

- 15-17 HCP w/ balanced hand: open 1NT. You do not need a stopper in every suit.
- What do you do with 18-19 HCP (1½NT) and a balanced hand? Open one of a suit and jump to 2NT at next turn.
- 20-21 HCP w/ balanced hand open 2NT. You do not need a stopper in every suit.
- What do you do with 22-23 HCP (2½NT) and a balanced hand? Open 2C with 9+ tricks (game force) or with a balanced hand and 22-23 HCP.