

LEARN BRIDGE TODAY,
PLAY BRIDGE TONIGHT!

To the Schmal Kids, from Dad

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Overview

Okay, kids, deal out all the cards! You and your partner, seated across from each other, are playing against your two opponents. First, beginning with the dealer and going left, the players “bid” which team can take the most tricks. Next, the hand is played. The team winning the bid gets points if they make their bid. If they don’t, the defense gets points. Finally, many deals later, the team with the most points wins.

So there are three key parts to learn: bidding, playing and scoring. That being said, I want to apologize for starting out with a “Scoring” section instead of something snappier. However, the goal in bridge is to get the most points the fastest, so I decided to get right to the point myself.

Scoring

Bidding begins at a bid to take seven of the thirteen tricks in the deck. (The bidders don't get any credit for their first six tricks, don't ask me why.) If you believe your team can win seven tricks, then you bid "one." You bid "two" to make eight tricks and so on up to a bid of "seven" to take all thirteen.

Each bid has two components: the number of tricks and the suit. Clubs is the lowest-ranking suit you can bid, then diamonds, hearts, spades, and then no-trump.

NT (no suit is trump)

S (♠)

H (♥)

D (♦)

C (♣)

If a player bids one diamond, for example, the next bid cannot be one club because one club is a lower bid. If you want to bid

clubs in that situation, you may bid two clubs. If one of your opponents then bids higher, say, two hearts, then your team must bid higher still to win. The last bid is the winning bid.

Let's say your opponent's two heart bid is the last bid. That means the opponents win the contract at "two hearts." Hearts are trump because it is the suit of the winning bid. Now the opponents must take 8 tricks (the basic 6 plus their bid of 2) to win the hand. If you can set them, your team wins the hand.

So here is enough scoring information to get started. If you are the winning bidder and make your bid you get points. Here are how many points each trick is worth:

<u>Winning Bid</u>	<u>Points per trick won</u>
NT	first trick 40, remaining tricks 30.
S	30 each, major suit
H	30 each, major suit
D	20 each, minor suit
C	20 each, minor suit

If your team bids three in a "minor" suit (clubs or diamonds) and makes the bid - i.e., you win the six given tricks plus your bid of three - then your team is awarded 60 points. Like this: the bid of three, times 20 points each equals 60 points.

If you bid three and make four, you still only get what you bid, 60 points. If you bid three but only make two, your opponents get 50 points (per trick) for setting you and you get nothing.

If you think an opponent has bid too high you can bid "Double." This will double the penalty points you get for a set (and also their points, if they make it). Double counts as a bid

and three more passes are needed (going, going, gone!) to give everyone a chance to bid again.

Now you might think the defenders have an advantage at 50 points per trick, but the key in racking up points is not so much in the trick points as in the bonus points. A “game” in bridge is when one team bids and makes 100 points. The team that wins two out of three “games” wins the “rubber,” and a big bonus of 500 points. So the real key to points is to bid games.

Look again at the way points are awarded for tricks. If you bid 5 in a minor suit, that's twenty times 5, or 100 points - which is a game. Bid just four in a major suit and you have game also – thirty times 4 is 120. Three no trump is rigged to also be a game. Because games are crucial to winning points, memorize the bid it takes to get there.

To win a game:	Bid 3	no trump
	Bid 4	in a major suit (H, S)
	Bid 5	in a minor suit (C, D)

Sometimes you and partner can bid game all in one hand, but it is okay to quit at a “partial” game, say, 3 diamonds (60 pts). On the next hand you could bid two hearts, for example (another 60 pts), and complete your game.

Unfortunately, if your opponents bid and make a game before you can complete your “partial,” you have to start over on a new game. So don't be shy about bidding all the way to game in one shot if there is a reasonable chance to make it.

There is a special bonus for bidding and taking all the tricks. This is a Grand Slam, worth a 1,000 point bonus and is about as rare as a blue moon. On the other hand, a Small Slam, bidding six, will happen several times a night and is worth an extra bonus of 500 points. Points for sets and slams don't

count toward the 100-point game, but they do count toward the total score. Slams are exciting, and you will enjoy making your first one.

Ok, that's enough about scoring, let's move on!

Bidding

To determine if you and your partner have the cards to bid a game, the far and away most popular method is called the point-count method, invented by Charles Goren in the 1940's. The relative trick-taking ability of your cards is counted thus:

A	4 points
K	3 points
Q	2 points
J	1 point

There are 40 of these "honors," or "high-card points" in the deck so, on average, you will get 10 points in a deal. In addition to counting these points, you may also count points for other features of your hand, the most usual being an uneven distribution in a suit:

void	3 points
singleton	2 points
doubleton	1 point

In bridge, everyone must follow suit in the suit led. The value of distribution points comes in when you can't follow suit. When that happens, you may play a trump and win the trick. Be cautious counting though these points though, sometimes a void is worth nothing, such as when you have no trump.

After much experience in the bridge world it is agreed that if you and partner have 26 points between you, you have enough to bid a game all in one shot. You won't for sure make it, but 26 points is the standard to give it a try.

So the two goals in bidding are to communicate between partners: 1st, how many points you have and 2nd, what is your team's best suit. This communication is accomplished by obeying the bidding rules. These rules are designed to give information to partner that will quickly narrow down the possibilities and give a good picture of what is in the hands. Bidding is really the heart of bridge.

Here is an example. We'll say you are the dealer and therefore get the first chance to bid.

Opener (you):	1 H	(says you have at least 13 points and also five hearts)
Responder (pard):	2 H	(a minimum response, 6-9 points. Has three hearts in support, though)
Opener (you):	Pass	(you've added your + pard's points and know there's less than 26.)

What happens next? Let's say that after your partner's bid of 2H, your right hand opponent (RHO), then you, then your LHO pass. Three passes ends the bidding (otherwise a person could bid against himself!).

Now, partner made the final bid (2H), but you personally "declared" the heart suit first. Therefore you, not partner, will "play" the hand. Here's how the play goes:

The opponent to your left makes the "opening lead" (of any card) and then your partner lays his hand face-up on the table. The face-up hand is called the "Dummy" hand. Partner lays it

down by suit, with the trump suit on your left, and in order so the lowest cards in each suit are nearest you.

Next, looking LHO's opening lead, at the dummy and at your hand, take a minute to plan your play of the whole hand. Then, following suit, select a card from dummy. RHO plays and finally you play the 4th card of the trick from your own hand. If your side wins the trick, you turn it face down next to you. Then lead a card from whichever of your two hands won it. Your partner is out of it; you will play for dummy.

Now you might think this dummy idea is strange but it is actually a great idea. By eliminating a lot of the guessing about who has what cards, it makes luck less a factor in winning than strategy. Plus, it gives everyone a chance to get up once in a while when they are dummy to stretch their legs, have a smoke, or call the babysitter.

So let's get down to the business of learning the bidding rules.

Opening one in a suit.

The "opener" of the bidding is the person on your team who speaks up first. To be the opener in a suit (NT is not usually considered a "suit"), the rule is: you need 13 points.

The second rule (in America) is: to open in a "major" suit (H or S) you must have at least five cards in that suit. The reason for this is that to have a successful trump suit you will be looking for at least eight cards in it. If you have less than that, you will not have much of an advantage over the opponents in trump. So when you open in a major you are informing partner you have five cards in it. Partner knows that if he has only three of that suit (which is a fairly common occurrence)

your team will have the eight it needs. With this rule you will be able to quickly see if you have a good (8-card) trump suit.

Of course if you have 13 points but not a five card major, no problem. You still must open - just open with your best minor suit. This tells your partner a.) You have 13 points, and b.) You do not have a 5-card major. If you have a 4-card major just bid it on your next turn. Maybe pard has 4 also and your team will still have eight for a nice trump suit.

Let's try a few opening bids. You dealt, so you can bid first.

S	Qxxxx
H	AKJx
D	Ax
C	Kxx

This is a great hand! You have 18 points, which easily clears the 13 point minimum required to open the bidding, and you also have a five card major. You bid "1 spade."

Here's another:

S	Qxxx
H	AKJx
D	Jx
C	Jxxx

You have the minimum of 13 points so you must bid, but you have no 5 card major. The hearts look nice; you can bid them on your next turn. For now, you bid your best minor, 1 club, and see what partner says to respond.

Opening one in a suit is the most common and flexible bid there is. As a first bid it works fine when you have between 13 and 19 points. I'd say 75% of opening bids are one in a suit.

After the opening bid, it is up to partner to respond with information about his hand, especially the points. Here is a table that will give a good way to think about opener and responder bidding values:

	minimum	invitational	game-going
Opener	13-15 points	16-19 Points	20+ points

	minimum	invitational	game-going
Responder	6-9 points	10-12 points	13+ points

Look how convenient these levels are on the memory! New levels always begin with numbers ending in 3, 6 or 0.

The bidding rules are set up so that a certain bid sequence will tell partner if your hand has minimum, invitational or a game-going points. If one partner can give this information then the other partner can determine if the two hands have the 26 points needed for game. For example, if you opened the bidding with a minimum level hand (13-15 points) and partner responded with a minimum level response (6-9 points), you would know that bidding to game is probably not going to work because the most points you could have is 24 (Minimum + Minimum).

Minimum + Minimum	no game
Minimum + Invitational	???
Invitational + Invitational	Game
Minimum + Game-going	Game
Game-going + Game-going	Slam

The bidding rules are designed so that on your first or second bid you have told partner which level you are in. Let that be your goal – by your second bid partner will know what your point level is.

Responding to Partner's Opening Bid

There are certain bids that can positively identify your hand as either a minimum or a game-going point level right off the bat. Of course, passing is the weakest (<6 pts), but other than that, a.) rebidding a suit or b.) bidding NT are always indicators of minimum point count hands. At the other end of the scale, jump bids (bidding one level higher than necessary), are always indicators of a game-going point level.

We'll look first at how responder can use the rules to show his minimum point level. Partner opens 1H (13+ points). How do you respond with this 8 point (minimum level) hand which has three hearts in it?

S	Jxxx
H	Qxx
D	Kxxxx
C	x

You respond with a rebid of 2H. You know partner has 5 hearts, so you know you have 8 altogether – no need to keep looking for a better trump suit. The rebid of the heart suit assures partner you have three supporting hearts and describes your hand as definitely one with the minimum 6-9 points (see a.) above). If partner has a minimum also, he will pass and play the hand at 2H - and probably make it easily.

Here is another minimum point hand. How do you respond to your opener's 1H?--

S	Jxx
H	Qx
D	Kxxx
C	xxxx

Hmmmm. You can't pass, because you have six points. You don't have 3-card support for hearts, either, and with such a puny point count, bidding 2-something is a bit aggressive. In a situation like this the bail-out bid is 1NT. Like a rebid, 1NT also means "definitely a minimum." Partner now knows your points and he also knows you have 2 or less hearts. Having described your hand completely, you don't plan on bidding again - although you will, if partner comes back with a big bid.

To recap: there are two bids in bridge that always means minimum: rebidding a suit and bidding NT.

A game-going bid is best characterized as a jump bid. If partner opens, showing 13 points, and you have trump support plus 13 points yourself (total = 26), then you jump, like this:

Opener	You
1H	3H

When one person sees 26 points he will often jump one bid. That is the signal that you want to keep on bidding all the way to game. If you had bid a mere 2H here, pard may have passed, thinking you had a minimum. So stick by the rules.

Okay, now you know what a rebid, a 1NT and a jump bid mean. There is only one category left: bidding a new suit.

Bidding a new suit means those other choices don't fit, so you are stalling. To bid a new suit, you should have four cards in it. As far as points go, it can mean anything to partner -

minimum or invitational or even game-going. For that reason, we have this rule: whenever responder changes suits, opener must keep the bidding alive in order to find out how many points he has. He cannot just pass.

Here are two hands where the responder would bid a new suit. Let's say partner's opening bid was 1 diamond. You hold this minimum point hand and you need to respond.

S	Kxxx
H	x
D	Jxx
C	Qxxxx

Respond 1 spade. While it is true you have a minimum point hand, you are not obligated to make a minimum bid right off the bat. You are entitled to change the suit to spades because you have 4 of them. You are hoping partner has 4 also and maybe there is a game there in spades.

Your plan is to tell partner you have four spades and then show him a minimum on your next bid.

A word of caution on changing suits as response to an opening bid. When you change suits AND change levels it is considered invitational. If you have a new suit you want to show but less than 10 points, you should stop at 1 NT instead of going 2-over-1. Usually your new suit will be a minor anyway, so no big loss, but if partner then bids it, a rebid by you would certainly be in order. Since you have already shown your minimum point count you would not be deceiving pard by bidding again.

New suit responses cover a broad range of points. Instead of a minimum, you could have had this huge 17-pointer and still made the same simple 1 S response to partner's opening of 1D:

S	AQxxx
H	QJx
D	Kxx
C	Ax

Now if partner passes out your 1 spade response, you would strangle him! That's why, when responder changes suit, opener must not let the bid pass out until he knows how many points partner has – or he is risking death!

So let's summarize what we know about bidding responses.

<u>If you respond</u>	<u>Partner knows you have</u>
Rebid or 1 NT	Minimum points
Jump bid	Game-going points
Bid a new suit	4 cards in that suit and you want another bid.

Responses to responses.

There are too many combinations of hands to give you a blow by blow account of what to bid in every case. For the most part, the three categories you have learned already work all the way through the bidding. Rebids and NT, jumps, change suits. I'll give you a few examples and then you are on your own.

S	Q x
H	A J x x x
D	K J x
C	K x x x

You opened 1H with this hand, partner responded 1S and you answered 1 NT. Your 1NT shows your minimum points and also your opinion that your team has all four suits pretty well covered. Once a partner shows a minimum he has pretty much

described his hand. He is not planning on bidding again unless given extreme encouragement by partner.

But then partner says 3 Spades and your ears perk up.

Bidding	<u>You</u>	<u>Pard</u>
	1H	1S
	1NT	3S
	?	

Hmmm, a jump bid. Pard knows you have a minimum but he still wants to keep going to game. And he really likes his spades, too, by bidding them twice he is saying he has extra length in them (probably six). That makes spades sound better to you, so you bid 4S, which is game.

Here's another one:

<u>You</u>	<u>Pard</u>
1S	1 NT
2H	

Here you are changing suits, true, but pard may still pass you out. He has already said he has a minimum, what more can he tell you? If you want to be absolutely sure he keeps on bidding you need to prod him with a jump, e.g., 3H instead of 2H. That will wake him up.

[Aside] With two good suits it is actually more conservative to bid the higher suit first. In the example above, if pard preferred your spades to your hearts he could now say 2 S for his second bid, keeping the bidding at the 2-level. Had you bid hearts first and spades second, pard would be forced to the 3-level to show a preference for your hearts.

With knowledge of the rules and some practice you can tell what pard has a lot more precisely than you might figure.

<u>You</u>	<u>Pard</u>
Pass	1 C
1 H	1 NT

From his opening bid you know pard does not have a five-card major. Since he knows you have 4 hearts (you changed suits); if he had 4 hearts himself he would have rebid them to you. Because he skipped over spades to bid NT he probably does not have four spades either. So you might figure his hand to have 3 S, 3H, 3D, 4C, with 13-16 points.

If you have 11 or 12 points yourself, a good fit with partner and some cajones you might just jump to game with: 3 NT.

Double and Triple Jumps.

If you have a hand with one really long suit, but low points, you can double-jump. For example, with a long suit of seven cards for trump but only 8 or 10 points you could open at three, eg, “3 hearts.” That 7th trump will be as good as an ace!

Actually, you can use a double-jump any time you have extra long trump but low points. You can even double-jump partner (partner 1H, you 4 H). Just remember that a double-jump shows long trump but lower points than a regular jump. Because of that, partner’s response to a double-jump will almost always be “pass.”

Opening 1NT.

This will only take a minute. Surprisingly often it is your turn to open and you have invitational points and an even

distribution, with some good cards in each suit. Something like this:

S	Kxx
H	AQxx
D	KJx
C	Axx

Open 1 NT. The rule is: 1.) Your points are invitational strength and 2.) You are willing to go to game on any invitational hand partner might have.

Partner knows this rule and has a complete picture of your hand. With less than 10 he will bid as low as he can: pass, or 2 of something. You will probably pass also. However, with 10+ points partner will jump bid (to 3 of something) and your team, now with 26+ points, will definitely be headed for game.

Playing the Hand

Now, we will look at playing the hand. My experience is that about half the people think the bidding part of bridge is the most fun and the other half like playing the hand. I never met anyone who likes defense the best.

Here are some pretty good general playing rules:

- 1.) When opponent plays an honor, cover it with an honor.
- 2.) Second hand low. When opponent leads a lower card and you are unsure of what to play, play low.
- 3.) Count the trumps. Not yours, theirs! When you have 8, your opponents have 5. Count them as they are played Too many tears have been shed by newbies who thought they got out all the enemy trumps only to find their beautiful Ace beaten by a deuce of trump they carelessly forgot. Morale: count the enemy trump and root them out.

4.) Try to use dummy's trumps on dummy's short suits. Here is what I mean, here is dummy's and your hand:

Trump	x x x
D	3
C	x x x x

Trump	A K Q J
D	9 4
C	x x

At first it looks like you have four tricks - the four trump in your hand. But you could make it five by using dummy's trump more efficiently. Note that dummy's diamonds are shorter than yours. Play your 9 to the 3, which loses, but voids dummy. Then when it is your turn again, play your last diamond from your hand and "ruff" it with a trump in dummy. You still have the four top trumps in your hand, right? So dummy's trick gives you five altogether where there were only four.

5.) Finesse. Say you have a king but you don't want to lead it because the ace is missing. Lead a small card from your other hand first, then play your king. Maybe it will lose to the last opponent but at least you have upped the odds on that king making it from 0% to 50%.

6.) If you have the option to win the trick in either hand, you usually want to win it in the hand with the shortest suit.

What about bidding for the defense?

We have been pretending our opponents are mute while we bid. Often, the team that opens the bidding first is the only bidder. Why? Because to open you need 13 points, which reduces the chances your opponents also have opening points. Even if one of them did, how many could his partner have for support? There are only 40 points, after all.

Sometimes, though, you just have to jump in there with a competing bid. Here are three good reasons to do so:

1.) Your opponents are bidding non-aggressively, something like 1D > 2D > pass. You notice they have a partial already and they are trying to sneak in a cheap game. You may not have opening points but if you tossed in a little bid of your own you would push them a level higher, and maybe set them.

2.) The enemy has opened and you have nothing except one really beautiful suit – long & strong. Even with a low point hand, go ahead and overcall their bid. Partner knows your overcall means a long suit. His job is to pass it or raise it.

3.) The enemy has opened and you have lots of points yourself, you have invitational strength. Your hand looks something like this

S	A J x x
H	K Q x x
D	x
C	A J x x

and an opponent opened 1 D. You'd say "Double." This is called a "Takeout" double" because you want partner to take you out of the bidding by naming his longest suit. The strategy is similar to your opening 1 No Trump. Pard will respond by naming his longest suit (jumping if he has 10+ points) and he will play the hand.

How does partner know what your double means? If only one person (including him) has bid it's for takeout and he must respond with a suit. If two persons have bid your "double" will be a normal penalty double.

The Opening Lead (Defense)

When the bidding is over (three passes occur), if declarer is your RHO, you will make the opening lead for the defense. You will be leading into his dummy. You might only get one lead, so make it a good one. Here are some possibilities:

If partner bid a suit, lead your highest card in it.

Lead a singleton (if you also have some trumps for ruffing)

In NT, lead your longest suit, to knock out the high cards.

If you have AK or KQ, lead the K (to signal partner)

Defensive communications.

There are not many things the defense can do to communicate, but there are a few. The most common signal you can give partner is to encourage a continuance in a suit. You do this by playing a high card on his lead. Let's say partner leads an ace and you have the king. Normally you would play your lowest card on an ace but this time you get partner's attention by playing the 10. This higher-than-expected play means "Lead that suit again."

For this plan to work your team's "normal" play should be to throw your lowest card on a winner. That way, when you play a high card it will stand out. This signaling system is not perfect but it's good enough that you should use it.

Let's play One Complete Hand

	North			
	S	7 6 3		
	H	K 7 6		
	D	K 8 5		
	C	Q J 10 9		
West			East	
S	K Q 10 9 5		S	A 8 4
H	10 5 2		H	9 3
D	4 2		D	Q J 10 9
C	8 7 5		C	A 6 3 2
	South			
	S	J 2		
	H	A Q J 8 4		
	D	A 7 6 3		
	C	K 4		

The Bidding:	<u>East</u>	<u>South</u>	<u>West</u>	<u>North</u>
	Pass	1 Heart	Pass	2 Hearts
	Pass	4 Hearts	Pass	Pass
	Pass			

Opening Lead: K of Spades

After a very common, though aggressive, bidding sequence dummy (North) lays his hand down and you start counting your winners. You need ten tricks. You will win 5 rounds of trump and the A and K of diamonds, for seven sure tricks. You won't be able to use dummy's trump to ruff his short suits because he has no suits shorter than yours. You have no unprotected kings or queens that would benefit from a finesse.

So you decide on this plan: Knock out the enemy A of clubs with your club king and then run dummy's remaining Q J 10 of clubs. Those 3 clubs will make the rest of the ten tricks required for your bid. Are you with me?

West's king wins the first trick. He now knows his partner has the ace (or South would have played it). So he leads the spade

5 to East's ace and East leads back his last spade. You ruff it (trump it) with the 4 of hearts. Now it is your turn to lead.

You do not lead out your clubs right away because your opponents might ruff them. You want to knock out the enemy trumps first and then take care of the clubs. You know the opponents have 5 trump (13 less your 8 = 5) and usually 5 cards are split 2 & 3, so you hope three rounds of trump will be enough. Play your 8 of hearts to dummy's K, winning in the short hand; lead dummy's heart 6 back to South's A, winning, then lead the Q... and sure enough, in three tricks, all 5 enemy trump have dropped.

At this point South's remaining cards are the ♥- J, ♦- A 7 6 3, and ♣- K 4. Now it is time to go after the clubs. But wait – you have winning cards in the J of trump and the top diamond. Should you play them first? No, you need to keep those cards for protection. Lose a trick to the club Ace first. Then, when they lead back spades or diamonds, your J of trump and your Ace of diamonds will stop them from taking another trick.

So lead the K of clubs and let East win with his ace. East leads the Q of diamonds; you win it in South and then play the last trump. After that, you can hold your cards low so opponents can see them and say: "I claim the last 4 tricks. I'll lead a diamond to dummy's good diamond king, then play his last three clubs, all of them are good." Q.E. D.

Table Manners

Bridge is not an ancient game with ancient traditions. Nevertheless there are some traditions, and we will cover them and other non-playing items of note here.

In playing the hand, declarer gathers his and dummy's tricks for his team and stacks them face down in a pattern that makes

it easy to count. For the defense, the partner of whoever wins their first trick keeps the stack for their team.

Bridge is played with two decks. When one person is dealing, his partner is shuffling the second deck. When he is done shuffling he sets the deck to his right. By always following this procedure the question of “Who’s turn is it to deal?” is resolved: it is the player with the fresh deck to his left.

This is not Pinochle! Deal only one card at a time. Don’t pick up your cards until the dealer is finished dealing. Finally, this is not chess, either, so play briskly – Joe, this means you.

Renege. Pronounced (ree nig). Often when beginners play they will believe they are out of a suit and play another one (usually a trump). This happens most often to the defenders. Later in the hand the suit is played again but this time the defender follows suit. Declarer will catch him: “Hey, I thought you were out of diamonds.” If there is a disagreement, you have to go through the trick stacks backwards until the misplay is spotted. Reneging is a one-trick penalty plus the misplayed trick, if it was won. So if you only make 3 tricks on the hand, the penalty would get you up to 4 or 5.

Memory boosters. When it is your turn to bid you may ask for a review of the bidding. When playing, you may ask to look at the last trick (only) and whoever has it will turn it over for you. Finally, whoever is keeping score should write the winning bid down in case it is forgotten halfway through the hand.

Practice. Internet practice can be intimidating if you are just learning. You should get free bridge game software like Steven Han’s Easy Bridge. Grandpa learned by dealing out four hands face up and bidding against himself. If you give these instructions to three of your friends, you will all be able to learn together. You are really going to like bridge!

Sample notes to put on a 3x5 card to take with you.

A	4 points	Bids showing point levels	
K	3 points	by <u>Opener</u>	by <u>Responder</u>
Q	2 points	Pass	< 13 < 6
J	1 point	Minimum	13-15 6-9
Void	3 points	Invitational	16-19 10-12
		Game going	20+ 13+

Key Point requirements

Game – 26

Sm Slam – 33

Requirements to open the bidding

Open 1 in a suit: 13 pts

(5 cards in the suit, if a major)

Open 3 in a suit: less than 13 pts, 7 cards

Open 1NT: 16-19 pts, support any suit

<u>Trump</u>	<u>Pts/tr</u>	<u>Game Bid</u> (100 pts)	<u>Suit Order</u>
♣ & ♦	20 each	5	NT
♥ & ♠	30 each	4	S (♠)
NT	40/ 30	3	H (♥)
			D (♦)
			C (♣)

If you respond

Partner knows you have

Rebid or 1 NT

Minimum points

Jump bid

Game-going points

Bid a new suit

4 cards in that suit and you want another bid.