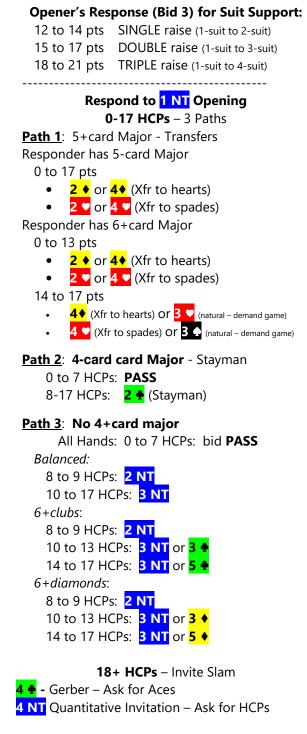
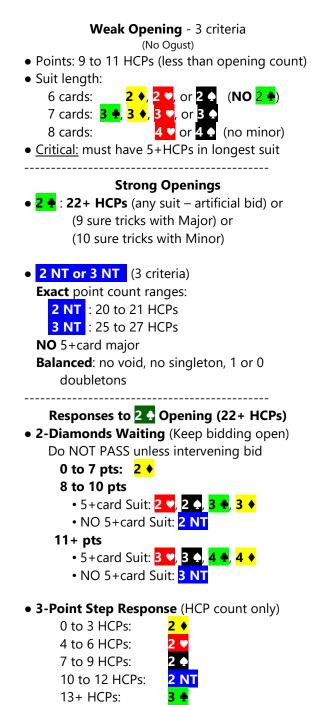


Respond to 1 • or 1 • Opening								
(0 to 5 HCPs – PASS)								
#1) Support Opened Major (need 3+cards)								
6 to 9 pts SINGLE raise								
10 to 12 pts DOUBLE raise								
13 to 16 pts TRIPLE raise to GAME or <mark>2 NT</mark>								
17 to 20 pts <mark>3 NT</mark>								
#2) Propose other Major (need 4 cards) at								
lowest level								
Propose Spade 6-16 pts 1								
17-20 pts 🛛 2 🔎 (jumpshift)								
Propose Heart 6-9 pts 1 NT								
10-16 pts 🗧 💙								
17-20 pts 🛛 2 💙 (jumpshift)								
#3) Propose new <u>4+c</u> ard Minor at lowest level								
6-9 pts <mark>1 NT</mark>								
10-16 pts bid 2-level minor								
17-20 pts bid 3-level minor (jumpshift)								
Respond to 1 ♣ or 1 ♦ Opening								
(0 to 5 HCPs – PASS)								
#1) Janoro opened Minor								
#1) Ignore opened Minor#2) Propose new Major (need 4+cards) at								
#2) Propose new Major (need 4+cards) at								
#2) Propose new Major (need 4+cards) at lowest level								
#2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) Propose Diamond (lowest possible level) 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) • Propose Diamond (lowest possible level) 6 to 16 pts - 1 ◆ 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) 6 to 16 pts - 1 ◆ 17 to 20 pts - 2 ◆ (jump-shift) 								
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 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) 6 to 16 pts - 1 ◆ 17 to 20 pts - 2 ◆ (jump-shift) Propose Club (lowest possible level) 6 to 9 pts - 1 NT 								
 #2) Propose new Major (need 4+cards) at lowest level 6 to 16 pts bid 1-Major 17 to 20 pts bid 2-Major (jumpshift) #3) Support opened minor suit (need 5+cards) 6 to 9 pts SINGLE raise 10 to 12 pts DOUBLE raise 13 to 16 pts 2 NT 17 to 20 pts Raise to GAME or 3 NT #4) Propose other 4+card Minor (need 4+cards) Propose Diamond (lowest possible level) 6 to 16 pts - 1 ◆ 17 to 20 pts - 2 ◆ (jump-shift) Propose Club (lowest possible level) 								







Bidding Slam with Intervening Bid Ask for Aces: **DOPI**

- DOUBLE if you have 0 Aces
- Pass if you have 1 Ace
- Next higher suit if you have 2 Aces

• 2 steps higher if you have 3 Aces

Ask for Kings: **DEP0**

- DOUBLE if you have EVEN # of Kings
- Pass if you have ODD # of Kings

Partnership Points Needed for:

25 pts: Game in a Major suit & No Trump
29 pts: Game in a Minor suit
33 pts: Small Slam
37 pts: Grand Slam

Duplicate Scoring								Scoring Components		
Final Contract (Trick Points)					Goal	Partnership HCPs Required	Tricks Required	Trick Points	Game Bonus Points	Slam Bonus Points
7 ♣ 140 pts	7 ♦ 140 pts	7 v 210 pts	7 ★ 210 pts	7 NT 220 pts	Grand Slam	37 pts	13	140 to 220 pts		1,000 or 1,500 pts
6 ♣ 120 pts	6 ♦ 120 pts	6 ♥ 180 pts	6 ★ 180 pts	6 NT 190 pts	Small Slam	33 pts	12	120 to 190 pts		500 or 750 pts
5 ♣ 100 pts	5 ♦ 100 pts	5 	5 ♠ 150 pts	5 NT 160 pts	Game Level 5C or 5D	29 pts	11	100 pts	300 or 500 pts	
4 ♣ 80 pts	4 ♦ 80 pts	4 ♥ 120 pts	4 ♠ 120 pts	4 NT 130 pts	Game Level 4H or 4S	25 pts	10	120 pts		
3 ♣ 60 pts	3 ♦ 60 pts	3 ♥ 90 pts	3 ♠ 90 pts	3 NT 100 pts	Game Level for 3 NT	25 pts for 3 NT	9	100 pts		
2 ♣ 40 pts	2 ♦ 40 pts	2 💙 60 pts	2 ♠ 60 pts	2 NT 70 pts	Part Score	<25	8	40 to 70 pts	Part Score 50 pts	
1 ♣ 20 pts	1 ♦ 20 pts	1 v 30 pts	1 ★ 30 pts	1 NT 40 pts	Part Score	<25	7	20 to 40 pts		