

BID GRID

For Bridge Novices

(No Conventions)

Your Points

Partner Bid

1♠

1♥

1♦

1♣

	0	4	5	6	7	8	9	10	11	12	13	14
				Raise					Raise to 3 with 4+			2 N T
				1 new 4+ suit								1
				1 N								2 new
				1 new 4+ suit					Raise to 3 with 5+ and no			2 N T
				Raise with 5+								

Your Bid Options

HAND VALUATION

Includes

Honor Card Points (HCP)

A = 4
K = 3
Q = 2
J = 1

Length Points

5-card suit = 1
6-card suit = 2
7-card suit = 3
8-card suit = 4

Hand Re-valuation (Shortage Points)

After an 8+ trump fit has been found, count shortage points in other suits:

Void = 5

Singleton = 3

Doubleton = 1

And do **not** count Length Points as above.

COMBINED POINTS FOR PARTNERSHIP OBJECTIVES

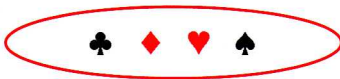
Game in major (4♥ or 4♠) or 3 No Trump (NT) = 26

Game in minor (5♦ or 5♣) = 29

Slam (6 anything) = 33

Grand Slam (7 anything) = 37

Short on points? Settle for a part-score (less than game) —
or try to keep the opponents from making *their* game.



TERMS NOT DEFINED ELSEWHERE

Good suit: Headed by at least 3 of the top 5 cards.

Jump: A bid one level higher than otherwise needed.

Length over strength: Guide for choosing between new suits

Stopped: Opponents cannot run the suit without interference.

Rank: Suits are ranked lowest to highest : ♣ ♦ ♥ ♠

Trump: Suit chosen by the partnership for the contract.

Hand Valuation

OPENING SUIT BIDS

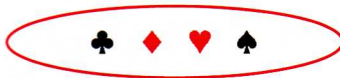
Points	"+" refers to length, example: "5+" means "5 or more"	Bid Level
6-10 (HCP only)	Long suit of 7+ with three of the top five cards	3
13 - 21	Longest suit of 5+ With two 5+ suits, bid higher-ranking suit first. With no 5+ suit, bid the longer minor. With two 4-card minors, bid diamonds. With two 3-card minors, bid clubs.	1
22 - 24		2

OPENING NO TRUMP BIDS

"Balance" = No voids or singletons and no more than 1 doubleton.

"Stopped" = Opponents cannot run the suit without interference.

Points		Bid Level
16-18	Balance and 3 suits stopped	1
22-24	Balance and 4 suits stopped	2
25-27		3



RESPONDER'S FIRST BID

"+" refers to length, example: "5+" means "5 or more."

NT requires balance and all suits but partner's stopped, except when responding 1NT or 2NT (artificial).

Partner Opened	Your Points																					
	0	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
1♥ 1♠				Raise with 3+				Raise to 3 with 4+	2NT			3NT			6NT							
				1 new 4+ suit					1 new 4+ suit or 2 new 5+ suit (no jump)													
				1NT																		
1♣ 1♦				Raise with 5+				Raise to 3 with 5+ and no 4+ major	2NT			3NT			6NT							
				1 new 4+ suit					1 new 4+ suit or 2 new 5+ suit (no jump)													
				1NT																		
2 Any Suit	2NT (artificial) Shows points only	Raise with 3+ — or bid new, good suit at minimum																				
		3NT																				
3 Any Suit																Game in partner's suit with 1+, or 3NT, or new good 7+ suit						
1NT	2 any 5+ suit					Game force: 3♥ or 3♠ with 5+ (with 5+ minor, bid 3NT)																
					2NT		4♥ or 4♠ with 6+			3NT			4NT			6NT			7NT			
2NT	Game force: 3♥ or 3♠ with 5+ (with 5+ minor, bid 3NT)																					
	4♥ or 4♠ with 6+				2NT			3NT			4NT			6NT			7NT					
	3NT				4NT		6NT			7NT												
3NT	4♥ or 4♠ with 6+				6NT or 6 good 6+ suit				7NT or 7 good 6+ suit, including AK													

Opening Bids

Responder's First Bid

REBID BY 1-SUIT OPENER

Partner Bid	Your Points								
	13	14	15	16	17	18	19	20	21
Single Raise				Raise to 3			Raise to 4 if major		
							3NT if minor		

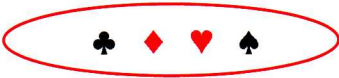
Double Raise			Raise to 4 if major					
			3NT if minor					

One New Suit	Raise major to 2 with 4+	Raise major to 3 with 4+			Raise major to 4 with 4+		
	1 new 4+ suit (Lower ranking suit can be at 2, but no jump)	1 or 2 new 4+ suit (no jump)			New 4+ suit (Jump if lower rank)		
	2 original 6+ major or 5+ minor	3 original 6+ suit			4 original, good 7+ major		
	1NT				2NT		

Two New Suit	Raise major to 3 with 3+	Raise major to 4 with 3+					
	2 new 4+ suit (Lower ranking suit can be at 3, but no jump)	2 or 3 new 4+ suit (no jump)			New 4+ suit (Jump if lower rank)		
	Original 6+ major or 5+ minor at minimum	Jump original 6+ suit			4 original, good 7+ major		
	2NT				3NT		

1NT	2 original 6+ major or 5+ minor			3 original 6+ suit			4 original, good 7+ major		
	2 new 4+ suit of lower rank			2NT			New 4+ suit (Jump if lower rank)		
							3NT		

2NT	3 new 4+ suit					
	3 original 6+ suit					
	3NT			6NT		



REBID BY INT OPENER

Partner Bid	Your Points		
	16	17	18
Sign-offs: 2 any suit Game Slam			
2NT		3NT	
4NT		6NT	
3 any suit	Raise to 4 with 3+ or bid 3NT		

Rebids by Opener

REBID BY 2-SUIT OPENER

Partner Bid	Your Points					
	22	23	24	25	26	27
2NT	3 own 6+ suit — or 3NT — or 3 new 4+ suit					
3NT						
Single Raise	Raise to game					
	Pass if at game					
New Suit	Own 6+ suit at minimum					
	Raise partner's suit with 4+					
	New 4+ suit at minimum					
	NT at minimum					
<div style="border: 1px solid black; display: inline-block; padding: 5px; margin-bottom: 10px;">Slam</div> See footnote for "RESPONDER'S SECOND BID" below						

REBID BY 3-SUIT OPENER

Partner Bid	Your Rebid
Game	
New Suit	Raise partner with 1+ — or rebid own suit

REBID BY 2NT OPENER

Partner Bid	Your Points		
	22	23	24
Sign-offs:			
Game			
Slam			
3♥ or 3♣	4♥ or 4♣ with 3+ — or 3NT		
4NT		6NT	



RESPONDER'S SECOND BID

If opener's point range is not yet defined, assume 13-15 for now.

Opener's Points	Your Points														
	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13 - 15	1NT				2NT			Game in a major with 8+ fit							
	2 best suit fit				3 best suit fit			New suit at 3 level							
								3NT							
								Slam*							
16 - 18	Minimum in best suit fit (No higher than 3)			Game in a major with 8+ fit											
				New 4+ suit — or rebid own 5+ major or 6+ minor											
				3NT											
											Slam*				
19-21	Pass if at game														
	Game in a major with 8+ fit														
	New 4+ suit — or rebid own 5+ major or 6+ minor														
	3NT														
								Slam*							
22+	Pass if at game														
	Game in major with 8+ fit														
	New 4+ suit — or rebid own 5+ major or 6+ minor														
	3NT										Slam*				

*Slam bidding

33 combined points = 6NT or 6 in a suit with an 8+ fit

37 combined points = 7NT or 7 in a suit with an 8+ fit

Unsure about combined points? Bid one more than game, asking partner to bid slam with max points.

DEFENSIVE BIDDING

Either **OVERCALL . . .**

13+ points, if vulnerable,* or for the 2 level —	
With:	Bid:
A good 5+ suit	1-2 suit (no jump)
16-18 points and opponent's suit stopped	1NT

*Extra penalty for not making contract (final bid)

RESPONSE

Partner Bid	Your Points		
	6 - 10	11 - 12	13 or more
1 or 2 suit	Pass if at 2	Raise to 3 with 3+	Game in partner's major with 3+
	Raise to 2 with 3+	1 new 4+ suit	
	1 new 4+ suit	2 new 5+ suit (no jump)	
	Balance and opponent's suit stopped		
1NT	1NT	2NT	3NT
1NT	See response for 1NT in "RESPONDER'S FIRST BID" on second page		

REBID BY OVERCALLER

Partner Bid	Your Points			
	10 - 13	14 - 15	16 - 18	19 or more
Raise to 2				Raise to 3
Raise to 3			4, if major . . . 3NT, if minor	
New Suit at Minimum		Raise with 4+, or rebid own 6+ suit, or bid NT at minimum		
1NT	Pass, or rebid own 6+ suit, or bid 2 new suit with 5+			
2NT		3NT or rebid own 6+		
3NT		Pass or rebid own 6+		
Game				

Or TAKE-OUT DOUBLE

Of Opponent's Suit

13+ points, opponents below game,
4+ cards in unbid major/s,
no more than 3 cards in opponent's suit,
and partner hasn't bid yet
**"Double," asking partner
for best suit**

PENALTY DOUBLE of Opponent's 1NT

16 - 18 points, balance, and
opponent's suit stopped

"Double" to increase bonus
for defeating the contract,
not for take-out

RESPONSE

Remember: Double of 1NT is for penalty, not for take-out — so pass.

Your Points		
0 - 10*	11 - 12	13 or more
4+ suit at minimum	Jump 4+ suit	Game in partner's major with 4+
No 4+ suit and opponent's suit stopped		
1NT	2NT	3NT

*May pass if opponent bids in-between

REBID BY DOUBLER

Partner Bid	Your Points			
	13 - 14	15	16 - 18	19 or more
Suit at Minimum			Raise with 4+	Jump partner's suit with 4+
Suit with Jump			Game in partner's major with 4+ (if minor, bid 3NT)	
Game				
1NT			2NT	2NT or 3 own 5+ suit
2NT		3NT		

COMMON OPENING LEADS

Choices	Which Card?
1st choice: Partner's suit	Top of doubleton Top of touching honors Otherwise, bottom card
Strong sequence, e.g., Q, J, 10	Top
Longest and strongest non-trump suit	4th down from the top
Touching high honors	Top
None of the above	Your best guess based on the bidding and your hand

HOW TO USE YOUR BID GRID

Your **Bid Grid** gives you two rounds of instant bidding choices that follow common practices at the novice level of bridge. Use it as a quick reference while learning the game through classes, textbooks, and/or with the help of bridge playing friends.

