

**MAGIC NUMBERS**  
 (how many points should get you certain contracts)  
**25: 3 NT/4 Maj**  
**29: 5 Min**  
**33: Small slam**  
**37: Grand slam**

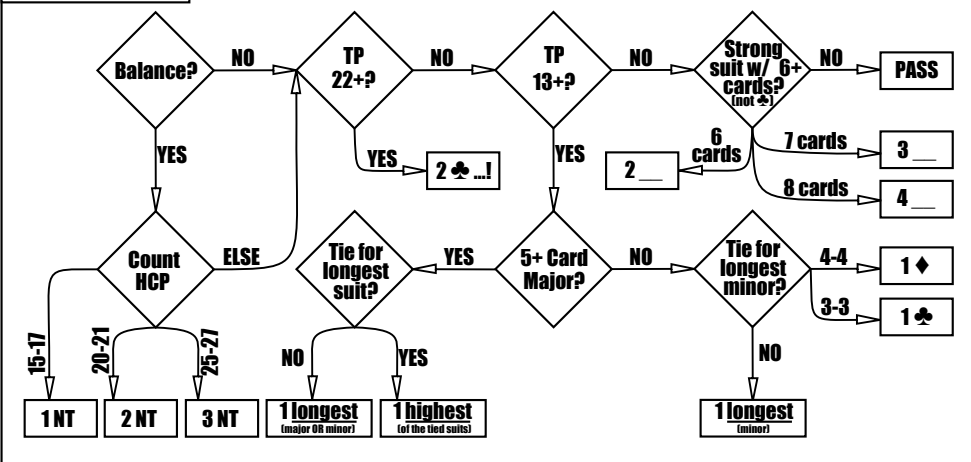
**DEFINITIONS:**  
**HCP:** (High Card Points) Ace = 4, King = 3, Queen = 2, Jack = 1  
**TP:** (Total Points) HCP + LSP  
**Strong:** In a suit, having at least two of: Ace, King, Queen.  
**Balance:** No more than one doubleton, and no voids or singletons.  
**LSP:** (Long Suit Points) 1 point for each suit 5 cards or more. For each add'l card, add'l point.  
**Forcing:** (! below) - partner must not pass in response to this.

**SP:** (Short Points) Used for raising. Same as TP, except instead of LSP, count 1 per doubleton, 3 per singleton, and 5 per void, (but only in non-opening suit)  
**Invitational:** (! below) - partner should raise to game if sufficiently strong

**GAME CONTRACTS IN GREY**

1 ♣	1 ♦	1 ♥	1 ♠	1 NT
2 ♣	2 ♦	2 ♥	2 ♠	2 NT
3 ♣	3 ♦	3 ♥	3 ♠	3 NT
4 ♣	4 ♦	4 ♥	4 ♠	4 NT
5 ♣	5 ♦	5 ♥	5 ♠	5 NT
6 ♣	6 ♦	6 ♥	6 ♠	6 NT
7 ♣	7 ♦	7 ♥	7 ♠	7 NT

**OPENING**



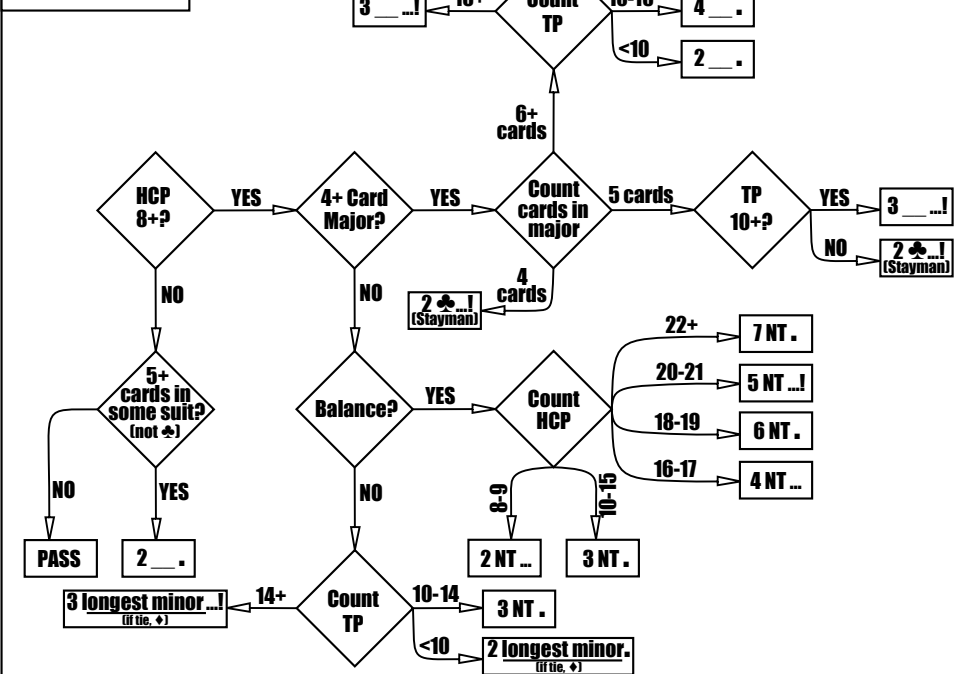
**RESPONDER REBIDS**

**OPENER WAS:**

RESPONDER IS:	13-15 TP "MINIMUM"	16-18 TP "MEDIUM"	19+ TP "MAXIMUM"
	6-9 TP "MINIMUM"	Partial. Invite Game ...	Partial. OR Invite Game ...
	10-11 TP "MEDIUM"	Force Game!	Force Game!
12+ TP "MAXIMUM"	Force Game!	Force Game!	Force Game!

- OPTIONS FOR RESPONSE:**
- Partial.
    - Pass
    - 1 NT (pref. balance)
    - Rebid own suit (6 cards, or 5 strong cards)
    - Raise partner's (4 cards)
  - Invite Game ...
    - 2 NT (pref. balance)
    - Jump rebid own suit (6 cards, or 5 strong cards)
    - Jump raise either of partner's suits
  - Force Game!
    - 3 NT (pref. balance, pref. stoppers)
    - Rebid own suit to game (7 cards, or 6 strong cards)
    - Raise either of partner's suits to game (4 cards for 2nd of suits, or 3 cards for 1st. if same, 2 cards.)

**RESPONDING TO 1 NT**

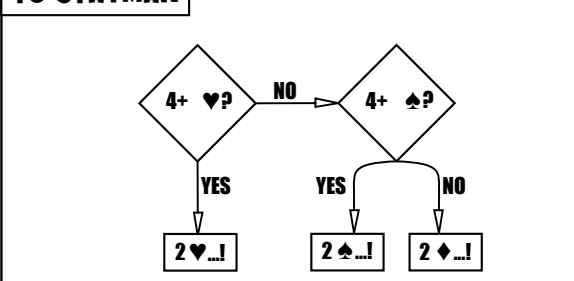


**OPENER REBIDS**

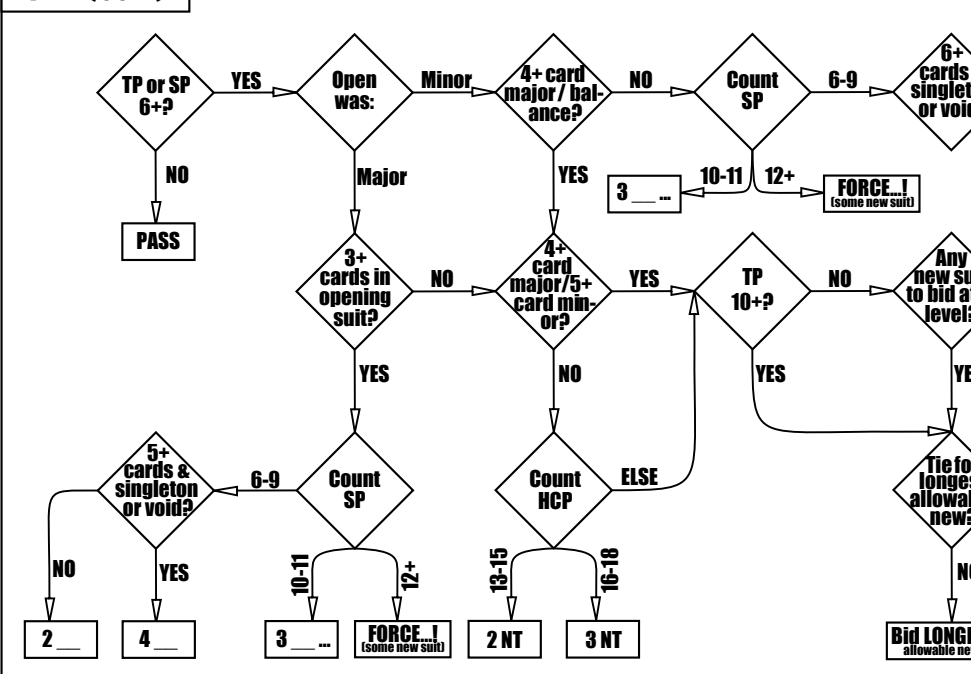
LEFT TO RIGHT = HIGH PRIORITY TO LOW PRIORITY

13-15 TP (OR SP IN CASE OF RAISE) "MINIMUM"	NON-JUMP RAISE OF PARTNER'S SUIT (PREF. 4+ CARD SUPPORT)	NON-JUMP REBID IN NEW SUIT (MUST BE 4+ CARDS)	NON-JUMP REBID IN OPENING SUIT (PREF. 6+ CARDS)	NON-JUMP REBID IN NT (1 NT) (PREF. BALANCE WITH STOPPERS)
16-18 TP (OR SP IN CASE OF RAISE) "MEDIUM"	JUMP RAISE OF PARTNER'S SUIT (MUST BE 4+ CARD SUPPORT)	JUMP REBID IN NT (2 NT) ... (MUST BE 6+ CARDS)	JUMP REBID IN OPENING SUIT (MUST BE 6+ CARDS)	NON-JUMP REBID IN NEW SUIT (MUST BE 4+ CARDS)
19-21 TP (OR SP IN CASE OF RAISE) "MAXIMUM"	RAISE PARTNER'S SUIT TO GAME (MUST BE 4+ CARD SUPPORT)	JUMP REBID IN NEW SUIT...! (MUST BE 4+ CARDS)	NT TO GAME (3 NT) (MUST BE BALANCED, PREF. STOPPERS IN UNBID SUITS, PREF. 1+ SOLID SUITS)	RAISE OPENING SUIT TO GAME (LAST RESORT, MUST BE 6+ CARDS)

**RESPONDING TO STAYMAN**



**RESPONDING TO 1 (SUIT)**



**RESPONDING TO 2♣ OPEN**

