

# SIX – CARD MINORS (6-3-2-2) & NT

- **11-13 HCP**: Open 1 of Minor & Rebid 2 of Minor.
- **14-15 HCP**: Open 1NT = 14 – 15 hcp + 2 Length Points = 16 - 17 Playing Points. Need 6-3-2-2.  
Too Good to rebid 2 of Minor. Not enough for 3.
- **16-17 HCP**: Open 1 of Minor & Jump Rebid:
  - 2NT with a Mediocre Suit  
16 – 17 hcp + 2 Length Points = 18-19 Points.  
Need 6-3-2-2 Distribution. OR
  - 3 of Minor = Good Suit.
- **18-19 HCP**: Open 2NT with a Mediocre Suit  
= 18 - 19 hcp + 2 Length Points  
= 20 – 21 Playing Points.  
Need 6-3-2-2 distribution, OR
  - 1 of Minor & Jump Rebid 3NT = Good Suit.
- **20-21 HCP**: Open 2C – 2D – 2NT with a Mediocre Suit  
= 20 - 21 hcp + 2 Length Points  
= 22 – 23 Playing Points.  
Need 6-3-2-2 distribution, OR
  - Open 2C – 2D - 3 of Minor = Good Suit.