

Summary of Opening Bids

Note: Each game has only one **opening bid**. These guidelines apply to all seats. See notes below for options when opening in 3rd seat (after 2 passes) and opening in 4th seat (after 3 passes).

| Opening Bid: | Description: | Other information: |
|---------------------------------------|--|--|
| Pass | Fewer than 12 points | See blue section below. Also, see Rule of 20. |
| 1NT | 15 to 17 points Balanced hand (no voids, no singletons, no more than one doubleton) | No 5-card major |
| 1♠ | 12 to 21 points Must have 5 or more spades | Could also have equal number of hearts |
| 1♥ | 12 to 21 points Must have 5 or more hearts | |
| 1♦ | 12 to 21 points Exactly 4 diamonds and 4 clubs each OR more diamonds than clubs Minimum of 3 diamonds, usually 4 | No 5-card major |
| 1♣ | 12 to 21 points Exactly 3 clubs and 3 diamonds each OR more clubs than diamonds Minimum of 3 clubs | No 5-card major |
| 2♣ (Strong Two) | 22 or more points This is an artificial bid to indicate points only; does not mean the club suit. Also see 2NT and 3NT bids below | Demand bid for partner who responds 2♦ "waiting" or 2♥ "bust hand" (few pts) |
| 2♦ (Weak Two) | 6 to 11 points – also see note on right Six diamonds exactly including 2 of top 3 cards (A,K,Q) in diamonds | <p>Not enough points to open at 1 Level</p> <p>*With 10-11 HCP and 2+ pts for length, consider opening at the 1 Level</p> |
| 2♥ (Weak Two) | 6 to 11 points Six hearts exactly including 2 of top 3 cards (A,K,Q) in hearts | |
| 2♠ (Weak Two) | 6 to 11 points Six spades exactly including 2 of top 3 cards (A,K,Q) in spades | |
| 3♣, 3♦, 3♥, 3♠ (Pre-emptive Three) | 6 to 11 points Seven cards exactly in that suit including 2 of top 3 cards (A,K,Q) | |
| 4♣, 4♦, 4♥, 4♠ (Pre-emptive Four) | 6 to 11 points Eight cards or more in that suit including 2 of top 3 cards (A,K,Q) | |
| 2NT | 20 to 21 points exactly- Balanced hand (if 22 to 24 pts balanced, bid 2♣, then 2NT next) | |
| (3NT) | 25 to 27 points (bid 2♣, then 3NT next) Balanced hand | |

Rule of 20: Add HCP plus the number of cards in 2 longest suits. If it adds up to 20 and some HCP are in the 2 longest suits, then it is usually safe to open the bidding at the 1 Level.

In 3rd seat (after 2 passes), open "light" with 10-11 total pts and a good, strong suit (at least 5 cards in that suit and one or more honors). Partner must realize that opener **may have** fewer than 12 points. Beginners may prefer to ignore this and use standard opening points as a 3rd seat opener.

In 4th seat, with fewer than 12 pts, consider opening with **15 Pearson Points**. (To calculate Pearson Points, count HCP + number of cards in spades. E.g. 11 HCP + 4 spades = 15 Pearson Points; 10 HCP + 5 spades = 15 PPs). Open 1 of the suit as described above.