## 5-CARD MAJOR

### Weak Hands

#### 6-9 HCPs

**Weak Two:** If you have a 6-card ♠, ♥ or ♦ suit with at least two of the top five honours, you may:
- Open 2 of that suit
  - annoying the opposition

To respond, partner goes to WEAK2 table

**Pre-Emptive Three:**
- If you have a 7-card suit with at least two of the top four honours, you may:
  - Open 3 of that suit
  - making it hard for the opposition

To respond, partner goes to 3SUIT table

**Gambling 3NT:**
- If you have a 7+ card Minor suit headed by the Ace, King and Queen, you may:
  - Open 3NT
  - making the opposition sit up

To respond, partner goes to 3NT table

### Average Hands

#### 10-11 12-14 HCPs

**Balanced Hand with 15-17 HCPs:**
- If you have 15-17 HCPs and a balanced hand (a hand in which there are no Voids, no Singletons and at most one Doubleton), you will:
  - Open 1NT
  - To respond, partner goes to 1NT table

**Unbalanced Hand with 10-19 HCPs or Balanced Hand with 10-14 or 18-19 HCPs:**
- Start looking for a Fit (a suit in which your partnership has at least 8 cards). In Third or Fourth Seat the point range can be relaxed a bit (instead of 12+ HCPs, 10-11 HCPs might suffice):

  **Major:**
  - If you have 12-19 HCPs and one or two 5+ card Major suits, you will:
    - Open 1 of Major suit
    - (Open 1♠, if you have two)

  **No Major:**
  - If you have 12-19 HCPs but no 5+ card Major suit, you will:
    - Open 1 of Longest Minor suit
    - (Open 1♣ if distribution is 3-3, Open 1♦ if distribution is 4-4)

  **Strong 6+**
  - If you have 10 HCPs and a very strong 6+ card or a good 7+ card suit, you may:
    - Open 1 of that suit

  **Good 6+**
  - If you have 11 HCPs, a good 6+ card suit and partner has not bid yet, you may:
    - Open 1 of Good 6+ card suit

To respond, partner goes to 1SUIT table

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**HCPs:** Ace = 4, King = 3, Queen = 2, Jack = 1

**Major Suits:** ♠ ♥

**Minor Suits:** ♦ ♣

**Ranking:** NT ♠ ♦ ♣ ♥ ♠

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