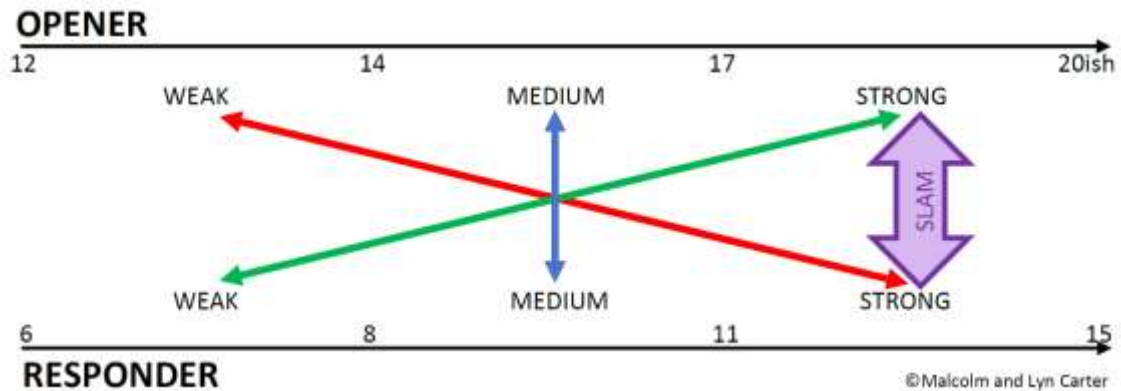


Following the “keep it simple” approach, it should be possible to classify opening bids and responses as weak, medium and strong, regardless of the system being taught. The following diagram illustrates the indicative points needed for weak, medium and strong opening bids and responses, and the interaction between them.



Points for Game Diagram

This Points for Game Diagram shows that the following hand combinations are enough for game:

- weak opening and strong response;
- medium opening and medium response; or
- strong opening and weak response.

If there is a strong opening and a strong response, then there may be enough points for a slam.

Rebid Summary - Opener

- Rebid opening suit at minimum level - 12-14
- Jump opening rebid suit - 15-17
- Rebid 1NT - 12-14 (1NT opening = 15-17)
- Rebid 2NT - 18-19
- Rebid 3NT - Long solid Minor about 7 or 8 tricks in hand

Bid/ Rebid Summary - Responder

- Rebid responding suit at minimum level - 5-9
- Jump rebid responding suit - 10-12
- 1NT response - 5-9 (no 4-card major)
- 2NT response - 10-12 (no 4-card major)
- 3NT response - 13-15 (no 4-card major)