

OPENING BIDS

RESPONDING BIDS

OPENER'S REBIDS

BALANCED HANDS		0-10	Balanced: pass.		
12-14	Open 1NT.	11-12	Balanced: 2NT (or unbalanced 5+ minor).		Raise 2NT to 3NT with 14 points otherwise pass.
		13-18	Balanced: 3NT (or unbalanced 5+ minor).		Raise 4NT to 6NT with 14 points otherwise pass.
		19-20	Balanced: 4NT invitational to 6NT.		Always pass over 2♦, 2♥ or 2♠ response.
		0-10	Unbalanced with a 5+ card suit: 2♦, 2♥ or 2♠. 2♣ is reserved for 'Stayman'. See overleaf for Stayman and transfers.		Pass after a bid of 4♥ or 4♠.
		11+	With a 6+ card major bid game.		Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT.
			With a 5 card major jump to 3 of the major.		
			With a 4 card major bid 2♣ (Stayman).		
		19+	Unbalanced: Look for a slam after finding a fit.		
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 1NT response). Jump rebid NT. With 19 points bid 3NT.
20-22	Open 2NT.	0-3	Pass.		Pass after a bid of 4♥ or 4♠.
		4-10	Balanced or long minor: Bid 3NT. With a 6+ card major bid game. With a 5 card major jump to 3 of the major. With a 4 card major bid 3♣ (Stayman).		Raise 3♥ or 3♠ to game with 3 or 4 card support otherwise bid 3NT.
		11-12	Balanced: 4NT invitational to 6NT.		Raise 4NT to 6NT with 22 points otherwise pass.
		11+	Unbalanced: Look for a slam after finding a fit.		
UNBALANCED HANDS					
12+	OPENING BIDS OF ONE OF A SUIT Open all hands with 12 points. With 10-11 points use the Rule of 20 test (see below). a) The longest suit. b) The higher ranking of any two equal length suits, except with 4 hearts and 4 spades, then 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 three touching suits.	0-5	Pass. (In practice we'll normally respond with 5 points when playing Weak Twos.) Four or more cards in opener's major 6-9 Bid 2 of the suit. 10-12 Bid 3 of the suit. 13-15 Bid 4 of the suit. Bid a new suit (forcing) 6+ Bid 4+ card suit at the one level (need 10+ to bid at two level). 10+ 10+ or Rule of 14: Bid at the two level with 5+ card major or 4+ card suit <u>but only if you can't bid at the one level</u> . Bid 4 card major at the one level in preference to longer minor at the two level. 16+ Jump bid in a new suit with a strong 6+ card suit.	11-15	After limited response (same suit or NT) If combined points below game, pass. If game is possible if partner is maximum then raise by one level inviting partner to bid game. If game is certain even if partner minimum, bid game. After a forcing response (new suit) Raise responder's suit with a 4+ card fit. Bid a new suit at the one level. Bid a new lower ranking suit at the two level. Rebid own 5+ card suit (need 6+ cards if 1NT response).
10-11	Use 'Rule of Twenty': If the total of all your high card points plus the total cards in your two longest suits is 20 or more you may open the bidding. If not, pass.	6-9	If none of the above, bid No Trumps or support partner's minor Bid 1NT - need not be balanced hand. 11-12 Bid 2NT with balanced hand. 13-15 Bid 3NT with balanced hand.	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 after a two level response. Jump rebid your suit with 6+ cards and 7 playing tricks.
23+	OPENING BID OF 2♣ 23+ points (any shape) or 10 playing tricks.	0-7	Bid 2♦ (negative response).	19	Bid game in partner's suit with a fit or bid 3NT. Jump bid in a new suit.
		8+	With 8+ (or with any one Ace and one King) make a positive response.		Over 2♦ bid 2NT with 23-24 balanced (not forcing). Any other rebid is forcing to game.
5-10	OPENING BIDS OF 2♦, 2♥ or 2♠ (Weak Twos): Need 6 card suit with good suit quality. Should have no outside 4 card major.	0+	Raise to the three level with 3 card support. Raise to the four level with 4 card support or if game is certain opposite a minimum hand.	5-7 8-10	Raises are pre-emptive so always pass if partner raises. After a 2NT response: Bid 3 of own suit with minimum hand. Bid a suit containing an Ace or King or protected Queen. Bid 3NT with two of the top three honours in trumps.
		14+	Bid 2NT (artificial and forcing) to find out more from partner. Bid 3NT to play if game is certain.		
6-9	PRE-EMPTIVE OPENING BIDS OF 3 OF A SUIT 7 card suit with no defensive values and no 4 card major. With 8 card suit bid 4 of the suit.	0-15	Less than 3 card support: pass. 3+ support: raise one level.		Don't bid again unless responder bid a new suit (forcing).
		16+	Bid game in opener's suit or bid a new suit (forcing). Be cautious about bidding 3NT as opener will have few entries.		

OVERCALLS

Takeout Double 12-15	Need opening strength and good shape. The short suit is always opener's suit. Ideal shapes are 4441, 5440. Shapes with at least 3 cards in each unbid suit are also OK 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.
16+	With 6 card suit, first double then rebid 6 card suit.
Suit Overcall	Must be a 5 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 is 11-15 points and a good 5+ card suit.
Jump Overcall 5-10	At the two level: A 6 card suit containing two honours. At the three level: A 7 card suit containing two honours.
Pre-emptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump <i>two levels</i> (double jump). Use with caution if vulnerable!
1NT Overcall 16-18	A balanced hand with a stopper in the opponent's suit. (With 19+ and balanced hand, first double then rebid NT at lowest level.)
Double of 1NT 16+	This is always a penalty double. Any shape hand.

RESPONDING TO OVERCALLS

0-8	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit.
6-9	1NT if balanced with 1 stopper in enemy suit. 10-12: 2NT
9-12	Jump bid in your longest suit.
13+	Cue bid opponent's suit or bid game in own 6+ card suit.
13-15	Bid 3NT if balanced with stopper in opponent's suit.
	After an overcall at the one level:
0-5	Pass.
6-9	With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT.
10-15	With 3+card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit.
16+	Bid 1NT with a stopper in opponent's suit.
9-12	Bid 2NT with a stopper in opponent's suit. 15+ Bid 3NT.
13-14	After an overcall at the two level: Responses are same as if partner opened the bidding.
	After two level JO: respond as for an opening weak two bid. After three level JO: raises are pre-emptive, with strong hand cue bid opener's suit if need more info from partner.
	Respond as for opening pre-emptive bid.
0-6	Pass or bid 5+ card suit.
7-8	Bid 2NT.
7+	Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
0-4	If very unbalanced, bid your longest suit.
5+	Generally, pass.

NFB CRIB SHEET

This crib sheet is intended for beginners and improvers as a handy "look up" when playing with friends. It is not a full system guide so always refer to further reference materials for a full description of each bid and partner's continuations. Simple responses to 1NT (not transfers) are used in the main part of the crib sheet.

HAND VALUATION

High Card Points (HCP): Ace=4, King=3, Queen=2, Jack=1.
Shortage Points: (only with 4 card trump support) Void=5, Singleton=3, Doubleton =1. Point ranges in the crib sheet include shortage points when we have a trump fit, otherwise only HCP.

CONTRACT LIMIT GUIDE

Approximate points required to bid to various levels:
Part scores: 19-24. 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	UnDbld	Dbld	ReDbld
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 trick	100	300	600

Bonuses

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

* Slam bonuses are in addition to game bonuses.

Overtricks

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

STAYMAN

Bid 2♣ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2♦ = no 4 card major,

2♥ = 4 hearts, 2♠ = 4 spades.

Usually need 11+ points to respond with Stayman because must have a rebid if no fit found (i.e. 2NT with 11-12). Can also use with 0-10 a) if happy to pass any reply, e.g. 4441 shape with short club b) with 5-4 in the majors (rebid 5 card major after 2♦ reply).

TRANSFERS

In response to 1NT opening, with 5+ cards in hearts or spades bid the suit below. After opener completes the transfer: pass with 0-10, with 5 card major bid 2NT (11-12) or 3NT (13+), with 6 card major bid 3 of major (10-11) or 4 of major (12+). After the 2NT or 3NT bid opener can support the major with 3+ cards, otherwise pass (or raise to 3NT if the bid was 2NT).

A new suit by responder after the transfer is forcing and shows a second suit. Requires 11+ at the two level and 13+ at the three level.

Stayman and transfers can also be played over 2NT opening, 1NT overcall and the sequence 2C 2D 2NT. Stayman and transfers do not apply after opponents have overcalled or doubled the 1NT opening.

SLAM BIDDING CONVENTIONS

BLACKWOOD

A bid of 4NT is asking for Aces (except see below). The responses are 5♣=0 or 4 Aces, 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.

INVITATIONAL 4NT

A 4NT response to an opening of 1NT or 2NT is invitational to 6NT. 1NT pass 4NT = 19-20 points and invites opener to bid 6NT if he has 14 points or otherwise pass. 2NT pass 4NT = 11-12 points and invites opener to bid 6NT if he has 22 points or otherwise pass.

GERBER

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