

Pin Point Astro

Pin point Astro is used as a defence to 1NT.

When 1NT has been bid and, if you have 10 points plus (or even 9) and the possibility of using Pin Point, do so. If no one has challenged the 1NT, don't be scared to bid using PinPoint. You often get a really good score

Try not to let the bidder get away with INT unchallenged.

Pin Point is based around hearts.

You should have 5 of each suit, but 4,5 is generally OK to bid

The defence goes:

2C = clubs and hearts

2D = diamonds and hearts

2H = hearts and spades

2S = spades and a minor.

Partner should either leave you in the suit bid, if they have support for it, or, if their heart suit is better, bid that.

They must not bring in another suite unless they have a massive hand and are looking for game.