## Sample Bridge Agreements

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## Abbreviations

| $M$ | Major | $X, Y$ | Any new suit | $X$ |
| :--- | :--- | :--- | :--- | :--- |
| double |  |  |  |  |
| $m$ | Minor | GF | Game force | $X X$ |

## Hand Evaluation

1. Aces and kings are undervalued in point count; Q's and J's overvalued
2. You can count length points (1 pt for each card in a suit over 4) or shortness points only when you have a fit. Count one or the other, but not both. Shortness points are:

|  | Declarer |  | Dummy |
| :--- | :---: | :---: | :---: |
| Doubleton | 1 |  | 1 |
| Singleton | 2 |  | 3 |
| Void | 3 |  | 3,4 or 5 (= to numbe of trumps) |

3. Honors are better when they are together. Conversely, stray honors are worth less. (Compare Axx, Kxx, Qxx, Jxxx and AQxx, KJx, xxx, xxx.)
4. Honors are better in your long suits. They make it easier to set up small cards.
(Pages 2-5 not shown for this illustration)

## Major Suit Bidding

1. 5-card majors. Always.
2. Responding with support (1M - ??)

|  | $\underline{1}$ g5-b10 | $\underline{\text { g10-b12 }}$ | $\underline{12+}$ |
| :--- | :--- | :--- | :--- |
| 3 cards | Raise to 2M | Bid new suit, then <br> jump to 3M | Bid new suit, then <br> bid game or <br> otherwise force |
| 4+ cards | Raise to 2M, compete <br> to 3M if necessary | Bid 3M - limit raise | Jacoby 2NT |

Special case: With 0-8 points AND shortness, jump to 4M. With more, make sure you get to game.
3. Rebids after Jacoby 2 NT (1M-2NT; ??)

Bid Shows
a. 3 new suit shortness (singleton or void) in that suit
b. 4 new suit 5 -card suit with 2 of top 3 or 3 of top 5 cards (source of tricks)
c. 3 of major $18+$ points, no shortness, generally 5 loser hand
d. 3NT 15-17 points, no shortness, 6 losers
e. 4 of major 12-14 points, no shortness, 7 losers

Any bid in a new suit after the Jacoby Response is a cue bid, asking partner to cue bid as well
Off in competition. See competitive bidding.
4. Games tries - after $1 \mathrm{M}-2 \mathrm{M}$, opener can try for game 3 different ways
2 or 3 of new suit
4+ card suit
2NT
5-3-3-2 (any order)
3M
6-card suit

In each case opener has enough to invite game (roughly 16-b19), counting distribution points. Responder use the information from the game try to see well the hands fit. This helps on borderline calls.
5. New Suit Forcing principle (this applies after minor suit openings as well)

Responder's bid of a new suit is forcing for 1 round. There are 2 exceptions: 1) Responder is a passed hand, and 2) Opener has rebid 1NT (except for New Minor Forcing).
(Pages 7 and following are not shown for this illustration)

