

Opener's Strength – Opening 1 of a suit	
Minimum Hand	13-15 Total Points
Medium Hand	16-18 Total Points
Maximum Hand	19-21 Total Points

Responder's Strength	
Minimum Hand	6-9 Points
Medium Hand	10-11 Points
Maximum Hand	12+ Points

** Note: Game in a minor suit (5♦ or 5♣) requires 29 pts.

Bidding Strength of Partnership:

Opener	Responder	Together
Minimum Hand (13-15)	Minimum Hand (6-9)	Partscore – 2 level
	Medium Hand (10-11)	Partscore – 3 level (possibly Game level)
	Maximum Hand (12+)	Game Level – 4♥, 4♠ or 3NT
Medium Hand (16-18)	Minimum Hand (6-9)	Partscore – 3 level (possibly Game level)
	Medium Hand (10-11)	Game Level – 4♥, 4♠ or 3NT
	Maximum Hand (12+)	Game Level – 4♥, 4♠ or 3NT or higher
Maximum Hand (19-21)	Minimum Hand (6-9)	Game Level – 4♥, 4♠ or 3NT
	Medium Hand (10-11)	Game Level – 4♥, 4♠ or 3NT or higher
	Maximum Hand (12+)	Slam Level - 6♥, 6♠ or 6NT

Opener's Strength – Opening 1NT	
Minimum Hand	15 HCPs
Medium Hand	16 HCPs
Maximum Hand	17 HCPs

Responder's Strength		
Weak Hand	0-7 pts	Bid only with 5-card major
Medium Hand	8-9 pts	Invite to Game
Maximum Hand	10+	Game Level - 4♥, 4♠ or 3NT

Bidding Strength of Partnership:

Opener 1NT	Responder	Together
Minimum Hand (15)	Weak Hand (0-7)	Partscore – 2 level
	Medium Hand (8-9)	Partscore – 3 level
	Maximum Hand (10+)	Game Level – 4♥, 4♠ or 3NT or higher
Medium Hand (16)	Weak Hand (0-7)	Partscore – 2 level
	Medium Hand (8-9)	Partscore – 3 level (possibly Game level)
	Maximum Hand (10+)	Game Level – 4♥, 4♠ or 3NT
Maximum Hand (17)	Weak Hand (0-7)	Partscore – 2 or 3 level
	Medium Hand (8-9)	Game Level – 4♥, 4♠ or 3NT
	Maximum Hand (10+)	Game Level – 4♥, 4♠ or 3NT