STRONG CLUB June 27 2012

Point count for many balanced hands, when we have less than slam values,
is shown using 54321. A=5, K=4, Q=3, J=2, 10=1
Use of " jp" signifies 54321 points.
Unbalanced hands we use standard point count

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3♣/♠ pre-emptive
4♥/♠ natural but limited could be very weak
5c/d pre-emptive

Leads and signals

2nd, 4th — high from two cards
second highest from three or more cards with no honour
fourth from better suits
in partner's suit (**not supported**) low from odd number/high from even number

- He must have bid the suit naturally
- Our support can be shown in anyway

Signals — primarily standard count – but maybe random cards
Deviation from standard remainder count can be suit preference
When following from a known long suit – 2nd lowest is suit pref and non std high is suit pref

First discard — even is encouraging (high even may be neutral if followed by low even)
Generally discard of odd is discouraging in that suit and
USUALLY suit preference/ middle odd card either neutral or wanted to throw even card but none
Subsequent discards standard remainder count (especially card after the 1st discard)
If discard is in suit already discarded may not be count – it may clarify earlier card
Discards if we are stuck:
High even is neutral. Must be 10 or 8
Low even is encouraging. Must be 2 or 4 or 6
If a high even card is on the table then we adjust for it by switching 6 to high
If 2 on the table then 4 or 6 is low/ if 8 on the table then 10 or 6 is high.
If 2/8 on the table then 10 is high and 4/6 remain low
Odd is discouraging and usually suit preference but if stuck maybe be only discouraging
Discard from a suit where we have known strength
Enc = don't lead another suit

From honours — 9 promises 10 without a higher honour or H98 or shortage
10 is strong / promises AK or Q or shortage
J promises 10
Q asks for unblock or QJ (typically KQ109)
K is for count
A is for attitude

Partner leads an honour card at trick 1 v suit contract and there is shortage in dummy
Normally our card is suit preference
Count if we think its important
If the suit led is "our suit" bid and supported and there is shortage in dummy or inferred shortage in declarer's hand we can high or low is suit preference and middle is neutral.

Partner has led any card that is likely to be a singleton
Normally our card is suit preference
If its ACE lead we normally show attitude but if there is length 6+ in dummy we show suit preference (or if the bidding makes it likely partner has a singleton)

Special suit preference
If partner leads a singleton and we win the ace (king is with declarer) Q or 10 denotes high suit preference. Jack or low denotes low suit preference.

If we are known to have plenty of cards to play then
Highest — suit preference with honour
2nd highest — suit preference with shortage
Lowest — suit preference with honour
2nd lowest — suit preference with shortage

1♣ Responses

17+ unbalanced or 25+jp balanced (often upgrade 16 unbalanced with 5=suit)

In all sequences if the responder shows 7+ unbalanced 8+bal GF

- 1♦ less than 7 points unbalanced/ less than 8 balanced –often downgrade 7 with poor suit
- 1♥/♠ 5+ natural
- 1nt 11+ may have weak 5m (5332)
- 2♣/♦ 5+ natural (if 5 unbalanced or very good suit)
- 2♥ 8-10 balanced may have 5m (5332)
- 2♠ 4441 7+ plus
- 2nt 4405 7+ plus with 5-minor
- 3c-4s conventional/ strong 1-suiters

1♣

After interference (all other bids are as if no interference except 2h)

Pass may be penalty

After dbl or overcall at 1-level

- Dbl/Rdb 8-10 balanced or 11+ bal with no stopper
- 1nt 11+ balanced with stop

After dbl pass 0-5 unbalanced or 0-5 bal

- 1d 6-7
- 1d pass replaces 1d/ 2h impossible
- 1h pass replaces 1d
  - if 1h is natural
    - cuebid 4s/5+m 7-10 then 2nt asks and 3c/d 5-cards 3h/s show 6c/d
    - bid naturally 11+
  - if 1h does not promise hearts then 2h natural 5+cards
  - 1s is natural
- 1s pass replaces 1d
  - 2h natural
  - 2nt is 1444 (0445 bid 5-card suit)
  - Others as after 1h
- 1nt or higher
  - Pass replaces 1d
  - After 1nt Dbl is balanced 8+/
  - After higher dbl is 8-10 bal or 14+ bal or 11-13 bal no stop
  - 1nt - 2nt is any 4441 (5440 bid 5-card suit)
  - After 2-any Cuebid 4441
    - 2nt bal 11-13 with stop
- After 1s/1nt 2nt
  - 3c asks 3d/h/s/nt suit below singleton with 7-10
    4c/d/h/s suit below singleton with 11+
  - 3d/h/s natural
    Then 3nt = shortage in partner's suit
    Cue = fit with shortage
    3M = shortage your suit and no stopper in their suit (bid M)
    Raise is shortage in their M (could not cue except at 3-level)

Responses from a passed hand

- 1♦ less than 7 points unbalanced/ less than 8 balanced
- 1♥/♠ 5+ natural
- 1nt 8-10(11) bal
- 2♣/♦ 5+ natural (if 5 unbalanced unless 5422)
- 2♥ hearts + minor 5/5 less than 6 pts clubs p/c - 2nt asks and is GF (opener may pass 3m)
  (with 6+ respond 1h with 5/5)
- 2♠ 4441 7-11
- 2nt 4405 7-10(11) with 5m

(if rho overcalls then responder bids as after interference)

1♦

if LHO overcalls and 2 passes then opener's bid may be protective

1h/s	4+	canapé possible if 17-18
1nt	17 -19	if 1♦ is dbl or overcalled then 1nt 18-20 (pass is penalty dbl/17 bal/ no bid)
2m	5+ nf but encouraging	
2h	relay to 2s	23+ bal or GF with single suit
2s	4441 strong	20+ or 39+ jp bal
2nt	20-22	if 1♦ is overcalled or dbl then 21/22
3c	hearts and another GF	3d asks then 3h/s/nt shows c/d/s 4c/d is 6m/5H 4h 6H/5S
	(over 3c/d - direct 4 suit is shortage agreeing major)	
3d	spades and another GF	3h asks then 3s/nt shows c/d 4c/d is 6m/5S 4h 6S/5H 4S 6s/5m
	After 4S – 4nt asks minor and 5m is cue-bid for S	
3M	invitational	
3nt	gambling	
4M	natural	
4nt	for aces	

1h	4+	canapé possible if 17-18 poor 19		
	Pass	0-3	not 4+s if (2)3	
	1s	natural 3-6		
	1nt	(3)4-6	bids natural 4/5 5/4 pass with 5332 only	
		3 new	5+/5+ invitational	
		2nt	invitational	
	2c	7 bal	may have 3-card support to be shown later	
				2d "game unlikely" then bid 2h (with 3), 2s nat, 2nt
				2h or higher GF
	2d	3-card fit	5-6	2h sign-off/ other game force
	2h	3-card fit	3-4	or 4-cards 0-2
	2s	6-cards	3-6	bids natural 1 rd force
	2nt	4-card fit	5-6	
		3c GT		then natural
	3c	4-card fit	7	balanced
	3d	5-cards with 3-card fit	5-6	(suit should be Q10 or K or A high)
	3h	4-card fit	3-4	
	3s	any void then 3nt asks	and show LMH void	3s and 3nt inverted
	3nt	single spade		
	4c/d	single		

1s	4+	canapé possible if 17-18		
	Pass	0-3		
	1nt	(3)4-6		as after 1h
	2c	7	bal	may have 3-card support to be shown later
				2d "game unlikely" then bid 2h nat, 2s (with 3), 2nt
				2h or higher GF
	2d	5+hearts		4-6 2h/2s non foring
	2h	3-card fit	5-6	2s sign-off/ other game force
	2s	3-card fit	3-4	or 4-cards 0-2
	2nt	4-card fit	5-6	as after 1h
	3c	4-card fit	7	balanced
	3d/h	5-cards with 3-card fit	5-6	(suit should be Q10 or K or A high)
	3s	4-card fit	3-4	
	3nt	any void	then 4c asks and TELL LMH void	
	4c/d/h	single		

1c 1d
1nt 2c non-forcing stayman
2d/h/2s/2nt transfers (max 6pts)
3c minors but 3d is non- forcing and 3h asks
Generally invite with 5-6 and go to 3nt with 7 (may upgrade/ downgrade)

1c 1d
2c 2d 4-6 bal waiting or natural
2M 5+cards
2nt 7balanced, may have 4M/ any bid by opener is forcing

1c 1d
2d 2M 4+ f1
3nt no major 7
after 2d got to go to game with 7 bal

2h relay to 2s then
2nt 33-35jp as 2nt below
3nt 36-38jp after any fast 3nt
4c puppet to 4d sign-off any suit
4d/h/s/5c transfer with (mild+) slam interest
4nt 42/44jp natural (suits upwards)
3-suit natural GF occasionally 5-card suit / generally 6+

2s 4441 20+ or 39+jp balanced
2nt asks
3c/d/h/s suit below singleton 20-23
3nt 39-41jp as after any fast 3nt
4c/d/h/s suit below singleton 24+
4nt 45-47jp bid suits up
3-suit sign-off in that suit or in a higher ranking suit/
Opener passes or bids next highest suit

2nt 30-32jp (or more) 31-32 jp if 1♦ is overcalled or dbl

May hold 5-card major but not 5/4 May hold 5/4 minors
3c after 1c and 1♦ response Stayman
3c after 1c and 1♦ response and opener's 2h rebid and then 2nt for 5-majors
3c after our overcall stayman
2nt 3♣
3♦ transfer
3♥ transfer
3♠/4c/4d/4h transfer to next suit – mild+ slam try
3nt natural
4nt invitational

2nt 3c stayman usually
3d no major
3h/s natural over 3h bid 3nt with 4s and opener will convert

2nt	3♣	asks for 5-card majors	only after 1c-1d-2h-2s-2nt
3♦		none	
	3♥	4 spades or both majors	3♠ = hearts, 3nt = no major, 4♣-d-s agrees spades
	3♠	4 hearts	
	3nt	no major	
	4♣/♦	5 cards natural slam try	no major
	4nt	quantitative	opener may bid suits up
3♥		5 hearts	new suit cuebid (not length)
3♠		5 spades	new suit cuebid
3nt		no 5 or 4-card major exactly 3 spades	

2nt	3♣	
3♦	3♥	
3♠	3nt	spades only
	4♣/♦	cuebids

1♥/1♠ 2♣/2♦

Response to 1c	1h	1s	2c	2d
suitable balanced raise 4+cards (support of M is **17-18**) (support of minor is unlimited)	2h	2s	3c – any bal 4-card support	3d – as after 2c
Weak unsuitable bal 4+ raise	4h	4s		
New suit	natural 5+	As after 1h	As after 1h	As after 1h
New suit with a jump (except 1M – 3c)	good suit 6+ 3c = 4144	As after 1h 3c = 1444	Splinter Dbl jump is void	As after 2c
1nt (then 2c asks – below)	Bal no 4-card fit	As after 1h		
2nt	4+h as after 1M-2nt then 3c is 7-10	As after 1h	Bal 25+ no 4-card fit Then 3c and 3d ask	Bal 25+ no 4-card fit Then 3c and 3d ask
Splinter in support of M	4441 /5(weak)431 17- 18 cuebids/KC	As after 1h		

1c	1M		
1NT	2c	asks (below)	11+
	New suit	5/4 or 6/4 up to 10 points (may upgrade good 10) or weak 5/5	
	3 new	5+/5+	9+
	3M	exactly 5M/4c up to 10 points	cue for M/ bid 4c to agree suit/ 3nt natural

1c-1M-1nt-2c is ASKING

2d	17-18	
2H/2S	nat 19+	2h or higher forcing to 4M or 4nt
2nt	19+	no Major
3m	5-cards 19+	

1c	1M		
2-Any/2M	2nt	often waiting/ maybe	11+bal
	3nt	balanced up to	10

After 1c-1M-3c new suit sets suit then cuebids and KC and 4M (short suit) asks controls – 1st step 0-3
Immediate 3M suggests playing in that suit

After 1c-1M-2nt we bid exactly as after 1M-2nt but remember if opener is balanced he is 19+ and if he has shortage he will not have a limited 4441.

1c 1M/2m

and an auction where responder is unlimited and bids 3nt

4nt INV opposite 11/12

5nt INV opposite 9+

1c-2c/d-2nt 3c promises 11+ and asks

3d 17-18 then bid suits up

3M nat 19+ 19+ forcing 4M/4nt

3nt 4om333/ no M 19+/ then 4m sets suit/ immediate 4nt nf

4m 3m/5om 19+ cue for responder's minor/ immediate 4nt nf

4om 2m/5om 19+ cue for opener's minor/ immediate 4nt nf

3d 6m or both minors 11+ (5+4+) then

3h asks

3s both 5+/4

3nt 6m

4m 6+m very strong

4om 5+/5+

When both minors if room 4m agrees suit. If 4d available cue agrees clubs.

If 4om is 4d then as after flannery. Cue for 2nd suit/ 4nt KC for 1st suit

3M/nt natural up to 10

4m sets suit

minor rebid by the opener.

1c-1nt 1c-1M minor rebid is initially best GT

2d-2h 2c-2nt then if not natural 3M by responder = good fit but happy to play 3nt

3d 3c

Balanced hand responses 1nt and 2h

1c-1nt 11+ may upgrade a good 10

1c-2h 8-10

After 1c-1nt/ or 1c-2h responder's 4nt is never KC

1c is opener 1nt is responder

Principal/ after 1c-1nt-2c responder ALWAYS shows his suits first

Opener raises to 3M/4m agrees suit

If opener breaks relay/ then his bid is nat 5+cards

1♣ 1nt bal (10)11+ passed hand see page 8

2♣ asks

2d any (10)11/12

2h asks

2s spades or spades and another

2nt asks

Then 3c/d/h natural 2nd suit/ 3nt 4333

after responder shows shape

raise of minor agrees suit

3s (over 3-suit) agrees spades

over 3nt (4333) 4c agrees spades

over 3h 4c agrees hearts

2nt is hearts or hearts and a minor

3c asks

Then 3d is 4h/4d 3h agrees hearts / other agrees diamonds

3h is 4h/4c 4c sets suit / other agrees hearts

3nt is 4333 then 4c/d/h agrees hearts

3c	4c	3334	4c agrees suit
3d	4d	3343	4d agrees suit
3h	5c		4c agrees suit
3s	5d		4d agrees suit
3nt	44 minors		4m agrees suit

2h/s/3c/d natural 13+ lowest 4-card suit (by rotation)
(3c/d will be 3343 hands)
2nt 4/4 majors 13+
3h/s 5-card c/d 13+
3nt 44 minors forcing to 4nt /13+
After any of above new suit at 4-level is natural 5+ if bid at lowest level
When 13+ forcing to 4nt / except if major fit then 4M is not forcing
After 2h/s opener bids 2nt to ask for minor
After 2nt opener can agree M
After 3h/s/nt opener can agree m then direct 4nt s/o, direct 5m good trumps
After 3nt 4nt is the weakest bid
After 3d/3h/3s/3nt – a new suit at the 4-level without a jump is natural and forcing
3nt if we are forced to 4nt is not minimum
4nt by either hand is minimum (if we are forced to 4nt)
by either hand is inv if we are not forced
5nt by either hand is inviting 6

1♣ 1nt 11+ may have weak 5m (5332)
3-suit natural slam try bids natural at 3-level / cuebids at 4-level/
immediate raise is 4 or A/K/Q (4M forcing)
4nt inviting opposite partner's minimum range (direct or indirect)
To KC must agree suit or cuebid first
5nt forcing to slam and interest in 7

After 1c – 1nt	2d	2nt	2M
direct raise	4+fit/ then 3M natural/ responder goes past 3nt with 13/14+	As after 2d	13+ 4 fit
2M/3m (3M/4d over 2nt)	2M/3c Nat 13+ no 4+fit	3M/4d Nat 13+ no 4+fit/ (4d no M) 4d-4M cue /4nt s/o	2S/3m nat 13+ no fit
2nt/ 3d	2nt 11-12 no fit	3d 11-12 no fit	2nt 11-12 no fit
4M			11-12 poor hand
Jump (3s over 2h)/ 4-any			4-card fit 11-12 Good hand

After 1c – overcall – 1nt – pass
2c is enquiry and responses same as if no overcall/interference.

New suit or 2nt/(3d) bids natural / if a suit has been bypassed then later it's a cue
New suit (13+) does not deny 3-card fit for M

1c 1nt
2d 2M
3d 3M good cards for diamonds but willing to play 3nt
3OM no stop

1nt from passed hand
1nt 8-10. 11 possible if less than 17jp
2c asks Majors
2d/2M natural/2nt shows clubs
Raise on second round from responder/ 1c-1nt-2M-raise is 4-cards/ 2nt from responder after 2M is 3-card support
1c-1nt-2d/2nt- raise 4-cards
New suit natural – less than Hxx in minor
2d 2nt Hxx in diamonds/ then new suit natural and 3m sets suit
2nt 3d Hxx in clubs/ then new suit natural and 4c sets suit

1♣ 2h 8-10 balanced – 5-minor possible (5332)(trump Q = 1 control – only after 2h)

2s 5+ spades

- 2nt 3-card spade fit then
  - 3-new natural raise fit maximum
  - 3-new suit fit for 2nd suit min/ if choice show values
  - 3s no fit for 2nd suit/ good hand for spades
  - 3nt to play
  - 4s suitable for spades but minimum
  - After any of above 4S is not forcing
- 3c clubs or C+H
- 3d diamonds or D+H
- 3h both minors
- After 3c/d suit bids are natural
  - Other minor 5-cards (expects 3-card fit)
  - 3s very good suit/ stronger than 4s
  - 3h natural
  - After 3h
    - 3s heart support with Hx
    - 3nt 5-minor
    - 4m/4h heart support cue or min
- After 3h 3nt natural
  - 3s very good suit/ stronger than 4s
  - 4m sets suit
  - 4h natural 5-cards - not forcing
  - 5h natural 5-cards – forcing
- 3s 4-card fit 4+ cont
- 3nt 4-card fit 3 cont
- 4c/d/h 4-card fit 2-controls/ lowest cue/maybe feature + good trumps. (A or KQ)
- 4s 4-card fit 0-1 controls

If 2h is doubled then

Opener rdb 5+ hearts to play

Responder rdb (1c-p-2h-dbl-p-p-rdbl) no heart stop

If 2h is overcalled opener's dbl is t/o

Opener's pass forces responder to dbl

2nt naturalish/ may be 5422 or 4441 or 5431 etc

- 3c less than 3 controls
  - Bid suits up
- 3d/h/s/nt natural lowest suit 3+ cont / 3nt is clubs only
  - Bid suits up
- Responder has support
  - Raise is minimum
  - Cue is better

3c/d natural/ 5+ best game or slam try

- Natural responses generally show a Major
- Responder may go past 3nt with a good hand and support

After 3c 3nt shows clubs but not encouraging

3h		natural/ 5+		(should not have spades)			
			3s	3-card heart fit good hand/ 3+ctrl			
				4m is a cue			
			3nt	natural – not 3 or 4 hearts			
				4m natural 4-cards			
				then cue for m/ 4h Hx/ 4nt nat (cue may be false if stuck)			
			4c	good hand	4-card fit 3+ctrl		
			4d	poor hand	4-card fit		
			4h	poor hand	3-card fit		
3s	5+H/4+S		3nt	natural			
			4c	4-card fit for H 4d last train			
			4d	good hand 4-card fit for S (3+controls)	4h last train		
			4h	3-card fit			
			4S	poor hand	4-card fit		
3nt		minimum/ ok to play 3nt					
4c/d		5H/5m	4h	s/o	then	4nt	KC for H/ Cue for minor/ then KC
4H/4S		6/7-card suit/ minimum club opening					
4nt		quantitative		bids suits up			
	2s	4441 7+					
2nt		relay					
	3c	single diamond		7-10	cue asks controls 1st step 0-2		then cue asks Q
	3d	single heart		7-10			
	3h	single spade		7-10			
	3s	single club		7-10			
	3nt	single club			11+	cue asks controls 1st step 0-2	then cue asks Q
	4 suit	single suit above			11+		
		4nt is sign-off					
		opener may agree a suit below game level. This also asks controls. We must play in this suit.					
	2nt	4405	with 5m				
3c	natural	3d	4450	then new suit sets suit/ F1			
		3M/4d	club support with shortage in suit bid				
3d	natural	3nt	4405	then new suits sets suit/ F1			
		3M/4c	diamond support with shortage in suit bid				
3M	natural	3nt	void in suit/ then new suits sets suit/ F1				
		New suit	support with void in suit bid				

solid and semi-solid suit responses

3c-3h/ 3nt	6-card solid next suit with no side Ace or king (3nt is clubs/not forcing)			
	Opener accepts transfer to set suit or bids new suit natural forcing/ 3nt is s/o			
3s	any 7 solid suit with no side Ace or king			
	3nt asks suit / responder bids suit below then accept transfer sign-off, cuebids, 4nt s/o			
	4m if responder holds that suit asks for cuebids/ holds another suit then it's a cuebid			
	4M if responder holds minor non-forcing/ to play			
4c-4s	7-card 1-loser suit above with no side Ace or king			
	If responder has a minor then 4M to play others cuebid (5h over 4s is a cue)			
	If responder holds a major then any other suit is a cuebid			
	Then	4nt	asks trumps/ 5c KQJ 5d AQJ 5h AKJ	

After an overcall or dbl

If responder has shown a positive than our doubles are:
- -t/o up to 2s
- - penalty of higher
- - if partner has bid a suit then our dbl up to 2s is support

If they bid and support directly dbl is t/o through 3s and penalty higher.
Examples 1c-1h-1s-3h where 1h is natural or shows (say) hearts and another

After 4th seat dbl	redbl t/o of suit shown by dbl		
After 4th seat overcall	Jump in minor /single jump to 4-level		
	over other minor	2 suiter – not extremes	(H+m)
	over a major	minor plus other major	
	Jump cuebid		
	over minor (at 4-level)	2 suiter – extremes	(S+m)
	over 1 major	asking stopper for 3nt	
	Simple cuebid over minor	majors	
	over major	other major plus minor	

1c	p	1d	1M (overcall)
2d	p	2M	max not 5OM
		2OM	5-cards
		3OM	6+cards
		3M	short/ max 4OM

2M (from opener) Michaels

1c-any-dbl-pass
2cue balanced n stopper

1♦ 17-20jp (about 11-13) balanced 2+d or 11-16 natural
When 1♦ is balanced, his bid of 4nt is never KC.

general principal if responder bids diamonds it's a "new" suit natural
(after 4th hand suit overcall – support doubles) (1♦-p-1s-2♦-dbl… support)/
If forces partner to 3-level will be a good hand with 5+d/3M
RDB is strong/ then pass is F1 and dbl is penalty

1♥/♠	Natural 4+	
1nt	Natural 7-11	normally balanced up to 17jp
2♣/♦	12+ Natural 5+ or 14+ balanced 4-card is possible (14-16 if missing a stop)	
2♥	10-12 at least 5m4m	2nt asks/ 3m sign-off (can be 5422)
2♠	at least 5m4m	GF
2nt	18-19jp No major bid with all invitational hands even with xx in major	
3♣/♦	8-11 6-card good suit /inviting 3nt/ KJ10 or better	
	3c/d applies after dbl or overcall if bid with a jump but weaker	
3♥/♠	Natural pre-emptive	
3nt	20-24jp no major NF	stops in all suits

1♦	1h			
1♠	natural			
1nt	balanced	17-20jp denies 4s		
2♣	5/4 or 4/5 or 5/5	11-14 (15-16)	(should have 3h if 15-16)	
2♦	6+	may have 4 clubs		
2♥	3 or 4-card support		raise of passed partner does not promise extra	
			17-20 bal or (4)5+d/4h 11-13(14) or 3h with shortage 11-14 /2nt forcing	
2♠	5+♦/4c or 4d/5c		15/16	(not 3h)
			2nt	asks for long suit
			3c/♦	sign-off
			3h	not forcing (bid 2nt then 3h to force)
			3s	no stop
			4m	immediately is non-forcing /after 2nt is forcing
2nt	5d/4h (4441)	14 -16	3c	asks
			3♦/♥ is low/high single	
			3h is not forcing	
			3s asks -3nt 4441	
			4any 5d cue/etc	
			4M denies a minor ace	
			4441 then 15-16 (see 2h)	
			4♣	club void
			4♦	spade void
			3s/3n 5422	min/max for major
			3♦	fit game try
			3h	not forcing
			3s/4c/4d	shortage slam try

3♣	5+/5+	14/16	any bid except 3d is forcing	
3♦	6+	14-16	any bid is forcing	
3h	6+d/4h	13-16	3nt	slam try
			then 4c/d is LH shortage	
			3s/4c/4d	shortage slam try

1d	1M
2d	2nt
3c	inv with diamonds/ needs a fit
3d	sign-off

1♦ 1♠

1nt balanced – single spade possible 1453 or 1444

2♣ 5/4 or 4/5 or 5/5 11-16 (if 5/5 11-13)
new suit forcing/ raise is constructive but maybe light

2♦ 6+ may have 4 clubs

2♥ natural 4h/5d 14-16 or 4h/6+d 13-16 2nt is limit not invitational

2♠ 3 or 4-card support raise of passed partner does not promise extra
17-20 bal or (4)5+d/4s 11-13 or 3s with shortage 11-14/ 2nt forcing

2nt 5d/4s (4441) 14-16
- 3c asks
  - 3d/h is low/high single 5431 or 4441
    - 3s not forcing
    - 3nt asks then 4c is 4441/ 4-other is 5d cue/etc
  - 3s/3nt 5422 14 / 15-16
  - 4c/h void
- 3d fit/ game try
- 3s not forcing
- 3nt slam try
  - then 4c/d is LH shortage
- 4c/d/h shortage

3♣ as after 1h

3♦ 6+ 14-16 natural

3h 6+d/4s 11-13 3s sign-off

3s 6+d/4s 14-16
Responses to 3h/s
- 3nt slam try (asks)
  - then 4c/d L/H shortage
  - 4h/s LH void
- 4c/d/h shortage slam try

1♦ 1nt

2♣ 5/4 4/5 5/5 minors good 14/16 (inverted)
- 2M feature/ game try /weak other major
- 3m defensive
- 4m invitational with no major suit values

2♦ 5+cards (with 4M if 5d)

2M 5+diamonds 4 major good 14+/16 2nt to play

2nt 5d/4+clubs 11/14 3M denies a stop/ applies after competition

3♣ 5c/4d 11/14 3M denies a stop/ applies after competition

3d 6d+ 13-16 good diamonds
3M no stop

1♦ 2♣ **GF**
- 2♦ 17-20jp bal with a Major/ may have clubs or natural 6+ 11-13
- 2h/s natural unbalanced (5+d/ 4M) 2nt flannery ask/ 4c sets suits/ jump is spl
- 2nt natural balanced no Major, with Hxx or better in clubs
- 3c 5m/4m 14-16 4441 possible 3d ask
- 3D 6+ 14-16 (14 and poor suit may down grade)
- 3h/s mini splinter with 11-13 can be 4441 OM natural/ 4h nf
- 3nt natural, no Major, no good club support
- 4M void (page 14)

1♦ 2♣

2♦ 2M

3M/4M Strong/weak

4m Fit with concentrated high card values strong

1♦ 2♣

2♦ 2nt

3c 3c/6+d then 3d asks for shortage

3d 6+ natural/ then 3M no stop

3M values (usually 4-cards) with a club fit

After any of these normal methods apply.
New suit at the 3-level is no stop

After 2d 2M/3c natural and natural continuations
3d/M Shortage with 6+clubs no second suit

2nt 3c natural best game/slam try
3d natural 5d with Hxx in clubs
3M no stop with Hxx or xxxx in clubs
3nt natural with Hxx or xxxx in clubs
new suit at 4-level by responder is shortage cue
4c Hxxx or better
3d/3M shortage
3nt 4d/4M shortage

1♦ 2♦ GF
2H/S natural / balanced may have support
Then 2nt is forcing
3c no stop
3d good support/ then 3M no stop
3OM no stop
3nt natural
2nt natural balanced /no M / at least Hxx in D
3d natural best game slam try/ raise with good support
3M no stop
3C/3M shortage (WILL NOT HAVE CLUBS)
3c diamond support / with shortage 14-16
3d asks and 3h/s/nt LMH shortage
3M natural
3d diamond support / short club 11-13
3M natural
3M mini-splinter 11-13
3nt less than Hxx in D, no M. no small doubleton

2nt is Flannery ask **after 1d-2c-2M**
3♣ 5/4 minimum (4441)
3♦ asks
3♥ 5/4/3/1 or 4441 low single then 3s is asking
3nt 4441 / 4d 5-cards
3♠ 5/4/3/1 with high singleton
3nt 5/4/2/2 12/13 (14)
3♦ 6+/4
3♥ asks
3♠ 6/4 minimum (or 7-4 10/11 bid 4d over 3nt)
3nt 6/4 maximum
4♣/d 6/4 with low/high void (not poor minimum)
3♥/3♠ 5/4/3/1 maximum with low/high singleton
3nt 5/4/2/2 14-16
4♣ 6/5 13+ usually flannery rules apply
NOTE – reversed 4c and 4M
4d 7/4 12+ as after 4c
4M 6/5 minimum as after 4c

3♣ (AFTER 1D-2C) minors 5/4+ (4144) 14-16
3d relay
3h 3154/45 (4144) 3s asks then 3nt 4144 and 4m is 5-cards
3s 1354/45 (1444)
3nt 5422
4c 5/5
4d 6/4c
4M void

3♥ 11-13 splinter 3S natural
3♠ 11-13 splinter 4h natural non forcing p/c

After 2c/d

4♣	5+m/5+m	11-13	4nt KC for responder's minor	
4d	6+d/4c	11-13	4nt KC for responder's minor	
4h	void	11-13	5+m/4+m	4nt KC for responder's minor
4s	void	11-13	5+m/4+m	4nt KC for responder's minor

4th hand bids 1♦ p 2c/♦ 2any
pass 17/20jp bal not 4-card support
then dbl in 4th seat is "optional" normally bal with 2 plus cards in their suit
subsequent dbl penalty
dbl 17/20jp bal 4-card support – no stop then natural
2nt 17/20jp bal 4-card support – with stop then natural
higher unbalanced make your natural rebid

1♦ 2h 5+m/4+m 10-12 less than game force values
2nt to play
3m to play
3h asks shortage/ 3s/nt LH shortage – then 4m is sign-off
Odd bids by responder show extra values/ 3M is shortage with extra
1d 2s 5+m/4+m GF
2nt Balanced/ then 3m is 5 with good hand, 3M is shortage game values
3nt natural
After 3m if responder bids a M its shortage/ opener 3M asks for help
3m shows 4+fit (bal or unbal)/ if balanced then a suitable hand
Responders bid of 3M shows shortage
3nt bal both majors well stopped/ usually no 4-card minor
Both 2h/2s apply after pass/dbl or 1h overcall/
2s also applies after 1s overcall

If (after any opening) we bid 4m –our suit- temporising it is 5+cards
If 5 suit is known than 4m is a good hand and immediate cue is weaker

1♦ 2nt 18-19 jp bal
3♣ 5+m/4+m forcing to 3nt or 4m (except 3d)
3♦ not forcing
3M no stop
4c/d inviting
3♦ sign-off
3♥/♠ shortage then 4m sign-off
3nt natural
4d natural enc but not forcing

1♦ 3c
Pass/3♦ to play
3M no stop/ if partner bids 3nt and opener then goes back to 4m implies shortage
4c/4♦ invitational
1♦ 3♦
3M no stop / if partner bids 3nt and opener then goes back to 4d implies shortage in M
4c shortage - invitational

1d – 1M
1♦ 1M
1nt 2♣ checks for 3-card support
2♦ effectively natural 5/4 or 4/5 as if bidding has gone 1x-1s-1nt-2d
2h not forcing
2S (after 1H response) any 4h441 (opener cannot have spades)
Then 2nt asks shortage and 3c/d/h is LMH / opener bids game or
4m to show good fit Slam try
(After 1d-1s-1nt responder cannot directly show single heart)
3c/d invitational 5/5
3h (after 1s) 5/5 forcing
3M invitational

1d 1h
1s 3c/d invitational 5/5
3h invitational
3s limit

1♦ 1h/s
1nt 2♣ checks for 3-card support
2d/ no fit
(after 1s) 2h inv /3h GF 4-cards
2M min fit 3nt pick best game/ promises 5M
2OM max fit GF bids natural slam tries/ jump splinters/3nt promises 5M pick best game
2nt max no fit/ bids natural

1d 1h
1s 2c invitational or better hands
2d 5+d/4s 11-13 (4144 possible)
2h non-forcing (opener may correct if short)
2s **relay** **GF unless responder drops response**
2nt 5422
3c 4144 then pass/3d to play
3d 4153
3h 46
2nt to play
3h/s forcing
2h min balanced with 3-card support 2nt GF below
2s max balanced with 3h (GF) – continuations below
2nt min balanced not 3-card support then 3m natural
3c 4144/53 14-16 (GF) then 3d asks and 3h 4144 and 3s 4153/ 3nt 4441 HH
3d 6/4 (13) 14-16
3h 4351 14-16 with 11-13(14) bid 3h immediately
3s 6d/5s
3nt 14-16 5422 then 4d natural forcing/ 4c cue for spades / 4h natural

1d 1h
1s 2c
2h/2s 2nt natural forcing

1d 1M
2M 2nt F1 inv or better

1d 1H 2H 2nt		1d 1S 2S 2nt
3c	54/45 with 3M 11-14 Then 4m is forcing (3d/3M nf)	Same
3d	4351 11-13 usually weak spades	3451 3d- then 3OM agrees OM
3h	Min 4432/4333/5422	4252 11-13
3s	Spl	Min 4432/4333
3nt	Super max accept with 4H	Super max accept with 4S
4c	Spl	Spl
4h	Accept/ bal	Spl
4s		Accept/bal

3 new suit natural game try with 5M
3M minimum
4M game accept no higher interest

After negative dbl
2c/d by opener does not promise length or 2 suits or length

1d-2M (overcall)-3c/d natural and forcing
1d-2c-dbl-2nt/3c
Dbl both majors willing to compete
After strong 1nt overcall
1d-1nt 2c any single suit
2d both majors 5/4+ then 2M nf/ 3m nf/ 3M forcing
2M majors and clubs 5M/4c+
3m natural not forcing

2c/d response after overcall or dbl maintain original meaning/ strong GF
ALL BIDDING THE SAME EXCEPT NATURAL IF THEY BOTH BID
3c/d in competition 6+ weaker (with a jump)

1d-dbl-1M forcing/ occasionally very weak with short diamond

1d 2M (overcall) 3M 4+/5+minors GF

1d overcall 2 any pass 2nt (opener) is weak bal with stop
1d overcall any raise/bid 2nt(opener) is weak (weak/strong)
3-suit is constructive

If responder has a minor and opponents bid quickly to 4M then 4nt is 6-4 minors

From passed hand
1d 2M both minors/ 2s is max for a pass
1d 2c always 6
1d 2d 5+ good hand

After interference If opener can rebid at the 2-level then higher bids still conventional
If not then 2nt is weak/strong

Normally a cue replaces lost 2nt bid
If both opponents bid then natural

1♥/♠ 5-card majors

10-16 HCP 5+ cards.
Open most unbalanced 10 counts with 5/4 or 6 cards and many 9 counts with 5/5
If 5332 then 17+jp

For sequences showing shortage we have 2 types of bid.

1. Show - one hand shows shortage/splinter. We usually bid our shortage except when space dictates otherwise. 3nt or 3M often used for high ranking suit.
2. Tell – answer to enquiry about our hand. We use LMH.

Responses to 1 ♥

1♠	natural 5+ HCP			
1nt	6-12 semi forcing - pass with 17-20jp bal			
2♣	Artificial GF, not 3 or 4 card ♥ support, not 4♠ unless longer minor			
2♦	3-card ♥ support 10-12 or 13+ GF 3 card support			
2♥	5-9 3-card ♥ support/ 4-card possible (especially if vulnerable and/or balanced) see 3h			
2♠	4-9 6 card suit			
2nt	13 + GF with 4-card support, may have singleton but not void			
3♣	10-12 4-card support	then next suit last train game try if room		
3♦	(7)8-9 4-card support	same		
3♥	Pre-emptive, 3-7 5-card+ support or 4 with shortage/ random non-vul v vul			
3♠	any void, Assume 10-13 (stronger if bids again after signoff), 3nt asks void then LMH (Tell)			
3nt	singleton ♠, 10-13 , 4-card support	limited	Show	
4♣	singleton, 10-13 4-card support	limited	Show	
4♦	singleton, 10-13 4-card support	limited	Show	
4♥	pre-emptive			
4♠	natural			
5c/d/s	ERKB			

1♥ **1♠** auctions starting 1h-1s (if 3h then usually 5+s)
1NT 17-20jp Bal
2♣ Ask **(**a way to at least invite with 5 card spades or GF with other holdings)
2♦/NT = min/max no 3♠ (after 2d – 2h is not forcing)
2♠/**2**♥ = min/max 3 card♠ (After 2♥ response we are forced to game)
2NT Nat Inv with 5 spades
3♣/♦ 5/5 GF
3♥ GF expect good spades
3♠ 6-cards forcing good suit slam try
2♦ Nat NF
2♥ Nat NF usually 5s/3h
2♠ Nat invitational about 10-12
2nt inv
3♣/♦ 5/5 Inv
3♥ Inv
3♠ 6-cards forcing good suit (1h-1s-any-3s forcing)

2♣/♦ Nat NF 10-16 generally bid with all 5422
2♠ invitational about 10-12
3♣/♦ constructive 9+
2nt natural 17-18 (19)jp then
3other minor (by opener) is 6M Good hand/ then 3M is not forcing
3M is not invitational

2♠ usually 4-cards 11-13
May be 3 card support with 3-5-(1)-(4) weak or 3-5-(3)-(2) with concentrated Major values
2nt F1 invitational+ with 4+M
3M/4M min/max 4-card support/3nt super max with 4-cards/ 4m splinter
3m 5h3s4m1m/ 3h 5332 with concentrated values
then 4m natural forcing and 3M nf
3m short with 5M (may hold 3h) occasionally more than 1 card
3h/s 3-cards invitational /5-cards invitational
4m splinter

2NT 14-16 long ♥ or 5+♥ +4♠ with singleton or void not good enough to commit to game
3♣ relay
3h/4h natural
3nt AKQJxx(x)♥
3d 5+♥ +4♠ with low singleton - Tell
3h forcing ST 3S not forcing 3nt slam try, cue shortage
3s 5+♥ +4♠ with high singleton Tell 3nt slam try, cue shortage
4c/d 5+♥ +4♠ with void 14+ Tell LH
3d/3s maybe weaker than 14-16 if void
3♥ weak for pass/correction
3♠ GF
3♣/♦ 14-16 5/5
Raise agrees minor and is forcing
New suit at 3-level denies stop
New suit at 4-level is cue for Major
3♥ 6/3 shape Inv then 3s is non-forcing/ 3nt natural after 3h thru 4h flannery rules apply
3♠ 5/4/2/2 14-16
3NT 6/3 shape GF as after 3h
4♣/♦ void with better hand than above Show
4♥ 7/3 shape as after 3h

1♥-1NT Auctions starting 1h-1nt
2♣/♦ Natural
After 2♣
2♦ nf
3♦ 10-12 6-card suit
After 2♦
3♣ 9+-12 6 card suit.
After 2m when in doubt bid/ partner can be strong 6/4
2NT = 10+12 then 3M 6+ not forcing / 3om 6+M forcing but may pass 3M
3♥ = Hx suggesting ♥ game rather than NT (expect double fit with 4+m)/ then 4m NF
2♠ = Support for minor max 10-12
3♣/♦ = (raise) not invitational
2♠ reverse
2nt 0544 14-16
3m/5m sign-off/ 4m invitational
3s puppet to 3nt promising good minor fit
Then 4m (over 3nt) sets suit and is forcing
3♣/♦ 5/5 14-16
3♥ Invitational

1♥ 2♣ 13+ GF denies 3 or more hearts
(a) Balanced
(b) ♣ or♦ or both minors / may have shorter ♠

2♦ 17-20 balanced
or 5+♥ with 4+♣/4+♦ (10-16/ if 6-4 then 10-13)
2♥ ask
2♠ ♦ then 2nt is flannery ask/ 3d sets suits and asks for cuebids
2nt 17-20 balanced
Then 3♣/♦ = natural 5+ suits.
Opener bids 3 new no stop for nt
Opener bids 3M good suit
other ♣ and response as if to flannery ask (below)
2nt 13-15 balanced/ then natural
3m 1-loser 6+suit or better

2♥ 6+ unbalanced 11-16 or 6M/4m 14-16
2nt asks
3c 6-4 with clubs 14-16
3d 6-4 with diamonds 14-16
3h/s/nt LMH shortage with 6-cards or poor 7-cards then 4m is 5+cards nat/ 4nt is KC for M
4c/d/h LMH shortage with good 7-cards
After 3c/d 3M asks for good trumps expect 2 losers or less opposite singleton
then 3nt denies and cue shortage is good trumps
4m sets suit/ normally cue shortage
After 3h/s/nt New suit is a cue but needs a good hand from opener
cue short suit is slam try in M/ sign-off if poor
3m natural raise is 3-card support with unbalanced hand
Over 3c – 3d is natural 6-4/ 3M nat/ 3nt nat
cue is shortage with 6-4 fit hand
After 3d 3OM 6-4c/ 4M 7-cards
3M 6+ unsuitable for 3nt
3nt to play
4c 6-4d does not promise control (direct 4d is 3-cards)
3h 2-cards in a 13-15 balanced hand/ opener's shows shortage if max/ then later 6m by responder nat

After 1♥ 2♣
2♦/♥ If minor is clearly agreed then 4h is a cuebid

2♠ 5h+/ 4+♠ 10-16
2nt flannery ask
3♣/♦ = 6 card suit. 4m sets suit/ direct 4nt is Q
3M is slam try but not good enough hand to take over (also applies after 1s-2c-2h)

2NT 6322 10+/16
3m natural then
- 1 step 3-card fit minimum
- 2 step no 3-card fit minimum
- (3s if room/ no fit max good suit)
- 3nt no fit maximum
-4m fit maximum
3h asks then
3s - minimum
3nt - max
responder now cuebids or signs off (3nt natural)

3♣/♦ 5+/5+ 14-16
Responder can bid the other minor naturally, support major, bid 3NT or bid the other major denying a stop
Jump is a splinter and raise is forcing normally balanced
3♥ Semi-solid + 13+ (3 of top 4 with 10 or 9) Natural developments except 3♠ which is artificial slam try (asking), probably with ♥ support then 3nt is natural/ 4c/d/h is LMH shortage
3♠ 5+/6+ 14-16 longer hearts Natural developments, 4NT is RKCB in H/ 4m cue for spades
3nt 7222 with 14-16 new suit is a cue bid/ 4nt KC for M
4H 7-cards 10-12 (13)

Flannery ask **2NT.** After 1M-2♣ and opener shows any 2 suits
or opener bids 2♦ and then shows diamonds - 2h is effectively flannery ask when opener holds clubs
Responses
3♣ 5/4 minimum
3♦ asks
3♥/3♠ 5/4/3/1 with low/high singleton Tell
3nt 5/4/2/2
3♦ 5/5 or 6/4 minimum 11-13
3♥ asks
3♠ 5/5 minimum
3nt 6/4 minimum
4♣ 6/4 maximum
4d/h 6/4 with low/high void (not minimum) Tell
4m agrees minor/ other agrees M
If room 3M agrees M and other for m
3♥/3♠ 5/4/3/1 maximum with low/high singleton Tell
3nt 5/4/2/2 max
4♣ 6/5 minimum
4d/h 6/5 minimum with low/high void Tell

When we have limited room to agree opener's suit (after flannery ask or other) the following rules apply.
1. Always agree a suit below game level if possible.
2. If it is possible to agree a suit below game level but not the other suit then a cuebid is always for the other suit.
3. If its impossible to agree either suit below game level then a cuebid is for the second suit and direct KC is for the first suit.
4. If the auction is not GF then rule 3 applies.
5. If opener is 5431 (3m) then 4m is natural
6. If we can agree Major at 3-level then cue is for second suit

1♥-2♦ **10-12(13), 3 card support OR (13) 14+ GF 3 card support** **4-level is cuebid**
2♥ 17-20jp Balanced or 10-11 any
3♥ Invitational with 12/13, **others are FG** but not necessarily slam tries
New suits are natural (5+), (openers **next bid is natural, subsequent bids are cues**)
2NT GF balanced (after 2NT opener bids out his shape and then subsequent bids are cues.)
3nt natural limited/ thinks this is best contract (applies after 2s also)
Jumps are splinters, **then subsequent bids are cues**
A raise of a natural bid by either hand is natural (applies after 2S also)
2S GF 14-16 (bid 2S with all 14+except 1-suiter with shortage) (after 1s opening 2nt rebid is 14+)
2nt natural forcing
3♥ 10-12 normally 4333 – choice of games/ may have 4432 with Hx
4♥ limit others show 14+. New suits are natural (5+) and jumps are splinters.
After responder bids 2NT or a suit opener bids his shape naturally but over splinter he makes a cue bid.
Then a jump to the 4-level (by opener over 2nt) is natural with extra shape.
Immediate raise of natural bid always natural including a suit at the 4-level. A new suit at 4-level is a cuebid and a suit that could have been raised earlier is also a cuebid.
If suit set 1h-2d-2h/s-2nt-3c-3h opener cues shortage/ 3nt is bal extras
After 1h-2c-2s or 1s-2c-2h/ 4m is limited splinter

If we can cheaply agree 1 suit then by passing it is for other suit
After 1h-2d-X or 1s-2h-X rdb is GF/ suit natural GT/ 3M is weak 6-cards/
Pass is very weak/ 2M is weak but willing to compete

2NT Game try no shortage maybe 6-3-2-2 or such like hand.
3♣/♦/h GT single good 12 + singleton Show (3h is short spades) (if 4th seat overcall or dbl – natural/ cue shortage is slam try in hearts/ 3nt natural)
New suit is natural strong/ then opener cue is for 2nd suit
3nt/4♣/♦ Singleton (3nt = spades) with 1-suited hand 14+ (no interest playing second suit if any)
3s void with 1-suited hand 6+cards and (12) 13-16
3nt asks then 4c/d/h show LMH void Tell
4h at least 7-cards 10 to poor 13

Subsequent bids are cues after 2NT and higher responses

Principle Show shape straight away with 11-13 hands but with 14-16 hand must first bid 2nd step relay unless showing strong 1-suiter with shortage.

When opener has rebid 2♥/2♠ (i.e. not clarified his hand) then after 2NT or fit openers 2nd rebid is shape showing.

1♥ 2♥ auctions:
2♠ game try or better with shortage 2nt asks then 3c/d/h show LMH single Tell
1S auctions 3c asks then 3d/h/s show LMH single (1s-2s-2nt-3c) Tell
New suits Nat game try or better and 2NT = spades
3h barrage
3♠/4♣/4♦ void Show

1♥ 2♠ 4-9 6-cards
2NT Asking 3♠ = min/ otherwise bid feature
3♣/♦ Nat 14-16 at least 5 NF
3♥ 6+ 14-16 no ♠ tolerance NF
3♠ Pre raise

1♥ 2NT show single in the same fashion throughout
3♣ Minimum 10 –13
3♦ Asking - opener shows shortage (3♥/3♠/NT =♣/♦/♠), cue bids at the 4 level or bids 4 ♥
If void may catch up later
3♥/♠/NT = single in ♣/♦/♠
4x Cue no splinter
3♦ 14-16 no splinter
3♥/♠/NT single in ♣/♦/♠
4x cue no splinter
4h sign-off
3♥/♠/NT 14-16 shortage in ♣/♦/♠ if void may catch up later
4X at least 5/5 natural encouraging but weak range 11 – poor 14

1♥ 3♣ 10-12 4+h balanced
3♦ Ask, then 3 ♥/4♥ = min/max
3/4x singleton Slam try 3nt (after 1h or 1s) is void slam try

1♥ 3♦ 8-9 4+h balanced
3/4x void Slam try Show but 1S-3d-3h is last train game try

1♥ 3♠ void 4+h 10-13
3NT asks void but if no slam interest opposite void with 10-13 then bid 4♥
Then 3nt – 4c/d/h show LMH void (may bid 4s with a void and a very good hand) Tell
If responder bids again he is 14+
1♥-splinters Cue bid shows slam interest

Responses to 1♠

1NT 7-12
2♣ Artificial GF (not3/4 ♠ support, not 5+♥)
2♦ 5+ ♥ TG (10-12) OR 5+♥ GF (13+) if inv then 6h or 2s
2♥ 3 card ♠ support 10-12 0R 13+ GF with 3 card support
2♠ 5-9 3 card♠ support/ 4-card possible (especially if vulnerable and/or balanced) – see 3S
2NT 13+ GF 4 card ♠ support
3♣ 10-12 4 card ♠ support
3♦ (7)8-9 4 card♠ support
3♥ Any void, 10-13, 3♠ asks void 4c/4d/4h Void Show
3♠ Pre raise 3-7 5+cards support or 4-cards with shortage / non-vul v vul random
3NT Void 14+, 4♣ asks void /4d/h/s LMH void (higher is heart void + too good for 4s) Tell
4♣/♦/♥ singleton 10-13 Show
4♠ Pre raise
can show 10-13 and 14+ voids immediately after 1♠ opening but only 10-13 after 1♥ opening

1♠ 1NT Auctions**:**

2♣/♦ natural
2 New natural NF
3 New 9+-12 6-card suit/ 3h = vg minor support with heart values
2NT = 10-12
Then 3om is 6M 4m forcing but 3M maybe passed/ 3M is non-forcing
Raise = invitational (unlike after 1♦ and 1♥ openings because impossible major not available)

2♥ natural
2NT 10-12
3 new 9+-12 6-card suit
Raise invitational
4♣/♦ Super max with fit and length/values in bid suit
2nt 5s044 (both minors) 14-16 then as after 1h but 3h is puppet to 3nt

1♠ 2♣ Auctions: As 1♥

1s-2c
2h 5/4 10-16 2nt is flannery ask

1♠-2♦ Auctions:
(9)10-12 5+♥ TG or 13+ 5+♥ GF (if less than 2 spades and 9-11 normally 6h)
2♥ 10-13 No fit, no 6♠
pass or bid 2♠ to play with 10-12 hand
2NT, 3♣/♦/♥/♠ natural GF
After one of these GF options opener next bid is natural, showing shape/support etc.
If responder rebids a minor twice usually canapé with 6+ minor (possible canapé with spades after 1h)
2♠ 6+ ♠ 10-13. **All continuations GF except 3♠**
After a GF continuation opener bids naturally.

2NT 14-16 3/4card ♥ support
3♣ Ask then all Tell
3♦/♥ low/high single with 54minor 3h1 then 4m is natural ST
3♠ Nat 6♠/4h then 3nt asks (5/5 possible)
4c/d = single 4h/s = void c/d
3NT 4h with a void then 4c asks 4d/h = low/high void (5440)
Then cue void for controls, 1st step 0-3
4nt KC for H
4♣/♦ 4h with single (LH)
4h 5422
3♣/♦ 14-16 Nat (usually denies 3h but maybe stuck with this)

3♥ 10-13, 3card support or 4 card support 10-11 (if 4 support 5-4-2-2)
3S 14-16 6+S
3nt 6s/3h 14-16
4♣/♦ 10-13 singleton with 4 card support Show
4♥ 12-13 4 card support no singleton

1♠ 2♥ (As 1♥-2♦)
2♠ 10-13
2nt GF balanced
3S inv
2NT = GF 13+
3♠ balanced slam try
3nt shortage/ 4c asks and LMH
4-suit natural
cue for 2nd suit/ KC for S
3nt 4333 10-12 – choice of games
3♣/♦/♥ = singleton game try Show
3♠ = game try no shortage
3nt void then 4c asks
4d/h/s LMH void 4nt or higher is heart void plus control with vg hand Tell
4c/d/h Splinter (single) slam try Show

1♠-2♠ Auctions:
2NT is Game try with splinter otherwise as per 1♥-2♥
then 3c asks and 3d/h/s show LMH shortage

1♠-Higher auctions as per 1♥
Rule if we know 9-card M fit
Cue shortage
3nt general ST/usually bal or wants to know partner's shape

Responses to 1 Major opening from a passed hand

2 ♣ Drury 3-card raise 9-11 HCP.
2M is non accept,
2♦ non-minimum interest opposite max
Others natural GF including no-trump bids except 3M by either hand is always not forcing
2♦/♥ natural 9+ HCP
2NT 4 card support 8-10
new suits below trumps game try, otherwise shortage slam try.
3♣/3♦/3♥ jump fits 4-card fit (jump fits always 4-cards)

Competitive Auctions

After Double or 1s overcall of 1h

Redouble	10+ F to penalty or 2M, 1st subsequent double is T/O then penalty
1♠	5+ cards natural F1
2M	(support) limit 5-9
3M	(support) pre
1NT/2♣/2d	transfers (show 8-10, 6 card suit or 5+ suit with 11+)
After 1h	2♦ = 10-12 or 13+, 3 card raise
After 1s	2♥ = 3 card raise 10-12 or 13+
2NT	8-10 4 card support or better (13+)
	Responses natural, new suits game try or better, jumps shortage.
4M	4 support 11-12 but may be weaker or stronger for tactical reasons
Single jumps	fit except 2♠, which remain weak in spades 4-8 HCP/ only from passed hand and only at 3-level
Double jumps	splinters
After 1h	3♠ any void 10-13 and 14+ respectively 3nt asks4c/d/h Tell (4h replaces 4s)
	3nt is spade splinter Show
After 1s	3♥/NT showing void 10-13 and 14+ (responses as after opening bid) Tell

After 2 level or higher overcalls (and 1nt)
Double negative/ (after 1nt values)

2M	(support) limit 5-9
3M	(support) pre
Cue	3 card support (if 2nt not available 3+) limit or better
2NT	4 card support 8-10 or 13+

Single jumps are fit with 4+trumps
Double jumps are splinters

Direct 4M	pre or 11-12 balanced
	After 4th hand bids at 5-level opener dbls – suggests willingness to bid on

Suits natural and forcing
After 1nt overcall

1M	1NT	2C = good raise or one suiter (Opener must bid 2d) not forcing/ dbl and then bid is forcing
		If 2c is dbl usually pass - 2d/h natural 5/5
		2D = diamonds and other major 5M with 4+d
		2M = weak raise
		2 other major = that major plus clubs 5M with 4+c

1 Major opening and artificial 2 level response
1M – 2c – bid

	dbl is penalty
	pass is my bid is gone
	4th hand dbl is describe your hand

1M-p-2c-dbl / rdb = clubs / other system on
1M – 2NT – bid

	dbl	minimum
		responder bids natural at 3-level and cuebids at 4-level
		if space opener shows shortage naturally
	pass	3d bid
	show shortage by steps (after 3s overcall 3nt is single club 14-16)	

1M – 2nt – bid at 4 level as above but normally don't go past 4M

1M –overcall – 2nt or cue – raise or new suit
Dbl – I would accept an invitation/ forcing to Game or DBL

Good/bad 2NT

1M	unable to rebid at the 2-level	
	2nt	weak with 6+M or 5/5 shape
	3M/new	constructive

1nt 21-24jp (about 14-16)
15/16 Milton and 20 jp usually upgrade/ 17+Milton and 24 jp usually upgrade
May hold 44(5m3)41 with single honour(5c431 possible with weak clubs)/ or any 5 suit bal
Applies after opening 1nt, after 1nt overcall 2nd seat and 1nt 4th seat (except 2♣)
2c from passed hand is not forcing stayman - subsequent bids natural/ other responsive sequences unchanged

1nt	2♣	Stayman	with or without 4-card major
	2♦/♥	transfer	
	2♠	transfer to clubs	if 13+ may have 2nd suit
	2nt	transfer to diamonds	if 13+ may have 2nd suit
	3♣	1/3 or 3/1 with 5/4 minors, 5+/5+ minors	
	3♦	short major	4144 13+ or 4045/54 11+ (5 minor)
	3♥	balanced slam try with 5 clubs/ may have 4d	
	3♠	balanced slam try with 5 diamonds/ may have 4c	
	3nt	natural 16+jp	
	4♣/♦	Texas transfer 4h/s	
	4♠	4m4m32	at least a slam try or 4m333 slam hand
	4nt	Quantitative 25/26jp	

Responder bids 2♣ asking for majors

…	2♣		
2♦		no major	
	2♥/♠	4-cards with 5+m (4441)	10-13 or strong balanced
		assume with 4441 single minor <14 will bid 3nt	
	2nt	nf /does not promise a major	
	3♣	5c with 4M	14+
		Then 3d asks LMH single	(4c is high single 5431 too good for 3nt)
		After 3h (low single) 3s asks and 3nt 4441 4c 5-cards (4nt 4441 inv 5nt 4441 F)	
	3♦	5d with 4M /single club	14+ 43/3451 4d sets suit
		3h asks then 3s shows 5d and 3nt is 4441	
		4nt 4441 inv/ 5nt 4441 forcing	
	3♥	5d with 4s/ single heart	14+ 4153 4c/d sets suit
	3s	5d with 4h / single spade	14+ 1453 4c/d sets suit

10-13 range hands include 4441 and 4/6. 14+ shape is known
After 2d rebid

	2♣		
2♦		no major	
	2♥/♠	4-cards with 5+m	10-13 (4441 possible) or strong balanced
2nt		asks	
	3c	4/5 clubs	with low single
	3d	4/5 diamonds	with low single
	3h	5 clubs	with high single
	3s	5 diamonds	with high single
	3nt	4441	single in other major 10-13
	4c/d	5422	at least values for 4nt (may require good fit for slam)
			cue by opener agrees minor/ direct 4nt by opener s/o
	4nt	balanced invitational	
	5nt	balanced forcing	then 6m 4-cards checking for fit

with 6m responder bids at 3-level and may continue with 4m
After 2h rebid

2♥	2♠	strong	
	2nt	natural not forcing	
	3♣/♦	5+m/4S	10+ with 6m may continue with 4m
	3h	inv	
	3♠/4♣/4♦	splinter	12-13
	4h	to play	
	4s/5c/5d	EKCB	
	4nt	bal invitational (must go thru 2s for KC)	

2♥	2♠	strong				
2nt		asks				
	3c/d	2452/25		values for 4nt		
		Bid naturally / raise of minor shows top card not fit (A,K,Q)				
	3h	bal slam try with 4h				
	3s/4c/4d	splinter with 14+				
	3nt	bal slam try with 4s/ not 4h		Not forcing		
	4nt	KC				

	2♣						
2♥	**3♣/♦**	**(a)**	**5+m/4S**		**10+**	**(if 6/4 will not be suitable)**	Next suit asks
			1st step low single		10-14		
			2nd step high single		10-14		
			4c/d	4522	(15) 16+		
			4h/s	low/high single	15+	4nt sign-off	

After 2s rebid

	2♣		
2♠	2nt	inv	
	3c/d	5m/4h	then relay as after 2h rebid (a)
	3h	strong	
	3s	inv	
	3nt	nat	includes 10-13 3-suiters with single spade
	4c/d/h	splinter with	12-13
	4s	to play	may have spl with 10-11
	4nt	bal invitational (go thru 3h to KC)	
	5c/d/h	EKCB	

	2♣		
2♠	3h	strong	
3s		asks	
	3nt	bal slam try with 4h	not forcing
	4c/d/h	splinter with 14+	
	4s	bal slam try with 4s	not forcing
	4nt	KC	

Rules

Applies after 1nt-2c, 1nt-3d

- 4m is always forcing agrees suit then 4nt BY RESPONDER always KC/ by opener NF
- After 1nt -3d use control asks - 1step < 4, 2nd step 4450 then next step asks again, 3rd step 4 etc. If known 5440 or 4441 then ignore 2nd step
- If responder 4M5m22 then 4nt s/o unless major fit known then 4NT KC for M. If room agree minor, then 4nt KC for minor.
- 4M is to play if 4/3 or better fit
  a slam try is not possible when responder has 3-cards minor and opener 5 if responder is 10-13

2♣

2nt 44 majors minimum (Milton) 3♦/♥ transfers (responder may pass 2nt)

… 2♣

3♣ 44 majors max (Milton) 3♦/♥ transfers

after 2nt/3♣ direct 3nt to play
after transfer
responder bids new suit shortage slam try (includes 3s over 3h)
3nt bal slam try

… 2♣

3♥/♠ 5-cards not minimum
New suit is a cue-bid including 3s over 3h
With a minimum opener bids 2M

Responder bids 2♦/♥

2s (over 2d) max with 3h and 4+s
2nt 3-card fit very suitable max with good controls)/ at least 1 top H in trumps/ not 4+s
NO RE-TRANSFERS at 3-level/ responder bids naturally 3M is s/o
3c 4-card fit/ super max 16/17 with good controls
Also applies after 1c-1d-1nt-2s/h
3d 4-card fit max 15/16 good controls
3M 4-card fit minimum 14/poor 15

If 3-suit below major is available
Then 3-suit below M is retransfer
Opener must bid 3M
Then pass weak
3nt bal slam try
New suit shortage slam try
3M 6+cards slam try
3nt choice of games
4-suit 5+/5+ slam try

If 3-suit below major is not available then
3M or pass weak
3nt bal slam try forcing
new suit shortage slam try (includes 3S when hearts agreed)
EXCEPT 4d/h always re-transfer if bid at first opportunity/(also applies in competition)

After simple accept by opener
3-new natural/ maybe be fragment if slam try in M/ rebid of 4M after 3m is ST
opener bids 3M not forcing
3OM good fit for minor (all nt sequences)
responder bids 4m (f) or cuebids shortage or 4nt is KC
3nt natural
4-new cue-bid agrees major
4m 4+fit with 3M then cue for minor 4nt KC for M
3M 6-cards invitational
4-new 6+M with shortage
4nt quantitative

1nt 2d
2h 2s opener bids 4m for spades with extras/ 4h better than 3h
3s 6h/5s not a slam try
1nt 2h
2s 4h 5/5 or 6s/5h not a slam try

1nt 2h
2s 3h 4s better than 3s/ cue for hearts
Any 4h 5+/5+ slam try nf
5h 5+/5+ forcing

Responder bids 2♠ transfer to clubs
2nt good fit (Qxx or Kx or better)
3♣ poor fit
3♦/♥/♠ shortage
3nt sign-off balanced but few points outside suit
4♣ (12)/13+ with 4h 4d good hand for H then 4nt KC for H
4H nat sign-off
4s good hand for clubs then 4nt KC for clubs
4nt nat/5c sign-off
4♦ (12)/13+ with 4s 4h good hand for S then 4nt KC for spades
4s nat/ 4nt nat/ 5c nat (may have extra especially after 2nt)
5d or higher – step responses to KC (5d 1-4)
4h (12)/13+ with 4d 4s - after 2nt Good hand for clubs
-after 3c Good hand for diamonds
4nt/5c/5d sign-off
4s balanced slam try/ at least values for 4nt
Opener bids 4nt sign-off
5c sign-off
5d or higher accept and shows KC

Responder bids 2nt transfer to diamonds
… 2nt
3♣ good fit (Qxx or Kx or better)
3♦ poor fit
pass/3♦ sign-off
3♥/♠ shortage
3♣ 3nt to play/ short club possible
3♦ 3nt short clubs
3♣/d 4c (12)/13+ with 4h as above (4d agrees H)
4d (12)/13+ with 4s as above except 5c is a good hand for D/ 5d s/o
4h (12)/13+ with 4c as above (minors reversed) 4s = good hand for 1 minor
4s balanced slam try/ at least values for 4nt
Opener bids 4nt sign-off
5c or higher accept and shows KC (skip 5d)
5d sign-off
4nt short club/ slam try at least F1
5c or higher accept and shows KC (skip 5d)
5d sign-off
Responder bids 3♣ 1nt-3♣ 1/3 or 3/1 Majors plus 5+/4 minors or 5+m/5+m
3♦ asks for shortage
3♥/s shortage maybe 5/5
3nt 6+/5 no slam interest
4♣ 5+d/5+♣ slam interest (may be very strong)
4d agrees D
4M cue for clubs/ normally A
4nt/5c/5d sign-off
3♥/♠/3nt 4m natural
4♣/♦ natural non-forcing/ suggests hand where 3nt unlikely but wasted values with honours every suit but single stoppers
5♣/♦ sign-off

Variation after1♣-1♦ – 1nt –3♣
3♦ sign-off
3♥ asks long major
3♠ Low shortage (may be 5/5)
3nt High shortage (maybe 5/5)
4m 6m/5m

1nt 3♦ short major
3h asks 3s/nt LH shortage Tell
4m/4nt high shortage slam hand 4m shows 5-cards cue short suit asks controls
4nt 4441 inv/ 5nt 4441 forcing
3nt natural
4c/d/M (directly or after 3h) sets suit/ 4M nf
4OM after 3h I have super hand for M

1nt 3♥ balanced slam try with 5c332 or 5c/4d22
After 3h or 3s 4nt by either hand is always non-forcing
3s asks 3nt not 4d / non forcing
4c 5422 then (4C = diamonds/ does not promise extra)
4d fit
4M cue for clubs
4d 5c332 too good for 3nt
3nt no interest
4c/d/M fit for clubs/ immediate cue tends to be stronger
4nt no fit either minor maximum
3s balanced slam try with 5d332 or 5d4c22
3nt no interest
4c natural then
4d not 4c
4M cue for clubs
4d/M Agrees diamonds/ immediate cue tends to be stronger

1nt 4c/d transfer to H/S normally opener accepts transfer/ next suit shows SUPER FIT
After accept/other 4nt is KC
(after 1nt-2d/h-2M-4nt is quantitative)

1nt 4s promises both minors usually 4/4 and at least values for 4nt
or 4333 then values for 6nt
4nt no interest
5m fit but minimum
5h/s super fit for clubs/diamonds
5nt no fit but maximum
6m fit with good hand

1nt 4nt Quantitative usually 4any333 (exception is 4432 with a very weak suit)
New suit at 5-level is looking for 4/4 fit – raise or bid own suit
New suit at 6-level is 5-cards to play - normally pass but correct with 2-cards

Our defence v 1nt and transfer response
1nt-p-2♦/♥-? 4th seat
2 other major natural
dbl suit (v weak nt shows values)
cuebid t/o always 4+ other major
2nt single suited minor
3♣/♦ 6 + 4 other major
delayed bids 1nt-p-2♦/♥-p-2♥/♠-p-p-?
dbl t/o
2nt minors/ 3♣♦ natural

Protective 1nt

2♣ asking strength and majors
after 2nt 3♣ is for majors others natural forcing

2♦/♥ 3c 15/16 3d 13/14 3M 11/12
Break with 3-cards only with (14) 15/16

♠ /nt 1st step max (15/16) or 14 with a fit
2nd step min 11-13 or 14 no fit

2♦/♥ transfer into their major/ 3-suiter less than game values

3 any as after 1nt opening

After our 1nt overcall of their 1M.
Transfer into their major shows weak 3-suiter.
Partner bids 2nt shows equal length in minors
If next hand dbls bid of their suit (1x-1nt-dbl-2x) is 4441 or 4450
Interference over our INT (applies after our overcall)
If they dbl rdb is single suit – opener must bid 2c
Suit is that suit plus 1 higher suit
After conventional dbl (ie non penalty) system is on
After 2 level overcall
2NT to 3♥ are transfers.

- Transfers to minor are to play or GF.
- Transfer to the Major is Inv +

(Exception after 2 spade overcall 2NT shows clubs to play or GF or hearts NF. 3♠ shows 5+clubs with 4 hearts)

- Transfer to opponents suit is stayman

Double of 2 level overcall
If 1 or more of their suits is known Dbl is t/o
If suits not known Dbl is values
After this
If we have shown a suit by inference (other M) dbl of that suit is penalty
Otherwise 1st dbl by either hand is t/o
After t/o dbl by 1 hand all dbls by either hand penalty

Over 2c or 2d showing Ms
dbl is inv+ values, then 1 t/o dbl and subsequent dbls penalty
2h is weak t/o for minors
2s is 5/5 t/o for minors inviting/ 3M is at least 54 minors with shortage and GF
After 2c – showing M/ 2d is willing to compete in a M/ opener bids 2h pass or correct

Doubles of 3 level overcalls are t/o
- examples: If they overcall 2 hearts then 3♦ is stayman .
Then 3h not 4S – no stop
3♠ natural
3nt not 4S - stop
If they overcall 2 spades then 3 diamonds is inv+ with hearts.
Then Opener can bid 3h (non-forcing) /4h or cue bid a minor ,
3s denies stop
3NT stop

Transfer to a suit followed by a new suit is natural GF except after 2s overcall, (2nt) transfer to 3c followed by 3h is natural an to play. Therefore use 3s in this setting to show clubs with 4 hearts (GF).
To ask for a stop we double and then cue bid.

After 1st dbl (in t/o dbl situations) if opener passes it is nothing to say, if responder passes it is forcing
Double by opener opposite passed partner always takeout.
Rule **t/o dbl = non penalty dbl**
After all 1nt sequences (our opening their bid/ their opening our bid/ etc)
We have 1 t/o double then dbls are penalty/ except if they have a fit
Double their 1nt for penalty (Partner has not opened)
We ALWAYS have 1 take out dbl (by 1 hand only) then dbls penalty – if they bid and support then dbl t/o
Only applies at first turn to bid after rescue and no suit has been bid by our side.
After penalty dbl and rescue responder's dbl is t/o and his pass is not forcing, protect if shortage
After penalty dbl and pass and responder's pass and opener's rescue then dbl is t/o and Pass is Forcing.
After partner opens and they overcall 1nt and we dbl – we have 1 t/o dbl and pass is forcing

1NT - (Pass) - 2c - (Dbl); (Penalty double of our Stayman)
Pass = club stop
Then Rdbl to play
2d Game-forcing Stayman.
Rdbl This is my suit then 2d GF stayman
2d No stop/ no 4M
2M No stop/ natural

1NT - (Pass) - 2C - (2D); (2D overcall of our Stayman)
Pass D stop
Dbl Stayman.
Dbl No stop/ no 4M
2M No stop/ natural

1nt-pass-2c-2M DBL penalty/ Pass forcing/ dbl by 4th hand also pen

2♣ 11-16 at least 6 clubs or 5C with 4 major

1. Open 1M rebid clubs at minimum level – not canapé (but weak 5M/6c open 1M)
2. Open 1♦ rebid clubs at minimum level – minimum 4/5 or 5/4 or 5/5
3. After relay responder's 3-suit = no stop

2♣ 2♦ relay 11+ or 9-10 with both majors
2♥/♠ natural forcing R1 9+/ 5+cards
2nt natural 16/18jp no major
3♣ club support/ normally 4-cards up to 8 points
3♦ natural 6+ or 5+ with club support FG /3M natural 4+/ 4M splinter
3♥/♠ natural 6+ forcing (with 4OM start with 2M)
rebids natural/ at 3 level denies stop 4OM 5-cards
4♦ good raise
3nt natural 19-21jp no major/ less than slam try
4c/5c 5+card support pre-emptive
4d/h/s splinter (with 1-suiter bid 3 suit and then 4 suit) 4nt is KC

2♣ 2♦ relay
2♥/♠ natural 11/16 5+c/4+M raise or 3♣ not forcing/ 3d = no stop
RULE if 2nt flannery ask not available then 3c is forcing
3c often balanced 11/12 because 2nt GF/ then 3 new is feature
2nt GF flannery ask
2nt natural 11-13(14) new suit = no stop forcing 3nt/4c
3♣ 6c 11-13 unbalanced new suit = no stop forcing 3nt/4c
suit by opener is shortage
4c asks shortage – 4d/h/s LMH shortage
Then 4nt KC for clubs
3♦/♥/♠ 14-16 with 6+c unbalanced, no major FG with LMH shortage (bid short suit)
3M = no stop
3nt natural good 14/16
4♣ 7+ clubs broken suit
4♦/♥/♠ 6c/5suit 14/16 4nt KC for major or D exception to flannery rules
Cue for clubs

2nt is Flannery ask
3♣ 5/4 minimum
3♦ asks
3♥ 5431 low singleton
3♠ 5431 with high singleton
3nt 5/4/2/2
3♦ 6c/4M any strength
3♥ asks
3♠ 6/4 minimum (7/4 possible with 10/11 – bid 4c over 3nt)
3nt 6/4 maximum
4♣/d 6/4 maximum with low/high void
3♥ 5/4/3/1 maximum with low singleton
3♠ 5/4/3/1 maximum with high singleton
3nt 5/4/2/2 14-16
4♣ 7-4 12+ exception to normal flannery
4M 6-5 minimum/ expect good clubs and poorish major exception to normal flannery
After flannery ask 4nt KC for major. Cuebid is for clubs. (KC ineffective for clubs)
Exception to flannery rules
If room bid 4c then 4nt KC for clubs

2♣ 2M

2NT/3c/raise	not forcing/ then natural 3c is forcing/ 3M is invitational
2s	(over 2h) 2nt flannery ask 3c/3h/3s not forcing 3d or 4c forcing/ 3d 4th suit
3d	good hand with clubs then natural
3nt	natural max
3s/4d	over 2h splinter not minimum/ not 3 small trumps/ with 4 trumps 12+
4d/4h	over 2s splinter not minimum/ same
4M	natural – better than 3M
4c	7 clubs invitational (bid 3d with stronger hand)

2♣ 2NT

3c	sign-off
3d/h/s	LHM shortage GF
4c	7-cards invitational (show shortage with stronger)

2♣ 3♣

natural

2♣ 2M

2nt	3c	forcing

2♣ 2M

3♣	4c	forcing

After their overcall responder's dbl is negative and promises 4-cards in the other major
If overcall is 2d responder must have at least one 4-card major

If they overcall and opener protects

If they bid 2d or 2h	opener bids a major at the 2-level if possible DBL is a good hand with clubs only/ maybe shaded if short 3c is a good suit or 7-cards
If they bid 2s	DBL promises 4h 3c natural constructive

2c 2M they overcall dbl by opener is 3-card support (if min may not bid again)/ immediate raise is 4-cards

2c 2d they overcall 2M in fourth seat/ dbl is t/o but after 2h overcall opener usual bids 2s with 4s

VERSUS OPPS 2C	4c	Spades and diamonds (extremes)
	4d	Hearts and diamonds
	3c	Majors

2♦	4414 or 4405	short ♦ 11-16	
	2h/2♠/3♣	not forcing	
	3♥/♠/4♣	GF with slam interest/ opener cuebids with non minimum	
	4♥/♠/5♣	sign-off	
	2nt	invitational	then 3c is not forcing with 4405/ 3d is strong 4405
	3nt	sign-off	
	3♦	asking	then 4d asking controls/1st step 0-3 then 5d asking queens/1st step = 0
	4♦	Immediate	natural invitational
	5♦	Immediate	sign-off
2♦	3♦		
3♥	4414	11-13	
3♠	4414	14-16	
3nt	4414	14-16	with DAKor Q
4♣	4405	11-13	
4♦	4405	14-16	4nt asks controls / 1st step 0-3 then 5nt for queens (bid lowest suit without Q)

2♥/♠	weak	4-10/(11)	
		Normally open 1M with 6-cards and 10 unbalanced	
		10(11) balanced open weak 2	
		1st and 3rd maybe 5 non-vul otherwise rarely 5	
		4th 6 cards	10-13pts
	suits	natural forcing	
	jumps	splinter	
	2nt	relay	

	2nt	relay
3♣	(3) 4-7 5 or 6-cards	
3♦	8-10 5-cards	
	3M is s/o	
	3OM asks you to bid 3nt or 4M	
3h/s	8-9 (10) LM shortage	
3nt	8-10 (11) balanced	
4M	8-9 (10) 6-cards short other major	
4m	6-5	

	2nt	
3♣	(3)4-7	
	3♦	relay further try
3h	Weak – up to 5 points	
3s	5-cards 6-7	(not forcing in spades)
3nt	6-7 with 6-cards balanced	
4c/d/h	shortage (4h = short OM) with (5) 6/7 6-cards	

2nt	minors 5+/5+ pre	
	3 or 5	c/d to play
	4c/d	pre
	3M	natural forcing
	4h/s	agrees c/d and is KC

2nt	dbl	pass	bid a 6-card suit otherwise pass
		rdb	good hand then dbl for penalty

3nt 1st or 2nd seat pre-empt in a minor/ 3rd or 4th gambling (may be good)
4c/5c pass or correct
4d slam try in minor
4h/s is good hand with clubs/diamonds
5c/d is poor(er) hand
Then 4nt KC and cues
4h/s natural

3rd/4th seat – GAMBLING may be good

4c/d 1st 2nd and 4th seat strong opening in H/S
3rd seat natural pre-emptive
Next suit suggests slam interest – does not promise control

4nt 9 playing tricks in a minor
5c for correction
5d pass or correct
5h KC for opener's minor

Sundry

Roman Key Card 1430

1st step	1-4		
2nd step	0-3		
3rd step	2-5		
4th step	2-5 with Q	or extra length	

5th step	odd number of KC	with void	(1/3/5)
6th step	even number of KC	with void	(0/2/4)
7th step	2KC with Q and void	if room	

No obligation to show a void.
If we show 0-3 and partner signs off, we must bid on with 3 except when we have shown 17+ or more points in the bidding. If we are 17+ then first step including trump suit asks for Q (may pass)
If we show 1-4 and we have 4 it is forcing to slam
if no suit agreed flannery rules apply/ or KC for agreed suit
Cuebid is for other suit

First non-natural suit asks for Q/ Cuebids shows side King + queen or with 2 kings bid the other suit
Then bid of suit already shown may be showing Q (instead of K)
5nt shows Q no side K
6-trump suit no Q
6-trump suit if pass/or 5-suit available is extra length
If a second suit could be natural then avoid it

5nt asks for specific kings and is a general grand slam try - as after Q ask / bid trump suit with none
After Q ask (when 5-suit available) 5nt is Q with no side King/ 6-trump suit is Q with extra length

Rule for KC if its unclear which suit responder agrees – responder should always clearly agree a suit of possible. For example bidding 4m forcing

They bid over KC

DBl = don't bid on

Pass encouraging with 1-4 aces
Step 1 encouraging with 0-3 aces
Step 2 encouraging with 2-5 aces
Step 3 encouraging with 2-5 aces and trump Q

They double over KC ROPI

pass 1-4
rdb 0-3
1ST step 2-5
2ND step 2-5 with Q

Grand Slam Force

5nt	6c	minimum
	6♦	one top honour
	6h	one top honour plus extra length

Exclusion Roman Key Card Blackwood.

When a suit is agreed, an unusual jump to the 5-level or a 5-level jump cuebid in a suit bid by the opponents is Exclusion Key Card Blackwood (ERKC), showing a void in the bid suit and asking partner about Key Cards, excluding the bid suit. There are 4 Key Cards in this case, ie. the ace and king of trumps, and the aces of the other 2 side suits. As in RKC, the queen of trumps is also in the picture. (The jump may be in partner's second suit)

How do we recognise ERKC?
It is always at the 5 level.
It is a jump to the 5 level or it is a jump cuebid of their suit at the 5 level.
Responses to ERKC are as follows:

1st step:	1-4 key cards
2nd step:	0-3 key cards
3rd step:	2-5 key cards without trump queen (also no extra trump length).
4th step:	2-5 key cards with trump queen (or extra trump length).

After the response to ERKC, the asker may:

a. Sign off in the agreed suit at any level.

b. Bid 5NT to ask for kings in the other 2 side suits. This is a grand slam try. Responder bids:

7 agreed suit	2 kings	
	6 any	king of suit
	6 agreed suit	no king
	6 exclusion suit	king of suit higher ranking than trump suit

c. Bid exclusion suit to ask for the queen of trumps. Responder may bid 7, make the cheapest cuebid with the queen or sign off.

1nt following second seat dbl

1m	dbl	p	1nt	constructive 7 to 9 (responder may bid 3 card major exceptionally)
1M	dbl	p	1nt	5 to 8/9

4TH SEAT 1NT 1x-p-1y-1nt
16+ to 18+ balanced

3nt
We play 3nt as a balanced slam try when we have a known 9-card or better major suit fit.
Often 3nt has a different meaning. (for example after 1nt-2d/h)

If 3nt is available a cuebid will be shortage.
If unbalanced opposite balanced hand then we try to cuebid shortage first.

Lebensohl applies if game is possible:
In balancing situations 2nt shows 2 places to play
1h p 2h p
p dbl p 2nt now looks for minor fit

Sequences where you may use Lebensohl — 2nt transfer to 3♣

1. Our dbl of their 1nt and their pull — dbl take out at 2-level
2. Resp dbl situation below 2nt — dbl still Resp
3. t/o dbl situation @ 2-level — 1♥ p 2♥ dbl
4. Over multi-2♦ opening and our dbl / 2♥ / 2♠
5. Over 2♥/♠ weak opening and our t/o dbl
6. In second t/o dbl situation — 1♥ dbl 2♥ p
   p dbl p 2nt Leb
   3any encouraging NF

If partner has passed and then dbls, LEB does not apply – 2nt is 2 places to play
If you have passed then 2nt is 2 places to play
Unless defined above 2nt is always conventional after a dbl of a 2-level bid
If there are 3 unbid suits – it is 2 places to play (this does not apply if game is possible/ then its Leb)
If there are 2 unbid suits – it is Leb (if game not possible then does not apply/ its 2 places to play)
Slow arrival no stop

Pard	RHO	You	LHO	Samples & Meaning :
	2♥	dble	p	2♥ = weak or weak h+minor
3♥				'Fast' Cue stop with 4 Spades
	2♦*	dble	p	2♦ = Multi. When their suit is unknown
3♦*				d = cue acts as Stayman
				applies when opener has not shown suit
	2♣*	dble	p	'Fast' Cue If NO Major shown cue - acts as STAYMAN
3♣*				

Other meanings of 2nt
After partner overcalls and there is no room at the 2-level for a cue
2nt is invitational or better with support
3-suit (support) is competing
1h-2c-2h-2nt good raise/enc
- 3c competing
- dbl values with support for other 2 suits

Our cuebid at the 2-level is gone in competitive auctions
1h (rho) – pass – pass – 2minor
2h 2nt good raise/enc
3m competing
Dbl values with support for other 2 suits/ with penalty dbl pass and hope

Defence to their Multi:

2nd seat	2♥		hearts + t/o		
	2♠		spades + t/o		
	2nt		good 15/18		
	Dbl		good hand or 13/15 balanced		
4th seat	2♦	p	2♥/♠	Dbl	t/o of suit bid
				2♠	natural overcall
				2nt	strong balanced
	2♦	p/dbl	3♥/3S	Dbl	t/o
	2♦	dbl	2M	Dbl	t/o
				2nt	Leb
				3c	constructive

Change of suit in response to an overcall encouraging but NF
Forcing in response to jump overcall

Doubles
Negative Doubles
Suit bids forcing
1♦-1♥-1♠ is forcing with 5 or more. Dbl is negative but does not promise 4♠
Generally we try to support immediately so raises may be light.
After an opening bid, an overcall and a simple raise of the opening bid dbl is negative and promises un-bid major
Responsive double tends to deny holding 4M (we usually bid major if partner has doubled)
After we have made a neg double any bid by responder is nf

Support Doubles
After 1♦ opening and a major response or 1♥ opening and 1♠ response
Double of 4th seat overcall = exactly 3 card support, applies over any 4th seat bid
(includes 1h-1s-1nt-dbl – this would be very suitable)
Double at the three' level is the same but with extra values.
Opener is not obliged to double with a bad hand including three trumps.

Game try double
They open and **we overcall 1M,** next hand bids at 3 level leaving us no room for game try
Dbl is game try in M examples (1♦ 1♥ 3♦ dbl) or (1♣ 1♠ 3♥ dbl)

Double of splinter	non-vul	suggests sacrifice
	Vul	lead highest ranking unbid suit
Double of Bergen raise		t/o of their Major
		From passed hand shows the suit

Value/Action Double
When the opponents have shown a big fit and bid quickly to the four or five level, double shows good general values.
When we open and they pre-empt to 4 or 5-level our dbl is general values/ opener may pull with playing values
If we open 1M and partner raises to 4M (11-12 bal or pre) and they bid opener's dbl suggests bidding on.

RDB After 1d or 2c opening forcing 2nt with t/o dbls

Lead Directing Double v NT's

1.	We have not bid a suit	Dummy has not bid a suit	Lead spades – then hearts
		Dummy has bid a suit	Lead dummy's suit
2.	We have 1D		Lead the suit
3.	Opener has bid 2 suits		Lead 2nd suit
4.	Opener and responder each bid a suit		Lead your suit
5.	We bid and support in one suit only		Lead clubs

6. If we had the opportunity to double a cuebid and did not then our double asks for another lead.
7. If we had the opportunity to support cheaply at the 2-level and did not then double asks for another lead.

2nd Doubles
1. There are two unbid suits
   1♣ dbl 2♣ 2any
   3♣ dbl - t/o does not promise support for responder's suit
2. There is one unbid suit
   1♥ dbl 2♦ 2♠
   3♦/♥ dbl - good hand with 3 card support for responder's suit

Cuebid following negative dbl
1♥ 3♦ (weak) dbl p
4♦ - normally 4 cards unbid major or ability to cope with bid

Lighter Dbl

1. Lead dummy's side suit (non-trump suit)
2. If dummy bids 2 side suits/ guess
3. If no side suit, lead declarer's 1st side suit.
4. If no side suits, lead highest suit

Dbl of their 3-level cuebid (when checking for no-trump) DON'T lead my suit

They DBL our 3-level cuebid when looking for no-trump or of our 4th suit bid

-pass ½ or 1 stopper then rdb asks for full stop
-3nt more than 1 stop
- rdb 2 or 3 small cards
- new suit/ naturalish with shortage in their suit

We open any pre-empt and they overcall Penalty

We open 3c 3d asks for 3-card Major
ump overcalls always weak except versus 1C strong and related sequences (page 40)

Protective jump 11-14
Protective 2nt 20-21

We overcall 3nt

Applies if 3nt first bid (by doubler) after a dbl
Does not apply if passed hand
4♣ puppet to 4d – sign-off in any suit
4♦/♥/♠/5c transfer/ slam try
4nt quantitative

1c-p-1d-
2♣ 4M + 5M 11/15 2d asks for longer suit
2♦ 5M + 5M unlimited
better hand start with dbl

Two suiters	Wide range of strength	2nd seat only	
2nt	2 lowest ranking suits	1c-2nt	3c is inv in hearts
cuebid of major	Major plus minor	1H-2H	3H is inv in spades
		1S-2S	2NT then 3h is inv in hearts
1c or 1d	2d	Majors	then 3c/d are invitational in H/S

If our 2-suiter is dbl then immediate bid = good preference/ delayed bid poor preference.
after 1♣ natural
2♣ 5M/4M 11-14 then 2d asks
3♣ cuebid / diamonds + spades

v's weak 2d/(3d) cue-bid of 3d (4d) is both majors
bid of 4c is clubs + hearts (after 2d)
bid of 4d is clubs and spades (after 2d)

v's weak 2M cue-bid of 3M is asking stop
bid 4m is minor plus other major leaping Michaels

v's weak 3's cue-bid of 4H is spades plus minor
cue-bid of 4S or higher/ huge 2-suiter
Jump to 4nt is minors after 3M/ Blackwood after 3m

v's multi 4c blacks
4d reds

V 3M 4m 6/4 with the other M IN EITHER SEAT

after 1 any - p - 1nt cuebid of minor is 5/5 majors
cuebid of major is 5M/5m
double is t/o

Jump in their suit looking for stop
Defence to nebulous minor opening - 2 or 3+ Clubs and they play strong 1nt, Polish/swedish 1 C,
(does not apply v weak 1nt up to max 15)

2nd seat

X = 12=14 balanced or 17+ (18+ balanced)

If rho passes 2c is GF/ if rho bids then cue is GF and 2c natural (also 2c by doubler)
If rho bids dbl is t/o (2 minor by partner natural NF 8-11 HCP)
If rho passes 2M is 5+inv opposite 12-14

A rebid of 1nt after X is 18-19

1C-DBL-P-1H-P-1S natural with 2h

IF 1C OPENER IS VUL AND WE ARE NOT THEN WE MAY PASS TACTICALLY with a balanced hand

Then if response was 1d and they are known to be weak then our later dbl shows balanced hand and interest to penalise. After say 1c-p-1d-p-1h-p-p- responder expected to protect with dbl if possible

After 1st dbl our dbls are penalty and bids are natural/ in 4th seat dbl penalty but requires more help

1 diamond is distributional T/O of clubs with 4+ diamonds (e.g 4=4=4=1, 3=4=5=1 or 4-3=5=1)

Subsequent bidding as if take out double

1M natural < 17HCP could it be be 4M/5m?)

If RHO passes then 2♣ is UCB with overcall **system on.** IF RHO bids 1NT or higher then that suit is UCB (clubs if natural NT**) and** minors natural

1NT -15-17. No stop requirements and system on

2♣: 5/4 Majors 10-14 HCP. Then 2D ask, Jump to 3M 4 cards invitational

2♦: 5/5 Ms wide ranging

2M weak but good playing values when vul

2NT: 5/5 minors

3m: Intermediate

Pass and later bid of a minor is natural

4th seat

<u>Second in hand passes and RHO bids 1M</u>

X: T/O of the Major

1NT: 15-18

2m: natural

2M: natural

2NT: 5/5 minors

3m intermediate

<u>Second in hand passes and RHO bids 1NT</u>

2 clubs: both Majors 5/4+ (then 2♦ asks)

<u>Opponents open 1♣ and play transfer responses</u>

1♦/1♥ are transfers to hearts/spades then

- Double shows 1 level overcall in suit bid
- Bid of the suit to which they transfer to (1♥/♠) is a take out double
- Bid of the suit at the level is a constructive 2 level overcall
- 2m natural, 3m intermediate
- 2NT: 5/5 minors

1♠ showing diamonds or no Major

- Double is take out of 1 club opening if no Major, take out of diamonds otherwise

- If showing 1nt response then double is spades
- Suits natural and constructive at the 2 level
- If no major then 2♣ shows both Majors (then 2♦ asks) whilst if diamonds then 2♦ shows both Majors

1nt showing spades (usually applies when 1s and 1nt inverted)

Dbl is t/o of spades but does not promise opened minor

P-P-P-1m-DBL t/o for majors

Defence to their 1nt opening

DOBI Double	below		
2♣ for majors	then	2♦	asks for 5-card
		2♥/♠	preference
if 2♣ is dbl			rdbl is for 5-card
			pass 6+ clubs
			2♦ natural
			2♥/♠ preference
after		2♦	
2M			if responder bids 3 other major its stronger than immediate bid

2♦	multi		normally 8-15 with 6-cards/ can be very weak at Fav
	2h/s and 3h/s are multi style		
	2nt		asking
		3c/d	12+ with H/S then next suit is further try
		3H/S	Natural less than 12
	3c		transfer to D/ sign-off or GF in own M
2♥/♠	always 5M/4+m but 4th seat v 15=17 can be very light.		
2nt	2-suiter normally 6/5 very strong forcing to 3nt/4m		
	2nt is 2-suiter in 4th seat after responders pass, 2♣ or 2♠.		

V 1nt					
range	11-14	13-15	14-16	15-17	
2nd seat double	all penalty				
4th seat double	13+	14+	15+	DOBI	(better if we are vul)

2nd and 4th seat	versus any strength	
2c for majors	as above	
2d multi	as above	
2h/s 5M/4m (at least)	2nt asks minor	5/5 versus 15

1M	P	P	2-new	
2M	DBL		T/O	
	2nt		good raise	

1-any	dbl	any	1M	
Pass	2M		Not-vul does not promise extra	

DOBI DOUBLE (over strong 1nt opening)
Applies v 15-17 or stronger 1nt in 4th seat only And from a passed hand
4-card major and 5-card+ minor can be very light or good hand with 5/5 (14+ with good suits) or long major suit with 8 ½ tricks (direct 2M is limited) then:

2♣ to play partners minor
2♦ asks for major
2M natural, good 6 cards suit

After Dobi dbl - 2♣
Pass clubs and 4-major, not very strong
2♦ diamonds and 4-major, not very strong
2♥ good hand with hearts and diamonds 5/5
2♠ good hand with spades and diamonds 5/5
2nt good hand with hearts and clubs 5/5
3♣ good hand with spades and clubs 5/5
3M strong 1-suiter 8/8.5 tricks

After Dobi dbl 2♦
2♥ 4-hearts and a minor, not very strong
2♠ 4-spades and a minor, not very strong
2nt good hand with diamonds and a major 5/5 then 3♣ asks for major
3♣ good hand with clubs and a major 5/5 then 3♦ asks for major
3M strong 1-suiter 8/8.5 tricks
dbl 2♦ asking for major
2M 3♣ sign-off in minor/ pass or bid 3♦

1nt-p-p-dbl-rdbl
Pass shows one long minor
BID system on

1nt-p-p-dbl-natural bid
Dbl negative generally focus on major
Bids natural
2nt for minor also applies if responder dbls and then bids 2nt

After 1nt pass 2-suit
Dbl = suit

Defence versus 2-suited overcall

1 suit known		2 suits known
Cuebid		
Balanced raise to at least 3 partner's suit		Cheapest suit (by rotation) balanced raise to at least 3 partner's suit More expensive suit (by rotation) 5 or more cards in other suit plus 3-card support for partner forcing game
DBL	values/then dbl by either hand penalty	same
Bid new suit	natural F	same
2nt	4-card support 8-10 or 13+	same
2nt	after 1d – natural	same
3nt	natural	same
raises	pre-emptive	same
4-new	splinter	same
4nt	RKCB	same
Subsequent bids of their suit at the 3-level initially denies stop for 3nt		same

Defence to strong 1♣ (and other)

Non-vulnerable we try to disrupt opponents rather than find a sensible sacrifice etc.

Double = hearts one-suiter tends to be constructive

1♦ = spades one-suiter tends to be constructive

1♥/♠/NT = 2 suits same colour, rank, other. Can be 3-4 in the 2 suits at favorable vul.

2 level bids are weak in suit bid or weak in suit above. Responder does not bid unless showing a good suit of his own so it is upto to overcaller to Pass/Correct.

Against 1♣ when vul BID NATURALLY. (1nt either seat vg bal hand)

After 1c-p-1d our 1h/s is natural 1nt is minors dbl is majors 2 suit are weak in suit bid or weak in suit above

Double of 4 level opening /Minor for t/o /Hearts for t/o with 4 spades /Spades for good hand

V Texas = t/o with other major

(cuebid of major = other major plus minor 5+/5+)

4NT over 4 level opening ♣/♦/♥ strong 2-suiter/ Spades general t/o /Texas very strong 2-suiter

Generally after DBL of 4M we do not go to the 5-level unless we hope to make it

3nt opening	(pre-empt minor or gambling)
Dbl	good hand / normally balanced
4♣	takeout
3nt-dbl-4c	dbl suggests penalty / 4d take out for M

Forcing Passs	vul v not	if we have bid game then pass is forcing
	Other	if we are in game forcing auction pass is forcing Otherwise pass not forcing/ must judge