

Partner Opens One of a Major

You Have...	2 or fewer cards	3 card support	4 card support	5 card/more support
0-5 HCP	Pass	Pass	Raise to 2 with	Go to 4 of major if you
PITIFUL			5 HCP	have 4-5 HCP AND
				a singleton or void
				Otherwise, bid 2 of major.
6 to 10- HCP	Over 1H, bid 1S if	Bid 2 of major	Bid 2 of major	Bid 4 of major if you
PUNY	you have 4 or more		(Be willing to compete	have a singleton or void
	Otherwise, bid 1NT		to 3 level if appropriate:	Otherwise, bid 2 of
			Law of Total Tricks)	major. (Be willing to compete
				to 3 level.)
10+ to 12 HCP	If you have a 5-card	Bid 3 of major	If you have a good	If you have a singleton
INVITATIONAL	suit, bid it at 2 level.	(If opponents enter	11 HCP or more	or void, make a splinter
	You may end up at	bidding, use cue	and a singleton or	bid OR bid 4 of major directly.
	2NT, a partial in another	bid to show limit	a void, make a	Otherwise, bid 3 of major.
	suit, or game in major	raise or better.)	splinter bid.	
	depending on partner's		Otherwise, bid	
	rebid(s).		3 of the major.	
	With a bad 10-11HCP,			
	you may choose to bid			
	only 1 NT.			
13 to 15 HCP	With 2 cards, bid 3NT.	Bid a new suit	Bid Jacoby 2NT	Use splinter bid if you
GAME FORCING	Otherwise, show a	(forcing) and then	(forcing major raise)	have a singleton or void.
	5-card suit and force	bid 4 of the major.	with a balanced hand.	Use Jacoby 2NT if you are
	to the best game.	[If your partnership	Make a splinter bid	5-4-2-2 or 5-3-3-2
		has agreed to play	with a singleton or	If your strength is
		Jacoby 2NT forcing	a void.	concentrated, bid that new
		raise with only 3-card		suit (forcing), then make slam
		trump support, you		try on way to game in major.
		can bid that.]		
16-19 HCP	Bid a new suit (forcing) &	Bid a new suit and	With a singleton or void,	Use splinter bid (with singleton
SLAM INTEREST	make slam try. May end	make a slam try before	use a splinter bid, and	or void) or Jacoby 2NT (with
	up in slam or 3NT.	signing off at game in	one more slam try	balanced hand) or bid another
	If appropriate, jump	major.	before settling in game.	suit if your strength is mostly
	shift with 17+ HCP	If appropriate, jump	With balanced hand,	in that suit. Then, make slam
		shift with 17+ HCP	Jacoby 2NT & consider	try on way to game in major.
		[If your partnership	one more slam try after	
		agreed to play Jacoby	that.	
		2NT with only 3 trump,		
		you can bid that.]		
20+ HCP	Jump shift to show big	Jump shift to show big	With singleton or void,	With singleton or void, use
SLAM FORCING	hand & explore for slam.	hand and explore for	use splinter bid, but force	splinter bid, but force to slam
(unless partner		small/grand slam.	to slam unless you are	unless you discover that you
show extreme			off 2 Aces.	are off 2 Aces.
weakness)			Ditto Jacoby 2NT.	Ditto Jacoby 2NT.
IN COMPETITION: Cue-bid of opponent's suit shows limit raise or better. Jump to 2NT (Jordan) over double shift shows Limit Raise or better.				