-18 Bid four of the suit 19-20 Bid a new suit (forcing) 21-22 Bid 4+ card suit at the one level (need 9+ to bid at two level). Bid a new suit at the one level. 23-24 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. 25-26 Bid a new suit. Must be 5+ card suit. 27-28 If none of the above, bid No Trumps 29-30 Bid 1NT - need 10+ balanced hand. 31-32 Bid 2NT with unbalanced hand. 33-35 Bid 3NT 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. 19-20 Jump support responder's suit with 4+ card fit. Bid a new higher ranking suit at the two level. Jump bid in a new suit. 21-22 Jump support your suit with 6+ cards and 7 playing tricks. 23-24 Bid game in partner's suit with a fit or bid 1NT. 25-26 Jump bid in a new suit. 27-28 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 With good suit quality and at least a 7 card suit, jump two overcalls (Use 2+ double jump) 17-18 Use 2+ caution if vulnerable! 19-20 A balanced hand with a stopper in the opponents suit. 21-22 With 10+ and balanced hand, first double then rebid NT at lower level. 23-24 With 10+ and balanced hand, first double then rebid NT at lower level. 25-26 Always a penalty double. Any shape hand.		
16-22	OPENING BIDS OF 2+, 2+ or 2+ Should have 8 playing tricks and a good 6+ card suit or two good suits (at least 5-5). The suit(s) should contain at least two honours.	0-7 Bid 2+ (negative response). 8-9 With 3+ card support and any Ace, raise one level. 10-11 With 3+ card support and no Ace, bid game. 12-13 Or, bid one good 5+ card suit. Or bid 1NT.				
23+	OPENING BID OF 2+ 23+ points (any shape) or 10 playing tricks	0-7 Bid 2+ (negative response). 8-9 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. 16-18 Bid game in opener's suit or bid a new suit (forcing). 19-20 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. 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. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.
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. 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 pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening 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)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two overcalls (Use 2+ double jump) Use 2+ caution if vulnerable!	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.
INT Overcall 16-18	A balanced hand with a stopper in the opponents suit. (With 10+ and balanced hand, first double then rebid NT at lower level)	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.
Invitational Overcall 19-20	Always a penalty double. Any shape hand.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.	0-5 Pass 6-9 With 3+ card support, give a single raise. Without support pass. 10-11 With 2+ card support, give a double raise OR bid own good 5+ card suit (6+ preferred). 12-13 Raise to game or 2+ bid in own suit. 13-14 Bid 1NT with a stopper in opponents suit. 15-16 Bid 2NT with a stopper in opponents suit. 17-18 After an overcall, the two level. 19-20 Responses as if partner opened the bidding. 21-22 With 3+ card support, give a single raise. Without support pass. 23-24 With 2+ card support, give a double raise OR bid own fit. 25-26 Bid game with a fit. Bid 1NT with 11+ and no fit. 27-28 Treat as an opening bid.
<b>FLASH CARDS</b> Practice your bidding without a partner! A set of 70 colour coded flash cards on basic Acol bidding sequences.		<b>STAYMAN</b> Bid 2+ 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 honour rebid if partner bids 2+ (i.e. 1NT without 12). But you can use Stayman with 6-10 if 4-5 or 4-4 in the majors because you can rebid the 5 card major after 2+ reply.	
<b>NO FEAR BRIDGE BOOK</b> A clear and simple guide to basic Acol bidding ('Standard English'). Suitable for beginners or for anyone who needs to brush up knowledge of the basic bidding sequences. Available from <a href="http://www.no-fear-bridge.co.uk">www.no-fear-bridge.co.uk</a> or phone 01932 344609		<b>BLACKWOOD</b> A bid of 4NT is asking for Aces. The responses are 5=0 or 4, 4=1, 5=2, 6=3. Now 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. <b>GERBER</b> A bid of 4+ over an opening bid of 1NT or 2NT asks for Aces. The responses are 4=0 or 4, 4=1, 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: Undeclared Double Redoubt  
Clubs & Diamonds - Each trick 20 40 80  
Hearts & Spades - Each trick 30 60 120  
First trick 40 80 160  
No trumps - Each subsequent trick 30 60 120

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

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

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

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

More resources at [www.no-fear-bridge.co.uk](http://www.no-fear-bridge.co.uk)  
© Leigh Harding 2006. Version 3.1

What does 1NT mean?

9.. 12 bal  
+ stopper  
Overcall  
response

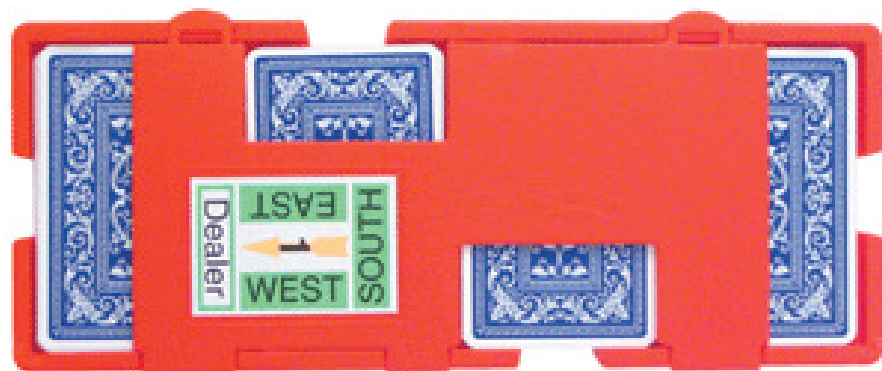




# U3A Intermediate Bridge 2014-15



## 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.

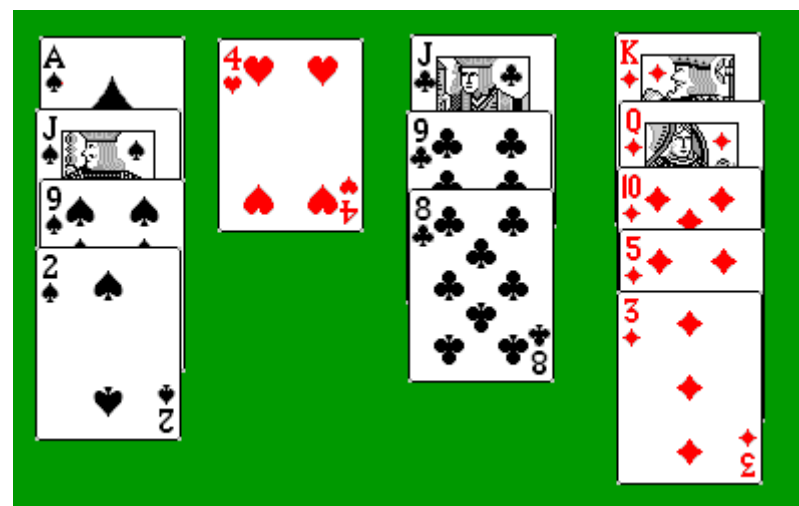
Trumps to dummy's right.

(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.

<b>Tricks bid and made</b>	<b>UnDbld</b>	<b>Dbld</b>	<b>ReDbld</b>
♣♦ - Each trick	20	40	80
♥♠ - Each trick	30	60	120
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120
<b>Undertricks</b>			
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.**

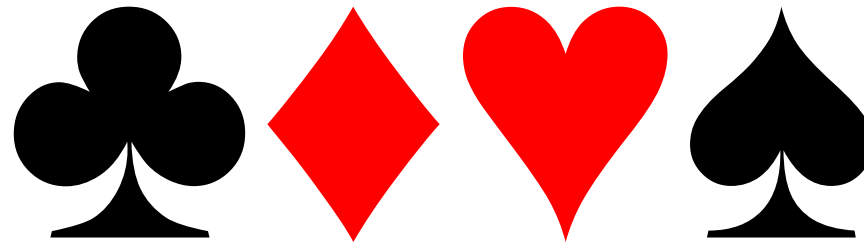
**PLAY**



# U3A Intermediate Bridge 2014-15



## Week 1 Introduction



The end