

1NT: 15-17 HCP with a balanced hand

Usually has 4333 or 4432 or 5332 with a 5-card minor suit; May have 5332 with a 5-card major suit only if 15-16 HCP with 3 cards in the other major suit. May also have 6322 with a 6-card minor or 5422 with a 5-card minor if the doubletons are guarded.

- ❑ 4S/NT: Quantitative Slam Try (QST) with 6+ or 5- controls respectively
- ❑ 2C: Stayman, does not necessarily have a 4-card major
 - 2D: No 4-card major.
 - 2H: 5+ hearts and 4+ spades, weak to invitational
 - 2S: 5+ spades. May not have 4 hearts. Invitational
 - 2NT: Invitational
 - 3C/D: Natural, round forcing. Usually has good game values, but is afraid of one suit for 3NT.
 - 3H: 5+ spades and 4 hearts (**Smolen**). With 6+ spades 4H is a transfer after opener's 3NT.
 - 3S: 5+ hearts and 4 spades (**Smolen**). With 6+ hearts 4D is a transfer after opener's 3NT.
 - 3NT: Sign off.
 - 2H: 4+ hearts
 - 2S: 5+ spades, invitational
 - 2NT: Invitational
 - 3C/D: Natural, round forcing. Usually has good game values, but is afraid of one suit for 3NT.
 - 3S/4C/D: Splinter
 - 2S: 4+ spades
 - 2NT: Invitational
 - 3C/D: Natural, round forcing. Usually has good game values, but is afraid of one suit for 3NT.
 - 3H: Natural, forcing
 - 4C/D/H: Splinter
 - 2NT: Min, 4-4 in majors. Following 3D/H are transfers to H/S.
 - 3D/H: Transfer
 - 3S/4C/D/H: Splinter
 - 3C: Max, 4-4 in majors. Following 3D/H are transfers to H/S.
 - 3D/H: Transfer
 - 3S/4C/D/H: Splinter

- 2D/H: Transfer to hearts/spades
 - 2H/S: Accepting the transfer
 - 2S: Relay canceling the transfer and forcing 2NT. Follow the **“Coded Hands”**. They are all minor 2-suiters, except for 4D which is 5+5+ in the majors with game values only.
 - 3C: 5+5+ in the minors, weak
 - 3D: \clubsuit +5+ in the minors, game invitation
 - 3H/S: 5+4+ in the minors, fragment in hearts/spades
 - 3NT: QST with 2245
 - 4C: 5+ clubs and 4 diamonds, slam invitation
 - 4D: 5+5+ in majors, game only
 - 4H/S: 5+5+ in the minors, short in hearts/spades, slam invitation
 - 4NT: QST with 2254
 - 2NT: 5 hearts/spades, invitation
 - 3H/S: 6+ hearts/spades, invitation
 - 3C/D: Natural, Game Forcing
 - 3H over 2S: 5+5+ in the majors, slam invitation
 - 4H over 2S: 5+5+ in the majors, game
 - 4C/D or 3S/4H: Splinter with 6+ hearts/spades
 - 4H/S: 6322
 - 4NT: QST with 5332
 - 5H/S: QST with 6322
 - 5NT: Josephine
 - 2S over 2D: 4+ fit
 - 2NT: 2D was a real heart transfer
 - All other bids: **“Coded Hands”** as above
 - 2NT over 2H: Hxx in spades, 17 HCP
 - Other over 2H: 4+ fit, max
- 2S: Transfer to clubs
 - 3C: Fit and max
 - 2NT: Otherwise
 - 3C: Sign-off
 - 3D/H/S: 3-card fragment
 - 3NT: To play
 - 4C: Not forcing
 - 4D/H/S: Splinter
 - 4NT: QST

- 2NT: Transfer to diamonds
 - 3C: Fit and max
 - 3D: Otherwise
 - 3H/S: 3+ suit
 - 4C: 4+ suit in a 6-4 hand
 - 3NT: To play
 - 4D: Not forcing
 - 4H/S/5C: Splinter
 - 4NT: QST

- 3C: Puppet Stayman. Must have game values or more and at least 3 cards in one major suit. May have QST (expressed by a delayed bid of 4S or 4NT) with 4333, 3433, any 4432 or 5332 with a bad minor suit.
 - 3D: At least one 4-card major suit
 - 3H: 4 cards in spades
 - 3S: Fit
 - 3NT: No fit
 - 4C/D/H: Fit with interest in slam. Responder bids 4H (if he can) to transfer to spades.
 - 3S: 4 cards in hearts
 - 4H: fit
 - 3NT: No fit
 - 4C/D: Fit with interest in slam. Responder bids 4D (if he can) to transfer to hearts.
 - 3NT: Sign off
 - 4S/NT: QST
 - 3H/S: 5 cards in hearts/spades
 - 3NT: No 4-card major suit

- 3D/H/S: Slam invitation with a long suit
- 3NT: Sign off
- 4C: Gerber
- 4D/H: Texas. After 4H/S by opener follow:
 - Pass
 - 4NT: RKCB