BRIDGE AT SEA LIBRARY

Bridge Bidding Made Simple · Standard American edition



CHAPTER 12

Quick Reference and Glossary

Every summary table in one place, and the words used in this book

Mike Smith

bridgescorer.com

1. How to use this chapter

This chapter gathers the summary tables from every chapter in one place, for a quick reminder at the table or before a session, and ends with a glossary of the words used in this book. If something here puzzles you, the chapter number takes you back to the full explanation.

> **Counting points.** Ace 4, king 3, queen 2, jack 1: 40 in the pack. About **25** between you for game in notrump or a major, **29** for a minor-suit game, **33** for a small slam, **37** for a grand slam.

2. The summaries, chapter by chapter

Chapter 1: Opening One of a Suit

Your hand	Open
Fewer than 12 points, Rule of 20 under 20	Pass
Balanced 15–17	1NT
Balanced 20–21	2NT
Five or more hearts or spades	1♥ / 1♠ (higher of two fives)
No five-card major	Your longer minor
3-3 in the minors	1♣
4-4 in the minors (including most 4-4-4-1 hands)	1♦

Chapter 2: Opening 1NT

Balanced hand	Open
12–14	One of a suit, rebid 1NT
15–17	**1NT**
18–19	One of a suit, jump to 2NT
20–21	**2NT**
22 or more	**2♣**

Chapter 3: Responding to 1NT

After partner's 1NT (15–17)	Bid
Balanced, 0–7	Pass
Balanced, 8–9	2NT
Balanced, 10–15	3NT
A four-card major, 8+	2♣ (Stayman)
Five or more hearts	2♦ (transfer)
Five or more spades	2♥ (transfer)

Chapter 4: Responding to One of a Suit

After partner opens one of a suit	Bid
0–5 points	Pass
Support for a major, 6–10	Raise to 2
Four-card support, 10–12	Jump to 3 (limit raise)
New suit, one level	6+ points
New suit, two level	10+ points
No fit, nothing to show	1NT (6–10)

Chapter 5: Raising Partner

Situation	Bid
Three+ trumps for partner's major, 6–10	Raise to 2
Four+ trumps, 10–12	Jump to 3
Support with 13+	New suit, then game
Opener with four of responder's suit	Raise to 2 / 3 / 4 (12–15 / 16–18 / 19+)
Partner shows two suits	Give preference to the one you like better

Chapter 6: Opener's Rebids

Your hand	Rebid
Balanced 12–14 / 18–19	1NT / 2NT
Six-card suit	Repeat it, jump, or bid game
Second suit at the one level	Bid it
Lower second suit at the two level	Bid it (not forcing)
Higher second suit at the two level	Reverse: 17+
Very strong with a second suit	Jump shift: 19+
Four-card support for partner	Raise (2 / 3 / 4)

Chapter 7: Responder's Rebids

Responder's strength	Typical rebids
6–10	Pass, preference, 1NT, repeat a six-card suit, simple raise
11–12	Jump raise, raise to three, 2NT: all invitations
13+	Bid game

Chapter 8: Opening 2NT and Strong Hands

Your hand	Open
Balanced 20–21	2NT
Balanced 22–24	2♣, then 2NT
Balanced 25–27	2♣, then 3NT
Game on your own	2♣, then bid your suit

Chapter 9: Weak Twos and Pre-empts

Opening	Suit length	Points
Weak two (2♦, 2♥, 2♠)	six cards	5–11
Three level	seven cards	fewer than 10
Four level (4♥, 4♠)	eight cards	fewer than 10

Chapter 10: Overcalls and Takeout Doubles

Your hand (after they open)	Bid
Good 5+ suit, 8–16	Overcall at the one level
Good 6+ suit (or a very strong 5), 10–16	Overcall at the two level
15–18 balanced, stopper in their suit	1NT
12+, short in their suit, support for the others	Double
Length in their suit, nothing to show	Pass

Chapter 11: Slam Bidding

Situation	Bid
Balanced, 1NT opposite, 16–17	4NT (quantitative)
Balanced, 1NT opposite, 18–21	6NT
Suit agreed, enough strength	4NT (Blackwood) to count aces
Two aces missing	sign off in five
One ace missing	small slam
All aces held, grand possible	5NT for kings

3. Glossary

Auction
The bidding, from the first call to the last pass.

Balanced hand
No void, no singleton, and at most one doubleton: shapes 4-3-3-3, 4-4-3-2 and 5-3-3-2.

Blackwood
A bid of 4NT, once a suit is agreed, asking partner how many aces they hold (Chapter 11).

Contract
The final bid: the number of tricks your side must make, and the trump suit or notrump.

Declarer
The player who first bid the denomination of the final contract, and who plays both hands.

Double
A call that can increase the score for a contract; at a low level, before partner has bid, it usually asks partner to choose a suit (a takeout double, Chapter 10).

Doubleton, singleton, void
Two cards, one card, or no cards in a suit.

Dummy
Declarer's partner, whose cards are laid face up after the opening lead.

Dummy points
Points added for short suits (void 3, singleton 2, doubleton 1) when you have four or more of partner's trumps (Chapter 5).

Fit
Eight or more cards in a suit between the two hands.

Forcing
A bid partner must not pass.

Game
A contract worth 100 or more points below the line: 3NT, 4♥, 4♠, 5♣ or 5♦.

High-card points (HCP)
The points counted for aces, kings, queens and jacks.

Invitation
A bid that asks partner to bid game with a maximum and pass with a minimum.

Jacoby 2NT
A 2NT response to 1♥ or 1♠ showing four-card support and 13 or more points, forcing to game (Chapters 4 and 5).

Limit bid
A bid that shows a narrow range of points, so partner can judge the final contract.

Major and minor suits
Spades and hearts are the majors; diamonds and clubs the minors.

Overcall
A bid of your own suit after an opponent has opened (Chapter 10).

Partscore
A contract below game.

Pre-empt
An opening at the two, three or four level with a long suit and a weak hand, to take bidding space from the opponents (Chapter 9).

Quantitative 4NT
A raise of partner's notrump bid to 4NT, inviting slam; not Blackwood (Chapter 11).

Rebid
A player's second bid.

Reverse
Opener's rebid in a higher-ranking new suit at the two level, showing 17 or more points (Chapter 6).

Rule of 2 and 3
A guide for pre-empts: be no more than two tricks short of your contract when vulnerable, three when not (Chapter 9).

Rule of 20
Add your points to the number of cards in your two longest suits; with 20 or more you may open (Chapter 1).

Slam
A small slam is a contract for twelve tricks (six level); a grand slam for all thirteen (seven level).

Stayman
A 2♣ response to 1NT asking opener for a four-card major (Chapter 3).

Stopper
A holding that will win a trick in a suit, such as A-x, K-x-x or Q-J-x.

Transfer
A response to 1NT in the suit below your real suit, asking partner to bid your suit (Chapter 3).

Vulnerable
A side that is vulnerable scores more for making contracts and loses more for going down.

Weak two
An opening of 2♦, 2♥ or 2♠ with a six-card suit and a weak hand (Chapter 9).

> That is the end of the book. Practise what you have learnt with free lessons and challenge hands: **bridgescorer.com/learn**

> **About this guide.** There are many versions of Standard American, and clubs, teachers and books do not all agree on every detail. This chapter describes one common, straightforward version for learners. We do not claim it is the only or the best way: if your teacher or club plays something different, follow them. What matters most is that you and your partner agree.

© 2026 Mike Smith, Bridge at Sea. You may print and share this chapter for personal and club teaching use.