

## OPENING BIDS

### **1<sup>st</sup> & 2<sup>nd</sup> Seat**

- Pass 0-4 HCP Any, or 5-6 HCP (not vul) or 5-7 HCP Bal (vul), or 15-20(21) HCP Bal or Minor(s) with no biddable 5 card Major
- 1C (10)11-20 HCP 5 Hearts or 4/4 Maj 3 suited, or Any Game Force
- 1D (10)11-20 HCP 5+ Spades, or (21)22-23 HCP Bal (May be any 5332)
- 1H 5-10 HCP Hearts or Diamonds Unbalanced, or 7-10 HCP (not vul) or 8-10 HCP (vul) Balanced or any 4441
- 1S 5-10 HCP Spades or Clubs Unbalanced but not 4441
- 1NT 11-14 HCP Balanced (May be any 5332). Occasionally singleton or off-shape
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- 2C (10)11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144)
- 2D (10)11-14 HCP 5+ Diamonds Unbalanced
- 2H (3)4-7 HCP 5+/5+ S&D or H&C (Odd)
- 2S (3)4-7 HCP 5+/5+ S&C or H&D (Colour)
- 2NT (3)4-7 HCP 5+/5+ S&H or (5)6-9(10) HCP D&C (Rank)
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- 3C/3D Std Preempt – may be a six card suit with good suit quality
- 3D/3H Std Preempt – may be a six card suit with good suit quality
- 3NT 4 Level minor Preempt
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- 4C Namyats - A good 4H opening (8/9 PT)
- 4D Namyats - A good 4S opening (8/9 PT)
- 4H Preemptive
- 4S Preemptive
- 4NT Specific Ace ask

### **3rd / 4th Seat**

- P 0-4 HCP
- 1C 5-17 HCP Unbalanced (can be 8-10 HCP with a 6 card suit or a 5/5 with stuff Outside suits)
- 1D 5-17 HCP Balanced (may have any 5332)
- 1H (3)4-7 HCP “Comic” Either 6+ card suit, or any 5+/5+ Unbalanced
- 1S 17+ HCP, Either a) Any GF (9+PT), b) Strong Two Suiter
- 1NT (17)18-20 HCP Balanced (May be any 5332). Occas. Singleton or off-shape
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- 2C “Benji” 8 PT in any Suit or 21-23 Bal
- 2D (7)8-10 HCP Six card suit in either major (non-forcing – esp nv)
- 2H 8-10 HCP 5+/5+ Odd (S&D or H&C)
- 2S 8-10 HCP 5+/5+ Colour (S&C or H&D)
- 2NT 8-10 HCP 5+/5+ Rank (S&H or D&C)
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- 3C/D 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
- 3H/S 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
- 3NT 4 Level minor Preempt
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- 4C Namyats - A good 4H opening (8/9 PT)
- 4D Namyats - A good 4S opening (8/9 PT)
- 4H Preemptive – Good Suit
- 4S Preemptive – Good Suit

## RELAY BIDDING PRINCIPLES

### Relay Process

- a) Shape
- b) Controls
- c) Parity Cue Bidding (PCB) or Denial Cue Bidding (DCB)

### Shape Types

EHML over Single Suiters

HEL over Two Suiters (5/4, 6+/4)

RSA over 5/5s (specified) - 12, 21, 03, 30

RSA over 5+/5+ (ie-unspecified) – HS, ES, 21, 30, 20H, 20L, then over ES, 11H, 11L

RSA over 6+/5+ (ie 6 card suit known) – 02, 11, 20, 01, 10

RSA over 6+/5+ (unspecified) – HS, ES, 20H, 20L, 10H, 10L then over ES, 11H, 11L

Three Suiters shown specifically where fitted in

Only flow past 3NT to complete shape when:

- a) Last Shape Relay and asked
- b) RSA
- c) 7/4 - incl when 3NT = 3064

1<sup>st</sup> Ask at 4 level is always controls unless RSA (unless over 2NT Mode)

Show higher ranking suits before lower – except GF Mode

7411 shapes come before 5422s unless at 3NT

74s flow controls to two steps before the seven card major to allow sign off in the 7 bagger when second suit is known.

### Controls

- Always flow into controls on last exact shape, except stop at 3NT unless 74 two Suiter
- When R = Shape, R+1 = PCB Controls, R+2 = DCB Controls
- At 3/4 level, When R = PCB Controls, R+1 = DCB Controls
- Over Fert relay, at two level, R+1 = non-forcing

Normal Relay Controls (A3, K2, Q1):

0.6 x HCP, Truncated. 0-20 HCP, 0.6 Rounded for 21+ HCP hands

5-10 HCP=0-3, 7-10 HCP=0-4, 8-10 HCP=0-4, 11-15 HCP=0-6, 1NT = 0-6

15-17 HCP=0-9, 18-20 HCP = 0-10, 21-23 HCP=0-13, 24+HCP=0-14

Ace / King Controls (A2, K1) = 0.25 X HCP, Std Rounding

### Parity Cue Bidding AKQ Controls (All relays except Fert or R+1)

- a) Longest suit first, all ties highest ranking first. If 4 suited then show 1<sup>st</sup> three suits only, If Shape unknown, then SHDC.
- b) Whenever you have a singleton, then sweep 1<sup>st</sup> two longest suits – then singleton – then sweep 1<sup>st</sup> two suits only. Pass on Singleton if even, stop if odd. With a void, then sweep 1<sup>st</sup> two longest suits only.
- c) 1<sup>st</sup> Ask: Stop = Even AKQ controls, Pass = Odd Controls  
2<sup>nd</sup> Ask: With Odd controls Stop = 1 honour, Pass = 2 honours  
With Even controls, Stop = 0 or 4 Ctrls, Pass = 2 or 6 Ctrls  
3<sup>rd</sup> Ask: Stop = No Jack, Pass = Jack
- d) Last Relay Ask is 5NT
- e) Jump to 4NT = RKCB in 1st DCB Suit

## RELAY BIDDING PRINCIPLES

### Denial Cue Bidding AK Controls (Fert Relay or R+1)

a) Longest suit first, all ties highest ranking first. Next suit continues. Don't show Singletons. If two suits excluded (eg 7411) then Aces & Kings Separately (stop shows don't have)

- b) 1<sup>st</sup> Pass: 3+ Cards, Stop = No A or K or AKQ  
1<sup>st</sup> Pass: 2 Cards: Stop = No A or K or AK, AQ  
2<sup>nd</sup> Pass: Stop = No Q (or J if AKQ Shown and 5+ Suit)  
3<sup>rd</sup> Pass Stop = No J if Suit = 5+

c) Last Relay Ask is 5NT

d) Jump to 4NT = RKCB in 1st DCB Suit

### Interference:

Over All Relays:

- X & XX by Controller = Penalties, Next Step (incl Pass) = Relay
- Interference of more than two bids, puts us out of relay. i.e. 2S = R (3C) still in relay, (3D) Out of relay – Natural

Over Any Balanced Relay, 1NT & 2NT Relay:

- Over double then XX by Responder = Penalty Invite. Other Steps remain same but down one step. If show their suit, then poor trumps
- Over a next suit bid, then X by Responder = Penalty Invite. Other steps remain as normal. If show their suit, then poor trumps
- Over a two bid interference, then just all steps – no penalty double by responder

Over Pass, 1C, 1D, 1S Relay:

- All step responses

Over 1H Relay specifically:

- 1H (P) 1S (X) Pass = Min Balanced, XX = Max, Rest as normal
- 1H (P) 1S (1NT) Pass = Hearts Max, X = Pens, 2C = Bal Min
- 1H (P) 1S (2C) All steps ie Pass = Hearts Max, Double = Bal etc
- All other 1H situations as per Non-Balanced relays or as per Balanced Relays (over 2C response)

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with no biddable 5 card Major)

### Responses

P	P	0-4 HCP
	1C	5-17 HCP Unbalanced (can be 8-10 HCP with a 6 card suit or a 5/5 with stuff outside suits)
	1D	5-17 HCP Balanced (may have any 5332)
	1H	(3)4-7 HCP "Comic" Either 6+ card suit, or any 5+/5+ Unbalanced
	1S	17+ HCP, Either a) Any GF (9+PT), b) Strong Two Suiter
	1NT	(17)18-20 HCP Balanced (May be any 5332), then 2C=Stayman or Relay, 2D/H=Trans, 2S=RF, 2NT=Invit 4H etc
	2C	"Benji" 8 PT in any Suit or 21-23 Bal
	2D	7-10 HCP Six card suit in either major (NF)
	2H	8-10 HCP 5+/5+ Odd (C&H or S&D)
	2S	8-10 HCP 5+/5+ Colour (C&S or D&H)
	2NT	8-10 HCP 5+/5+ Rank (C&D or H&S)
	3C/D	6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
	3H/S	6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
	3NT	4 Level minor Preempt

4C Namyats - A good 4H opening (8/9 PT)  
 4D Namyats - A good 4S opening (8/9 PT)  
 4H Preemptive – Good Suit  
 4S Preemptive – Good Suit

Rebids

P 1C P 0-4 HCP  
 1D 15-17 HCP Unbal, or 18-20 HCP Bal  
 1H 5-(6v)7 HCP Bal, then 1S=Nat NF, 1NT=To Play (denies 4S),  
 2C=NF Stayman, 2D=Nat NF, 2H/S = Strong Invite,  
 2NT=Nat Invite  
 1S 18-20 HCP, Single Suited Minor or 3 Suiter  
 1NT 15-17 HCP Balanced (May be any 5332), then 2C = Stayman  
 or Relay, 2D/H = Transfers, 2NT=Invite 4H etc  
 2C 18-20 HCP Diamonds & a Major  
 2D 18-20 HCP Clubs & A Major  
 2H 18-20 HCP Diamonds & Clubs  
 2S 18-20 HCP 5+/5+ Minors  
 2NT 18-20 HCP Clubs & Diamonds, High Shortage  
 3C 18-20 HCP Clubs & Diamonds, Even Shortage  
 3D 18-20 HCP 3145  
 3H 18-20 HCP 2146  
 3S 18-20 HCP 3046  
 3NT 18-20 HCP 2047

P 1C  
 1D 1H Relay, as per 1S+ 15-17 HCP (1NT=18-20 HCP, 2C=GF Relay)  
 1S 5-6 HCP Natural 5+/4 another (1NT=To play)  
 1NT 5-6 HCP 4 Spades, 5+ another (2C=P/C)  
 2C 5-6 HCP Natural 5+/4 D or H  
 2D 5-6 HCP Natural 5+/4 C or H  
 2H 5-6 HCP Natural 5+/4 Minor

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with  
 no biddable 5 card Major)

Rebids (Cont)

P 1D P 0-4 HCP  
 1H 15-20 HCP, Inquiry  
 1S 5-(6nv)7 HCP Bal, then 1NT=To Play, 2C=NF Stayman,  
 2D/H/S=Nat, 2NT=Nat Invite  
 1NT 15-16 HCP, Bal, Non-good, then 2C=Stayman or Relay,  
 2D/H=Trans, 2S=RF, 2NT=Invite 4H  
 2C 15-16 HCP, Clubs Single Suited then 2D=GF Relay  
 2D 15-16 HCP, Diamonds Single Suited then 2H = GF Relay  
 2H 15-16 HCP, 5/5 specific both minors, then 2S = RSA  
 2S 15-16 HCP, 6D/5C minors, then 2NT = RSA  
 2NT 15-16 HCP, 5D/6C minors, then 3C = RSA  
 3C 15-16 HCP, 6+/6+ minors, then 3D = RSA

P 1D  
 1H 1S 5-7 HCP, Bal, then 1NT=To Play, 2C=Stayman or Relay, 2D=Nat,  
 2H/S = Nat 4 Card Bal, 2NT=Invite  
 1NT 14-16(17) HCP Bal, then 2C=GF Relay  
 2C 8-10 HCP Bal, with a 4+ card Major, then 2H=4+ Spades, etc  
 2D 8-10 HCP Bal, no Major, then 2S=5 Diamonds etc  
 2H 11-13 HCP Bal, 4+ Spades  
 2S 11-13 HCP Bal, 4+ Hearts, Not Spades  
 2NT 11-13 HCP Bal, 5 Diamonds  
 3C 11-13 HCP Bal, 5 Clubs  
 3D 11-13 HCP 2344  
 3H 11-13 HCP 3244  
 3S 11-13 HCP 3343

3NT 11-13 HCP 3334

Next Step over 8+ HCP specific is always relay.

P 1H Pass 0-(6nv)7 HCP, Pass or Correct  
1S 15-20 Inquiry  
1NT 15-16 HCP Bal non-good, then 2C/2D/2H/2S = Transfer  
2C 0-(6nv)7 HCP, Pass or Correct  
2D 0-(6nv)7 HCP, Pass or Correct  
2H 0-(6nv)7 HCP, Pass or Correct  
2S 0-(6nv)7 HCP, Pass or Correct

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with no biddable 5 card Major)

Continuations

P 1H  
1S 1NT 5+/5+ any  
2Suit Weak Two, then next suit asks as per normal wk 2, then RSA  
3Suit Weak Three, then Relay (E (7222), H, M, 7231, 7330, 7321)

P 1H  
1S 1NT  
2C 2D 5+/5+ Odd, then 2S=S&D, 2NT=H&C High Shortage, 3C=H&C Even Shortage, 3D=2515, 3H=3505, 3S=2605, 3NT=2506  
2H 5+/5+ Colour, then 2NT=S&C, 3C=H&D high shortage etc  
2S 5+/5+ S&H, then 2NT=RSA etc  
2NT 5+/5+ D&C, then 3C=RSA etc

R+1 = 321 Controls, DCB not PCB

P 1S 1NT 0-(6nv)7 HCP, Nothing To Say  
2C-2S 5-(6nv)7 HCP, HMML 5332, (HCP in suit), then Relay  
2NT+ 15-20 HCP (Bound to Come up!)

P 1S  
1NT 2C 17+ HCP, 5+ Hearts & 4+Another or 24+ Balanced, Forcing  
2D 17+ HCP, 5+ Spades & 4+ Another, Forcing  
2H 17+ HCP, 4 Hearts & 5+ Card Minor, Forcing  
2S 17+ HCP, 4 Spades & 5+ Card Minor, Forcing  
2NT 17-23 HCP, Both Minors  
3C/D GF, Single Suited, Nat  
3H/S GF, Single Suited, Nat  
3NT GF, Both Minors  
4C GF, 5H&5S (11 PT), then RSA, Suit = to play  
4D GF, 5H&5D (11 PT), then RSA, Suit = to play  
4H GF, 5H&5C (11 PT), then RSA, Suit = to play

P 1S  
1NT 2C  
2D 2H 17-23 HCP, Hearts & Another. Then 2S=R HML for suits, 2NT=Wk Transfer to 2<sup>nd</sup> Suit, 3H=Slam Try, 3C/D = Nat  
2S GF 5H & 4S, then Relay  
2NT 24+ HCP Balanced, then as per 2NT Opening  
3C GF Hearts & Diamonds, then Relay  
3D GF Hearts & Clubs, then Relay

3H GF 6/4 Hearts & Spades, then RSA  
 3S GF 6/4 Hearts & Diamonds, Then RSA  
 3NT GF 6/4 Hearts & Clubs, Then RSA  
 4C GF 6/5 Hearts & Spades (10 PT), then RSA, Suit = to play  
 4D GF 5/5 Hearts & Diamonds (10 PT), then RSA, Suit = to play  
 4H GF 5/5 Hearts & Clubs (10 PT), then RSA, Suit = to play  
PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)  
With no biddable 5 card Major)

### Continuations

P 1S  
 1NT 2D  
 2H 2S 17-23 HCP, Spades & Another. Then 2NT=R HML for Suit, 3S=Slam  
 Try, 3C=P/C, 3D/H = Nat  
 2NT GF 5 Spades & 4 Hearts, then Relay  
 3C GF 5 Spades & 4 Diamonds, then Relay  
 3D GF 5 Spades & 4 Clubs, then Relay  
 3H GF 6/4 Spades & Hearts, then RSA  
 3S GF 6/4 Spades & Diamonds, Then RSA  
 3NT GF 6/4 Spades & Clubs, Then RSA  
 4C GF 5/5 Spades & Hearts (10 PT)  
 4D GF 5/5 Spades & Diamonds (10 PT)  
 4H GF 5/5 Spades & Clubs (10 PT)

P 1S  
 1NT 2H/S 3C Pass or Correct  
 2S/2NT Values

P 1NT Stayman or Relay, Transfers

P 2C 2D Inquiry 0-6(7) or 15+  
 2H-3C 5-6(7) HCP, HMML 5332, (A or K in suit), then Relay

P 2C  
 2D Suit 8 Playing Tricks, then natural  
 2NT 21-23 HCP Bal, then 2NT relay

P 2D P/2H/S Pass or Correct (Free to pass non-vul with 0-6(7) HCP)  
 2NT Inquiry, then 3C=Max Hearts, 3D=Max Spades,  
 3H=Min Hearts, 3S=Min Spades, 3NT=AKQxxx, then R =  
 EHML, R+1 (excluding 3NT, Sign off) = Controls

P 2H 2S/3C Pass or correct  
 2NT Inquiry / RSA, 3C=S&D, 3D=C&H HS, 3H=C&H ES,  
 3S=2515, 3NT=2605 etc

P 2S P/3C Preference  
 2NT Inquiry / RSA as per above, 3C=S&C, 3D=H&D High  
 Shortage etc

P 2NT 3C/D Preference  
 3H Inquiry / RSA as per 2NT Opening

Rules: 1) When showing your suits, always bid HMML  
 2) Don't go past 3NT unless specified suits and asked.

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)  
With no biddable 5 card Major)

“Comic” Rule over interference:

- a) We pass and they open, then 1NT is comic
- b) We pass and we open 1C and they X or bid 1D then 1H is comic
- c) We pass and we open 1D and they X or bid 1H then 1S is comic

Over Interference (1<sup>st</sup> & 2<sup>nd</sup> hand Pass):

Pass	(1C)		Pass = 0-5(6) HCP Unbal, 0-13 HCP Bal X = 13+ HCP Unbal, 14+ HCP Bal, then 1D/1H/1S = Nat 0-6(7) HCP, 1NT=4-6 or 5-7 HCP Bal, 2Cue=15-20 HCP, Jump = Weak, 6 card suit etc 1D/H/S = (6)7-12 HCP, Nat then 1NT=15-17, Cuebid = 15-20 HCP, Raise = Weak, New Suit = 15-20 HCP Forcing 1NT = 6-11 HCP “Comic”(two suiter) then P/2C=NF Inq, (can Have clubs), 2D=Forcing Inquiry 2 Level = Weak Jumps 2 Cue = Strong 2 Suiter
Pass	(1C)	1NT	(X) Bids by Opener (Passer) are natural, XX is 3+/3+ D&H Bids by Responder (1NT) are 5+ Lower & 4+ Higher, 2C= Any 5/5 then P/C, XX is 5+ Higher, 4+ Lower.
Pass	(1D)		Pass = 0-5(6) HCP Unbal, 0-13 HCP Bal X = 13+ HCP Unbal, 14+ HCP Bal, then 1H/1S/2C = Nat 0-6(7) HCP, 1NT=4-6 or 5-7 HCP Bal, 2Cue=15-20 HCP, Jump = Weak, 6 card suit etc 1H/S/2C = (6)7-12 HCP, Nat then 1NT=15-17, Cuebid = 15-20 HCP, Raise = Weak, New Suit = 15-20 HCP Forcing 1NT = 6-11 HCP “Comic”(two suiter) then P/2C=NF Inq, (Can't have diamonds), 2D=Forcing Inquiry 2 Level = Weak Jumps 2 Cue = Strong 2 Suiter
Pass	(1D)	1NT	(X) Bids by Opener (Passer) are natural, XX is 3+/3+ C&H Bids by Responder (1NT) are 5+ Lower & 4+ Higher, 2D=5/5 Majors then P/C, XX is 5+ Higher, 4+ Lower.
Pass	(1H/S)		X = (14)15+ HCP then 1NT=4-6, 5-7 HCP Bal, 2Cue=15-20, Suit = 0-6(7) HCP, Nat Suits = (7)8-13 HCP Natural 1NT = “Comic” – One or Two Suiter then 2C = NF Inq, 2D = Forcing Inq

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)  
With no biddable 5 card Major)

Over Interference (1<sup>st</sup> hand Pass Only):

Pass	(Preempt) 2level		X = Take-out (15+ish), 2NT=Nat (15-18) by both hands
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Pass (Preempt) 2<sup>nd</sup> assumes Pass = 5HCP ie X = Take-out (15+ish), 3NT=Nat  
 3level 4<sup>th</sup> X=15-20 Bal (defensive), Major = Canape, Minor = Nat

Over Interference (2nd hand Pass Only):

(Pass) Pass (Preempt) Pass = 0-4 HCP or 5-9 HCP no biddable suit, then over  
 2C-2S Nat Reopening X, next non-major = 0-4 HCP, bid shows some values. A Major by both hands likely to be only 4 card suit.

X = Take-out 8-16 HCP with 4 card major or any 17+, then next bid=0-6(7), all other bids = 15+ F  
 Bids = (5)6-9 HCP 5+ Biddable Suit, then Pass = 0-6(7), New Suit=15-17, Cue=Stopper ask or GF  
 2NT=15-16 HCP, 3NT=To Play  
 3NT = 10-13 HCP Bal, No 4 card Major  
 3Cue = 10-13 HCP, 4 card major  
 2NT = 14-16 HCP Bal (no 4 card maj), or 10-16 HCP Suit, then 3C=0-6(7) P/C, 3D=15-20 Inq with 3Cue=14-16Bal, 3NT=10-16 Minor, Major = 10-16 Nat

(Pass) Pass (Preempt) X = Take-out (15+ish), 3NT=Nat  
 3level Reopening: X=15-20 Bal (defensive), Major = Canape, Minor = Nat, 3NT=Nat

Over Interference (Our 3rd hand opener):

Pass (Pass) 1C (X) Pass 0-6(7) HCP (Club Pref)  
 1D 0-6(7) HCP (Diamond Pref)  
 XX 15-17 HCP unbal or 18-20 HCP Bal, then Relay Mode)  
 1H 0-4 HCP, "comic"- One or Two Suiter  
 1S 18-20 HCP, Single Suiter minor or 3 Suiter, etc  
 1NT 15-17 HCP Bal, then Stayman, transfers etc  
 2C 18-20 HCP, Diamonds & a Major etc

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)  
 With no biddable 5 card Major)

Over Interference (Our 3rd hand opener):

Pass (Pass) 1D (X) Pass 0-6(7) HCP, (Diamond Pref)  
 1H 0-6(7) HCP, (Heart Pref)  
 XX 15-20 HCP Inquiry, then Relay Mode  
 1S 0-4 HCP, "Comic" – One or Two Suiter, Then 1NT=Inq, 2D=Both Majors  
 1NT 15-16 HCP, Non-Good, then Stayman, Transfers etc  
 2C 15-16 HCP, Clubs SS then relay Etc

Pass (Pass) 1H (X) Pass 0-6(7) HCP, Pass or Correct  
 1S/2C/etc 0-6(7) HCP, Pass or Correct  
 XX 15-20 HCP, then Pass = Hearts, Hxx Mode, 1S=Spades & Minor, 1NT=Both Minors, 2 Level=SS, 2H = Hearts Vomit  
 1NT 15-16 HCP, Non-Good, then 2C-2S = Transfers

Pass	(Pass)	1S	(X)	Pass = 0-3 HCP XX = 4-7 HCP 5 Spades, or big 1NT = 4-7 HCP (not 5332) 2C-2H = 5-7 HCP (5332 MML – can't have spades)
P (P)	1C (1D)	X		15-17 HCP Unbal or 18-20 HCP Bal 1H "Comic" 0-4 HCP, One or Two Suiter 1S 18-20 HCP Single Suited minor etc
P (P)	1C (1H)	X		15-17 HCP Unbal or 18-20 HCP Bal 1S 18-20 HCP Single Suited Minor etc
P (P)	1C (1S)	X		15-20 Take-out All bids Natural 15-20
P (P)	1D (1H)	X		Relay, 15-20 HCP Unbal or 18-20 HCP Bal, with 1S=5-7 HCP, 1NT=14-16(17) HCP etc 1S "Comic" 0-4 HCP, One or Two Suiter 1NT 15-17 HCP Bal, then 2C=GF Relay 2C 15-16 HCP, Clubs SS then relay Etc
P (P)	1D (1S)	X		15-20 HCP, then: Hxx Mode, No Relay 1NT 15-17 HCP Bal, then 2C=GF Relay, etc 2C 15-16 HCP, Clubs SS then relay etc
<u>1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)</u>				

#### Responses

1C	1D	0-7 HCP, Any, Transfer to 1H, or 8-11 HCP 6 Diamonds
	1H	Relay, Invit +
	1S	8-12 HCP, 4+ Spades, Invit
	1NT	8-11 HCP, Bal or Semi-bal, denies 4+ S, 3+ H, or 6+ Minor
	2C	8-11 HCP, 6 Clubs, NF
	2D	Puppet to 2H, Major suit Raise
	2H	(6)7-10(11) HCP 3(4) Hearts
	2S	3-7 HCP, 6 Spades
	2NT	9-11 HCP, 6 Good Spades, Invit
	3C	4-7 HCP, (6)7 Clubs
	3D	4-7 HCP, (6)7 Diamonds
	3H	Weak 4H
	3S	4-7 HCP, 7 Spades
	3NT	13-15 HCP 3433

#### Rebids

1C	1D	1H	5+ Hearts, To play
		1S	4H and 4S, 3 Suited
		1NT	(17)18-20 HCP with Hearts 5332, then 2C=Nat Weak, 2D=8-11 HCP, Diamonds
		2C/D	5H/4+m, Raise freely
		2H	8.5 / 9 Playing Tricks in Hearts or Strong 5/4 Hearts & Another
		2S	Spades & Another GF
		2NT	24+ HCP Balanced, then Puppet Stayman
		3C/D	GF, then Nat – 4 card Maj
		3H/S	GF, Single Suiter
		3NT	Gambling Style, Minor or to play
		4C	GF 6H & 5S
		4D	GF 5H & 5D
		4H	GF 5H & 5C

1C	1H	1S	Any Max <u>or</u> Any Game Force
		1NT	Single Suiter <u>or</u> 5+ Hearts & 4 Spades, Min
		2C	5+ Hearts & 4 Diamonds, Min
		2D	5+ Hearts & 4 Clubs, Min
		2H	Three Suiter, Min
		2S	8 / 9 Playing Tricks in Hearts or 17-23 5/5 Hearts & Another
		2NT	Bal 15-20 HCP, any 5332
		3C	6H & 5S, Min
		3D	5H & 5D, Min
		3H	5H & 5C, Min
		3S	6+/5+ Hearts & Diamonds. Min
		3NT	6+/5+ Hearts & Clubs, Min

1C	1H		
1S	1NT	2C	Max, Single Suiter or 5+Hearts & 4 Spades
		2D	Max, 5+ Hearts & 4 Diamonds
		2H	Max, 5+ Hearts & 4 Clubs
		2S	Max, Three Suiter
		2NT	24+ HCP Balanced
		3Level	GF, Natural

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

1C	1S	1NT	15-17 HCP Bal 5332
		2C	Nat Inquiry (3+) or Artificial GF Inquiry (then Relay with Unknown suits – ie Show PCB in Rank Order - Spades, Hearts, Diamonds – assume Clubs)
		2D	Nat Inquiry (3+), Forcing, then relay as above
		2H	6H, NF
		2S	Raise, Min, can be 3 card.
		2NT	18-20 HCP Bal 5332
		3C/D	5/5, Invit
		3H	6H, Invit
		3S	Raise, Invit
		3NT	Gambling Style or To play
		4C/D	Splinter
		4H/S	To Play
		4NT	RKCB, Spades
		5C/D	Exclusion RKCB

1C	1NT	2C	Relay (2H, 2NT=Signoff)
		2D/H	Natural NF
		2S	3 Suiter, 4405, Min
		2NT	15-16 HCP Bal 5332
		3C/D	5/5, Invit
		3H	6H, Invit
		3S	5 Spades & 6 Hearts, Invit
		3NT	To Play
		4C/D	GF That Suit – RKCB in suit
		4H	To Play (Min)
		4NT	Normal Blackwood

1C	2C	2D	Relay
		2H	Hearts, Minimum
		2S	5H&4S, Forcing

		2NT	15-16 HCP Bal 5332
		3C	5H&(3)4C Invit
		3D	5/5 Invit
		3H	6H, Invit
		3NT	To Play, Gambling
		3S/4D	Splinter
		4C	RKCB Clubs
		4S/5D	Exclusion RKCB
		4H	To Play
1C	2D	2H	Accepting Puppet (Confirms Hearts)
		2S	GF 5+Spades & 4 Another
		2NT	24+, Bal
		3C/D	Nat, GF, then Nat
		3H	Dogs Breakfast
		3S	GF Spades SS
		3NT	To Play, Gambling
		4C	5/5 Spades & Diamonds GF
		4D	5/5 Spades & Clubs GF
		4H	To Play

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

1C	2D	2H	2S	7-8(9) HCP, No shortage
			2NT	Splinter, 6-9HCP 8 loser or Slam try splinter
			3C	GF spade Raise, Asks
			3D	9-10 HCP, Limit Raise
			3H	7-9 HCP, 3433
1C	2D	2H	2S	Short Suit Try – Any Suit, then R=HML, R+1=LMH
2H	2S	2NT	3C	xxx(x) in Minor
			3D	xxx(x) in Spades
			3H	Minimum (but not Dogs Breakfast)
			3S	Splinter
			3NT	18-20 HCP Bal
			4C/D	Splinter
1C	2D	2H	2NT	3C Asks HML, HML
2H	2NT			3D Asks LMH, LMH
				3H Minimum (but not Dogs Breakfast)
				3S 6H / 5S, Slam Try
				3NT 18-20 HCP Bal
				4C 5/5 H&D
				4D 5/5 H&C
				4H Natural
1C	2D	2H	3C	3D Any Shortage (then after R - Min, HML Max, then CBM)
2H	3C			3H No Shortage, 15+ HCP
				3S 6H / 5S
				3NT 12-14 HCP (any 5422)
				4C 5/5 H&D
				4D 5/5 H&C
				4H Min, but not Dogs Breakfast
1C	2D	2H	3D	3H Opener bids game unless poor
2H	3D			3S etc CBM

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

1C	1D		
2H	2S	2NT	5+ Hearts & 4 Spades, Forcing
		3C	Hearts & Clubs 5+/4 NF
		3D	Hearts & Diamonds 5+/4 NF
		3H	8.5/9 PT Hearts
		3S	6/5 H&S GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd
		3NT	5/5 H&D GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd
		4C	5/5 H&C GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd
		4D	6/5 H&D GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd
		4H	6/5 H&C GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd

1C	1D		
2S	2NT	3C	Spades & Hearts 5+/4 GF
		3D	Spades & Diamonds 5+/4 GF
		3H	Spades & Clubs 5+/4 GF
		3S	5/5 S&H GF
		3NT	5/5 S&D GF
		4C	5/5 S&C GF
		4D	6/5 S&H GF
		4H	6/5 S&D GF
		4S	6/5 S&C GF

1C	2H	2S	Any Game Try – Then 2NT=Spade Feature, 3C=Clubs etc
		2NT	24+ Bal
		3C	GF Clubs then Nat
		3D	GF Diamonds then Nat
		3H	Law Raise
		3S	GF Spades SS
		3NT	18-20 HCP Bal
		4C	GF 5/5 Spades & Diamonds
		4D	GF 5/5 Spades & Clubs
		4H	To Play

1C	2S	2NT	Inquiry – then Min Shortage etc (can be GF)
		3C	Control Ask (Any GF)
		3D	GF Diamonds
		3H	To Play
		3S	Law Raise
		3NT	To Play
		4C	GF 6/5 Hearts & Diamonds
		4D	GF 6/5 Hearts & Clubs
		4H/S	To Play

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

1C	2NT	3C	Inquiry – Then EHML, can be GF
		3D	Control Ask – (any GF)
		3H	Sign-off
		3S	Sign-off
		3NT	To Play
		4C/D	Splinters, agreeing Spades
		4H/S	To Play

### Interference

1C	(X)	P	0-4 HCP, or 5-7 not 3H
		XX	5-7 HCP, 3H
		1D	8-11 HCP, Nat, can be unbalanced
		1H	Relay
		1NT	8-11 HCP Bal
		2D	Nat NF, Major Suit Responses revert to normal
1C	(1D)	P	Nothing to Say 0-7 HCP
		X	Negative – 4 Spades
		1H	Relay
		1S	(7)8-11 5+ Spades
		1NT	7-10 HCP
		2D	Nat NF, Major Suit Responses revert to normal
1C	(1H)	(X)	Relay
	Art	1S	Natural, NF
		1NT	7-10 HCP
		2D	Nat NF, Major Suit Responses revert to normal
1C	(3level+)	P	P
			New Suit = GF
			X = T/O, Hearts

Higher interference = No relay, Natural bidding, Take-out doubles up to 4H

### 1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

#### Responses

1D	1H	0-7 HCP, Any, Transfer to 1S or 8-11 HCP 5+ Hearts
	1S	Relay, Invit +
	1NT	8-11 HCP Bal or semi-bal, denies 5+ H, 3+ S, 6+ Minor
	2C	8-11 HCP, 6 Clubs, NF
	2D	8-11 HCP, 6 Diamonds, NF
	2H	Puppet to 2S, Major Suit Raise
	2S	(6)7-10(11) HCP, 3(4) Spades
	2NT	9-11 HCP, 6 Hearts, Invit
	3C	4-7 HCP, (6)7 Clubs
	3D	4-7 HCP, (6)7 Diamonds
	3H	4-7 HCP, 7 Hearts
	3S	Weak, 4S (enough to make 3NT opp 21-23 HCP)
	3NT	13-15 4333
	4level	Splinters
	4S	To Play

#### Rebids

1D	1H	1S	5+ Spades, Min
		1NT	17-20 HCP, 5332 then 2C/D = Nat, Weak, 2H = 8-11 HCP 5H, 3H=7-9 HCP 6H
		2C/D	5S/4m, 11-16 HCP
		2H	5S/4H, 11-16 HCP
		2S	Spades, Single Suiter, 8.5 / 9 Playing Tricks
		2NT	21-23 HCP, Bal
		3C/D	5S/5m, Invit
		3H	5S/5H, Invit
		3S	6/5 Spades & Diamonds
		3NT	6/5 Spades & Clubs

1D	1H		
1S	2H		8-11 HCP, 5+ Hearts
1D	1S	1NT	Any Max or 21-23 HCP, Bal
		2C	Single Suiter, or 5+ Spades & 4 Hearts, Min
		2D	5+ Spades & 4 Diamonds or 3 Suiter, Min
		2H	5+ Spades & 4 Clubs, Min
		2S	8 / 9 Playing Tricks, in Spades or 17-23 5/5 Spades & Another
		2NT	Bal 15-20 HCP, any 5332
		3C	5+S & 5+H, 10-16 HCP
		3D	5S & 5D, 10-16 HCP
		3H	5S & 5C, 10-16 HCP
		3S	6+/5+ Spades & Diamonds, 10-16 HCP
		3NT	6+/5+ Spades & Clubs, 10-16 HCP
1D	1NT	2C	Relay (2S, 2NT = Sign-off)
		2suit	Natural NF
		2NT	15-16 Bal 5332 Invit
		3C/D	5/5 Invit
		3H	5/5 Invit
		3S	6S, Invit
		3NT	To Play
		4S	To Play

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Rebids (Cont)

1D	2C	2D	Relay
		2H	5S&4H
		2S	6S, Min
		2NT	15-17 Bal any 5332
		3C	5S&(3)4C, Invit
		3D/H	5/5 Invit
		3S	6S, Invit
		3NT	To Play
		4C	RKCB Clubs
		4D/H	Splinter
		5C/5D	Exclusion RKCB
		4S	To Play
1D	2D	2H	Relay
		2S	6S, Min
		2NT	15-17 Bal any 5332
		3C	5S&5C, Invit
		3D	5S&4D, Invit
		3H	5S&5H, Invit
		3S	6S, Invit
		3NT	To Play
		4C/H	Splinter
		4D	RKCB Diamonds
		5C/H	Exclusion RKCB
		4S	To Play
1D	2S	2NT	(15)16-17 HCP Bal
		3C	Short Suit Try – then R=HML, R+1=LMH
		3D	xxx(x) Minor or 21-23 HCP Bal
		3H	4 Hearts Forcing

3S Law Raise  
 3NT 18-20 HCP

1D 2NT 3C Inquiry – EHML etc  
 3D 5 Spades & 5 Diamonds Invit  
 3H To Play  
 3S To Play  
 3NT To Play

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Rebids (Cont)

1D 2H 2S Accepting Puppet  
 2NT 21-23 HCP, Bal  
 3C 5/5 S&H, GF, then CBM  
 3D 5/5 S&D, GF, then CBM  
 3H 5/5 S&C, GF, then CBM  
 3S Dogs Breakfast

1D 2H 2S 2NT 7-8(9) HCP, No shortage  
 3C Splinter, 6-9HCP 8 loser or Slam try splinter (6 loser)  
 3D GF spade Raise  
 3H 9-10 HCP, Limit Raise  
 3S 4333 7-9 HCP

1D 2H  
 2S 2NT 3C Short Suit Try – Any Suit, then R=HML, R+1=LMH  
 3D xxx(x) in Minor  
 3H 4 Hearts, Forcing  
 3S Minimum (but not Dogs Breakfast)  
 3NT (17)18-20 HCP Bal  
 4C/D Splinter

1D 2H  
 2S 3C 3D Asks HML, HML  
 3H Asks LMH, LMH  
 3S Minimum (but not Dogs Breakfast)  
 3NT (17)18-20 HCP Bal  
 4C 5/5 S&H  
 4D 5/5 S&D  
 4H 5/5 S&C  
 4S To Play

1D 2H  
 2S 3D 3H Any Shortage (then after R - Min, HML Max, then CBM)  
 3S No Shortage, 15+ HCP  
 3NT No Shortage 12-14 HCP, any 5422  
 4C 5/5 S&H  
 4D 5/5 S&D  
 4H 5/5 S&C  
 4S Minimum, but not Dogs Breakfast

1D 2H  
 2S 3H 3S Opener bids game unless poor  
 4C etc CBM  
1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Interference:

1D	(X)	P	0-4 HCP
		XX	5-7 HCP, 3S
		1H	4+ Hearts, Natural Non-Forcing
		1S	Relay
		1NT	8-11 HCP Bal, denies 4H
		2H	Nat NF, Major Suit Raises revert to Normal
1D	(1H)	P	Nothing to Say 0-7 HCP
		X	Negative – 8-11 HCP no H stop
		1S	Relay
		1NT	8-11 HCP – H stop
		2H	Nat NF, Major Suit Raises revert to Normal
1D	(1S)	X	Relay
	Art	1NT	8-11 HCP Bal

Higher interference = No relay, Natural bidding, Take-out doubles up to 4H

1H (5-10 HCP Hearts or Diamonds Unbalanced, or (7nv)8-10 HCP Bal or any 4441)

Responses

1H	1S	Inquiry – usually 15+ HCP Bal or 12+ HCP Unbal
	1NT	To Play, may be off shape, (10)11-14(15)HCP, NF, then Natural NF
	2C/D	Natural NF, Raiseable
	2H/S	Natural NF, Raiseable
	2NT	Pass or Correct style for Hearts & Diamonds
	3Level	Natural, Weak, NF

Rebids

1H	1S	1NT	SS Hearts or H&A Max
		2C	(7)8-10 Bal (may be any 5332) or any 4441 then 2D=GFRelay
		2D	6 Diamonds min or 5 Diamonds & Another min
		2H	5 Hearts & Another Min
		2S	5 Diamonds & Another Max
		2NT	3 Suited Any 5440 with 5 Hearts
		3C	3 Suited Any 5440 with 5 Diamonds
		3D	Diamonds Single Suited Max then R= EHML
		3H	6/5 H&S Max then RSA
		3S	5/5 H&D Max then RSA
		3NT	5/5 H&C Max then RSA

1H	1S		
2C	2D	GF Relay	
	2H	4 Card, Nat, NF, Invit	
	2S	4 Card, Nat, NF, Invit, not 4H	
	2NT	Invit, No major	

1H	1S		
2C	2D	2H	Spades or any 4441
		2S	Hearts
		2NT etc	Normal

1H	1S		
2C	2D		
2H	2S	2NT	4/4 Majors or any 4441

3C 5 Spades  
 3D etc Normal

1H 1S  
 2C 2D  
 2H 2S  
 2NT 3C 3D 1444 or 4144  
 3H 4423 or 4414  
 3S 4432  
 3NT 4441

1H (5-10 HCP Hearts or Diamonds Unbalanced, or (7nv)8-10 HCP Bal or any 4441)

Interference:

1H (X) Pass 3+ Hearts, Pass or Correct, or Big, X=T/O  
 Bids (Including 1S & 2D) are Natural, To play  
 XX 4S & 5m or 4S and both minors, or Big  
 Pens interest (Hxx at two-level, Pens at 3 level)  
 1NT Both Minors (5+/4+)

1H (X) P (P) P 4+ Hearts  
 XX 4S & 5D or 4S & 4/4 Minors  
 1S 4+ Spades Bal, (Can have 4H)  
 1NT Minors – 2344 or 3244 or xx54 or 5+/5+  
 2C 5 Clubs Bal  
 2D Natural

1H (1S) X Inquiry – at least invit. Relay responses if poss.  
 1NT To play  
 Bids Natural, NF

1H (1NT) X Penalty Interest – then Hxx Mode  
 Bids Natural NF

1H (2C/D) X=T/O, then 2NT=Two Suits  
 Bids=Nat  
 2NT=Good Int Jump

1H (P) 1NT (X) Pass (7)8-10 HCP, then X = Take-out by both  
 2D/H Weak to Play  
 XX 5/4 Weak, then P/C

1H (P) 1S (X) Pass Min Balanced  
 XX Spades  
 1NT SS Hearts or Max H&A  
 2C Max Balanced

1H (P) 1S (1NT) Pass SS Hearts or Max H&A  
 X Penalty interest  
 2C Balanced Min

1H (P) 1S (2C) Pass SS Hearts or Max H&A  
 X Balanced

Over 1H – 1S Relay interference, Relay bids stay same with extra steps for penalties etc.  
 No relay higher than interference of two bids more.

1H	(P)	P	(X)	P	3+ Hearts
				XX	4S & 5D or 4S & 4/4 Minors
				1S	4+ Spades Bal
				1NT	Minors – 2344 or 3244 or xx54 or 5+/5+
				2C	5 Clubs Bal
				2D	Natural

1H	(X)	P	(1S)	1NT	Two Suiter
				X	Take-out
				Bids	Natural

1S (5-10 HCP Spades or Clubs is best suit Unbalanced but not 4441)

Responses

1S	1NT	Inquiry – not necessarily GF, usually 12+HCP
	2C	Pass or Correct
	2D/H	Natural, NF, Raiseable
	2S	Natural, Invit
	2NT	Pass or Correct style for S&C
	3Level	Natural, Weak, NF

Rebids

1S	1NT	2C	6 Clubs Min or 5 Clubs & Another Min
		2D	SS Spades or Max Spades & Another
		2H	5 Clubs & Another Max
		2S	5 Spades & Another Min
		2NT	3 Suiter 5 Spades
		3C	SS Clubs Max, then EHML
		3D	3 Suiter 5 Clubs
		3H	5/5 Majors, then RSA
		3S	5/5 Spades & Diamonds. then RSA
		3NT	5/5 Spades & Clubs, then RSA

1S (5-10 HCP Spades or Clubs is best suit Unbalanced but not 4441)

Interference:

1S	(X)	Pass	2+ Spades, Pass or Correct
		Bids	(Including 2C) are Natural, To play
		XX	4H & 5m or 4H & Both Minors, (or Big), 2C = P/C
		1NT	Both Minors (5+/4+)

  

1S	(X)	P	(P)	P	5 Spades
				XX	5+ Clubs, 4+ Hearts
				1NT	5+ Clubs, 4+ Diamonds
				2C	6+ Clubs

  

1S	(1NT)	X	Penalty Interest – Then Hxx Mode (Ripping = Relay)
		Bids	Nat, NF
		2NT	P/C

  

1S	(2C/D/H)	X=T/O, then 2NT=Lebensohl
		Bids=Nat
		2NT=Good Int Jump

1S (P) 1NT (X) Relay down two ie:  
 Pass Min SS Clubs or C&A  
 XX SS Spades or Max S&A  
 2C Max C&A

1S (P) 1NT (2C) Relay down one ie:  
 Pass Min SS Clubs or C&A  
 X SS Spades or Max S&A  
 2D Max C&A

1S (P) 1NT (2D) Normal Relay ie:  
 Pass Min SS Clubs or C&A  
 X SS Spades or Max S&A  
 2H Max C&A

Over 1S – 1NT Relay, Go down steps, ie no penalty steps. Higher than two bids puts us out of relay.

1S (P) P X Pass 5+ Spades  
 XX 5 Clubs & 4 Hearts  
 1NT 5 Clubs & 4 Diamonds  
 2C 6+ Clubs

1NT OPENING (11-14 HCP Balanced (may be any 5332  
 Occas. Singleton or Off-shape)

Responses

1NT 2C Stayman or Relay  
 2D,H Transfers  
 2S Invitational in NT or Minor(s)  
 2NT 4 Hearts, Invitational  
 3suit Weak  
 3NT To Play  
 4m Transfer To Tied Major  
 4M To Play  
 4NT Quantitative

Rebids

1NT 2C 2D No Major  
 2H 4 or 5 Hearts  
 2S 4 or 5 Spades, Not 4 Hearts

1NT 2C  
 2D 2H Pass or Convert  
 2S GF Relay  
 2NT Invitational with 4 Spades  
 3C To Play with a 4 card Major  
 3D Bid A 3 Card Major  
 3M GF, Singleton, 4 of other major  
 3NT To Play

1NT 2C  
 2H 2NT Invitational with 4 spades  
 3m 5+m with 4 card M, to play  
 3H Invitational, scattered values  
 3S Splinter  
 3NT To play (does not show 4 spades)  
 4C/4D Splinter

1NT	2C	
2S	3m	5+m with 4 card M, to play
	3H	4+S, xxxx or (J)xxx in a side suit
	3S	Invitational, scattered values
	3NT	To play (does not show 4 hearts)
	4C+	Splinter

1NT OPENING (11-14 HCP Balanced (may be any 5332  
Occas. Singleton or Off-shape)

Super Accepts

1NT	2D/2H	Accept = 2or3 of suit then new suit or 2NT = Nat Invite
		Accept+1 = 4+ support, short suit trial, then R=HML
		Accept+2 = 4+ support, xxx(x) in a suit, R=HML, R+1=LMH
		Accept+3 = 4+ support, game try with ruffing value
		Accept+4 = (3)4+ support, 4333 (may hold AKx, AQx)
		Accept+5 = 4+ support, minimum

1NT	2D/2H	Accept or Accept+1 then new suit = Natural
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1NT	2S	2NT	Minimum
		3C	Maximum, poor clubs, now 3m, 3M as above
		3D	Maximum, good clubs, poor diamonds
		3H/S	Maximum, good minors, no stop in M
		3NT	Maximum, to play

Rangefinder

1NT	2S	2NT	3m	6+ suit, 2 of top 3 honours
			3M	5+/4+ minors, short M
			3NT	5/5 minors

1NT	2NT	Pass	Minimum, no 4 Hearts or 3433
		3m	Short suit trial in suit
		3H/4H	To Play, 4+ hearts

Relay

1NT	2C		
2D	2S	2NT	5D then R=HML Doubleton, R+1=Controls
		3C	5C then R=HML Doubleton, R+1=Controls
		3D	2344, then R = Controls
		3H	3244, then R=Controls
		3S	3343, then R=Controls
		3NT	3334, then R=Controls

1NT	2C		
2H	2S	2NT	5H then R=HML Doubleton, R+1=Controls
		3C	44M then R=HL Doubleton, R+1=Controls
		3D	4D then R=HL Doubleton, R+1=Controls
		3H	2434, then R = Controls
		3S	3424, then R = Controls
		3NT	3433, then R = Controls

1NT OPENING (11-14 HCP Balanced (may be any 5332  
Occas. Singleton or Off-shape)

Relay (Cont)

1NT	2C		
2S	2NT	3C	5S then R=HML Doubleton, R+1=Controls
		3D	4D then R=HL Doubleton, R+1=Controls

3H 4234, then R = Controls  
 3S 4324, then R = Controls  
 3NT 4333, then R = Controls

1NT (P) 2C (X)  
 XX = Both Majors, then 2D = Relay, 2H=4423, 2S=4432 min controls etc  
 2D = 5D 2S = Relay - HML  
 2M = 4+suit, Normal Relay applies but no 4/4 Major option  
 Pass = 4D or 4/5C, 2S = Relay, with steps: 5D, 5C, 2344, 3244, 3343, 3334

1NT (P) 2C (2suit)  
 X = 5 (if D) or 4+ (if M)  
 2 Suit = 4+, normal developments  
 Pass = No convenient response (usually 4m) Still Relay – Responses  
 Modified accordingly for 2D/2H Intervention, but no relay after 2S

1NT (P) 2C (P)  
 2X (bid or x) X or XX = Penalties if at 2 level, Take-out if above the normal  
 Relay bid. 3 Suit = To play if take-out X or Relay Available,  
 Otherwise forcing

Interference

1NT (bid Nat 4+) X Take-out, with 2NT by opener = 2 Suits

1NT (bid Art) X Suit or Penalty Interest, Hxx Mode

1NT (2C Pott, Landy) X = Hxx Mode, Clubs invit, or GF Relay

1NT (P) 2D/H (X) Pass = 2 cards in transfer suit, then XX = T/O  
 XX Max, 3 Card Support  
 Other bids as per 1NT 2D/2H

1NT OPENING (11-14 HCP Balanced (may be any 5332  
 Occas. Singleton or Off-shape)

Interference (Cont)

1NT (bid) 2suit=5+ suit competitive, or if cue of known suits then take-out  
 X followed by 3 of a suit = 5 card suit with a stop  
 3 suit< theirs = 5+ suit, game forcing  
 3 suit> theirs = 5+ suit, game forcing, no stop  
 3 cue = 4 card major(s), no stop  
 3NT = No 4M, No stop  
 2NT = Lebensohl: Transfer to 3C. Then:  
 Pass or 3<Suit = to play  
 3>Suit=6+, Invitational  
 3cue = 4M with stop  
 3NT = no 4M with stop  
 Pass then X is 100% Penalties  
 X then X= Hxx.  
 If two anchor suits are available the bid suit asks

1NT (X) Pass Forcing, Happy or Two Suits Touching  
 XX Two Suits, Non-touching (Includes C&S) then 2 minor=P/C,  
 2 Major = Suit  
 2Level 5+ Card Suit  
 2NT Both Minors  
 3Level Weak

1NT (X) P P Suit 5 Card Suit  
 XX As Requested

1NT (P) P (X)	XX=4 clubs, then	2C=Clubs or Diamonds & a M 2D/H = Natural 5+ 2S = 4S & 5+ Clubs
	Pass=2/3 C, then	XX = Minor Single Suit 2C = Clubs and Another 2D = Diamonds and a Major 2H = Natural, 2S=4S and both m
1NT (P) P (X)		
P (P) 2C	After X, Pass = Clubs, XX=D&S, 2D=D&H	

2C OPENING (11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144))

Responses

2C	2D	Inquiry
	2H/S	Natural, 5+, Forcing
	2NT	Natural Invite
	3C	Law Raise
	3D	Natural, 6+, Forcing
	3H/S	Natural, 6+, Invite
	3NT	To Play
	4C	RKCB
	4D	Splinter
	4H/S	To Play
	4NT	Specific Ace Ask

Rebids

2C	2D	2H/S	4 Card, not Extreme Shape, then natural
		2NT	6C, Max, Single Suited, then relay
		3C	6C Min or 5+C&4D Min, then Stopper showing
		3D	4 Card, 6/4 or similar, then stopper showing, 4C=Controls (0-6)
		3H/S	4 Card, 6/4 or similar, then R=RSA, R+1=Controls 1 <sup>st</sup> step=0-6
		3NT	Max, One Loser Suit, then 4C = Controls 1 <sup>st</sup> step = 0-6
2C	2D		
2NT	3C	3D	6 Clubs, Max, Even Shortage, then R
		3H	6 Clubs, Max, High Shortage, then R
		3S	6 Clubs, Max, Middle Shortage, then R
		3NT	6 Clubs, Max, Low Shortage, then R
2C	2H	2S	Nat, Forcing
		2NT	Nat, NF
		3C	Nat, NF
		3D	Nat, Forcing
		3NT	Max, One Loser Suit, then 4C = Controls
		3H	Nat, Min
		4H	Nat, Max
		3S/4D	Splinter
		4C	Six Solid Clubs, 4 trumps (can be poor)

Responder's Continuations

- Rebidding Major is Suit Set Slam-Try
- 4C is controls, agreeing major (except 2C-2x-3NT when 4C agrees Clubs)

## 2C OPENING (11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144))

### Interference:

2C	(X)	XX	Values, Hxx Mode	
		2D	Inquiry	
2C	(Bid)	X	Take-out	
		2NT	Good / Bad	
2C	(P)	2D	(X)	
Pass			Min Diamonds or Clubs, then X = Take-out	
XX			Diamonds Max	
2H			Hearts Min	
2S			Spades Min Can be 3 Suited	
2NT			Clubs Max, then EHML etc	
3C			Clubs Min	
3D			Max Looking for a stopper	
3H			Max Hearts	
3S			Max Spades	
3NT			Max 7C, 1 loser suit etc	
2C	(P)	2D	(2H/2S)	Relay: Pass = A step, X = that suit
			(2NT)	No Relay

## 2D OPENING (11-14 HCP 5+ Diamonds Unbalanced)

### Responses

2D	2H	4+ Natural, Forcing	
	2S	4+ Natural, Forcing	
	2NT	Natural, Invit	
	3C	GF Inquiry (denies 4M)	
	3D	Law Raise	
	3H/S	6 card, Invit	
	3NT	To Play	
2D	2H	2NT	Nat, NF
		3D	Nat, NF
		2S	Nat, Forcing
		3C	Forcing – may be prepared, Normally 3 card support
		3H	Always 4 card support, Min
		4H	4 Hearts, Max
		3S/4C	Splinter
		3NT	Max, One Loser Suit, then 4C = Controls 1st step = 0-6
		4D	Six Solid Diamonds, 4 trumps (can be poor)

### Rebids

2D	3C	3D	Good Six Diamonds SS or 5+ Diamonds & 4+ Clubs, then 3H asks with 3S=Diamonds, 3NT=Diamonds & Clubs
		3H/S	Natural with poor other Major
		3NT	To Play (everything else)

### Responder's Continuations

- Rebidding Major is Suit Set Slam-Try
- New Suit shows 5 of Major, Forcing
- 4C is controls, agreeing major (except 2D-2x-3NT when 4C agrees Diamonds)

Interference:

2D	(X)	XX	Relay – asks for 4 card major
		2H	Nat NF
2D	(Bid)	X	Take-out
		2NT	Good / Bad
2D	(P)	2H	(Bid) X = Penalties

2H OPENING ((3)4-7 HCP 5+/5+ Odd Suits)Responses

2H	2NT		Inquiry
	P/2S		Pass / Correct
	3new		Nat, Non-Forcing
2H	2NT	3C	Clubs & Hearts Min, then 3D=RSA, 3H=Sign off, 3S = F
		3D	Diamonds & Spades Min, then 3H=RSA, 3S = Sign Off
		3H	Hearts & Clubs Max, then 3S =RSA, 3NT = To play
		3S	Spades & Diamonds Max, then 3NT = To play, 4C=RSA

Interference

2H	(X)	XX	Penalty Mode – All Doubles Blood
		P/2S	Pass / Correct
		2NT	P/C Minors
		3new	Own Suit or lead direct NF
2H	(O-call)	X	Blood – All Doubles Penalties
		2NT	Inquiry
		Next Suit	Pass / Correct
		3new	Own Suit or lead direct NF
		3Cue	Forcing Inquiry

2S OPENING ((3)4-7 HCP 5+/5+ Colour Suits)Responses

2S	2NT		Inquiry
	P/3C		Pass / Correct
	3new		Nat, Non-Forcing
2S	2NT	3C	Clubs & Spades Min, then 3D=RSA, 3H=F, 3S = Sign Off
		3D	Diamonds & Hearts Min, then 3H=Sign Off, 3S = RSA
		3H	Hearts & Diamonds Max, then 3S =RSA, 3NT = To play
		3S	Spades & Clubs Max, then 3NT = To play, 4C=RSA

Interference

2S	(X)	XX	Penalty Mode – All Doubles Blood
		P/3C	Pass / Correct
		3new	Own Suit or lead direct NF
2S	(O-call)	X	Blood – All Doubles Penalties
		Next Suit	Pass / Correct
		3new	Own Suit or lead direct NF
		3Cue	Forcing Inquiry

## 2NT OPENING ((3)4-7 HCP 5+/5+ Majors or (5)6-9(10) Minors)

### Responses

2NT 3C/3D P/C  
3H Forcing Inquiry  
3S Nat, Non-Forcing

2NT 3H 3S Majors, then 3NT=To Play, 4C=RSA  
3NT Minors, then 4C=RSA

### Interference

2NT (X) XX Penalty Mode – All Doubles Blood  
Ps/3C Pass / Correct  
3new Own Suit or lead direct NF

2NT (O-call) X Blood  
3C/3D Pass / Correct  
3new Own Suit or lead direct NF  
3Cue Forcing Inquiry

## 3 SUIT OPENING

### Responses

3suit New = Nat, Forcing  
Pass then new suit = non-forcing  
X = Penalties

## 3NT OPENING

4C Pass/Correct  
4D Shape ask – 4H/S = 0/1, 4NT=7222

## 4C/4D OPENING

Next Suit = Transfer back  
4NT = Keycard  
New Suit = Natural

## 2NT MODE (21-23 HCP Balanced may be any 5332 Occas. Singleton or Off-shape)

### Responses

2NT 3C Major Suit Inquiry  
3D/H Transfer  
3S 5S&4H Forcing or D/H/S Slam Try  
3NT To Play  
4C Clubs Slam Try  
4D 5+/5+ Majors, Game only, or Very Strong  
4H 5+/5+ Minors, Game only, but Opener can cue 4S, or bid 4NT with  
Nothing in Spades if Very Suitable  
4S 5+/5+ Minors, Slam Try. Opener 4NT=Pick a suit  
4NT Quantitative – If Max then Gerber Responses

### Rebids

2NT 3C 3D 5 Card Major, then Relay  
3H 4 Hearts, then Relay

		3S	4 Spades, not 4H, then Relay
		3NT	No Major, then Relay
2NT	3D	3H	No Super Accept, then New Suit = Natural 5+
		3S	4+H Max Cuebid
		3NT	5233
		4C/D	4+H Max Cuebid
		4H	4+H Not Max, or 3H Max
2NT	3H	3S	No Super Accept, then New Suit = Natural 5+
		3NT	2533
		4C/D	4+S Max Cuebid
		4S	4+S Not Max, or 3S Max
2NT	3S	3NT	23 Majors, then bid = Nat Slam Try
		4C	Fits a Major, then 4D=Bid It, 4H/S=Nat Slam Try, 4NT=Diamond Slam Try
2NT	3C		
3D	3H		Relay - Slam Interest if Opener has Spades (or Expectation)
	3S		Relay - Slam Interest if Opener has Hearts (or Expectation)
	3NT		Both Majors, at least 3/3
	4C		Starts CBM if Opener has Hearts, 4S=Spades
	4D		Starts CBM if Opener has Spades, 4H=Hearts

2NT MODE (21-23 HCP Balanced may be any 5332  
Occas. Singleton or Off-shape)

Relay

2NT	3C		
3D	3H		
3S			5233 then 3NT=To Play, 4C=Controls, 4S=Sign Off, 4NT=RKCB S
3NT			5H, then 4C=HML Doubleton, 4D=Controls, 4NT=RKCB H
4C			5323 then 4D=Controls, 4S=Sign Off, 4NT=RKCB S
4D			5332 Min Controls, 4H=DCB, 4S=Sign Off, 4NT=RKCB S
4H			5332 Min Controls +1, 4S=Sign Off, 4NT=DCB
2NT	3C		
3D	3S		
3NT			5S, then 4C=HML Doubleton, 4D=Controls, 4NT=RKCB S
4C			2533 then 4D=Controls, 4H=Sign Off, 4NT=RKCB H
4D			3523 then 4H=Sign Off, 4S=Controls, 4NT=RKCB H
4H			3532 Min Controls, 4S=DCB, 4NT=RKCB H
4S			3532 Min Controls +1, 4NT=DCB
2NT	3C		
3H	3S		4 Spades or Relay
3NT			Not 4S, then 4C=Relay, 4D=Controls
4C			4423 then 4D=Controls, 4H/S=Sign Off, 4NT=RKCB S
4D			4432 Min Controls, 4H/S=Sign Off, 4NT=DCB
4H			4432 Min Controls +1, 4S=DCB, 4NT=RKCB S
2NT	3C		
3H	3S		
3NT	4C		Relay
4D			X44X, then 4H=Sign Off, 4S=Controls, 4NT=Sign Off, 5C=Shape Ask
4H			2434 then 4S=Controls, 4NT=Sign Off
4S			3424 then 4NT=Sign Off, 5C=Controls
4NT			3433 then 5C=Controls, 5D=Shape Ask
2NT	3C		

3S 4C Relay  
 4D 4X4X, then 4H=Controls, 4S=Sign Off, 4NT=Sign Off, 5C=Shape Ask  
 4H 4234 then 4S=Sign Off, 4NT=Sign Off, 5C=Controls  
 4S 4324 then 4NT=Sign Off, 5C=Controls  
 4NT 4333, then 5C=Controls

2NT 3C  
 3NT 4C Relay  
 4D 5 Diamonds then 4H=Controls, 4S=Shape Ask, 4NT=Sign Off  
 4H 5 Clubs then 4S=Controls, 4NT=Sign Off, 5C=Shape Ask  
 4S XX44, then 4NT=Sign Off, 5C/D = Sign Off, 5H=Controls  
 4NT 3343 or 3334, then 5C=Controls, 5D=Shape Ask  
2NT MODE (21-23 HCP Balanced may be any 5332  
Occas. Singleton or Off-shape)

Relay (Cont)

Rules:

- 1) If R is at 4 level, Priority is controls, then HML, 4NT=Sign Off
- 2) If HCP>29, Flow into shape past 3NT
- 3) 4NT is to play after 4 level Relay
- 4) If 3NT=R, then extend out 44xx Shapes

Interference

2NT (3C) X Major Suit Inquiry, then Pass = Good Clubs, Others as Above  
 For 2NT 3C

2NT (3suit) X Take-out by both

2NT 3C (X) XX = 5C now 3D=Relay  
 Bid = As above for 2NT 3C  
 Pass = No 4+M or 5C, now X = Pens, 3D=R with  
 3H=5D, 3S=44m, 3NT=3343 or 3334

2NT 3C (Bid) X = Penalties  
 Pass = 5 Card Major (over 3S, Pass = 4+H)  
 Bid = As Above for 2NT 3C

In a competitive auction, 4 below trump suit by responder is always transfer back

SLAM BIDDING

Roman Keycard Blackwood

4NT is RKCB unless a waiting bid in CBM (any splinter starts CBM) or Quantitative if the NT Point range is not specified to a 1 point range.

4C/D is RKCB when bid in support of the minor as a jump or in a slam try sequence

Agreed suit rules:	Suit Raised	That suit
	Opening Bid	That suit
	XY	Y
	X Y X	X
	X Y NT	Y
	X Y Z	Z
	X Y Z 4th suit ...Y	Y
Any 6+ suit	That suit	

Responses to 4NT:	5C	0 or 3
	5D	1 or 4 with no Q Trumps, unless 23+
	5H	2 No Q
	5S	2 with Q
	5NT	4 with Q or 5 no Q (23+)

6C 2 with Club Void, or 5 with Q (23+)  
 6D 2 with Diamond void

Over Interference:

4NT (X) P = 0 or 3  
 XX = Keen to Play  
 5C = 1 or 4, etc

4NT (5C) P = 0 or 3  
 X = Penalties  
 5D = 1 or 4, etc

4NT (5D) P = 0 or 3  
 X = 1 or 4  
 5H = 2 No Q etc

4NT (5H) P = 0 or 3  
 X = 1 or 4  
 5S = 2 Fit In

Then after 5C Response: 5D Asks for trump Q,  
 5H = no Q, Next step (not key Suit) = Specific king ask  
 5S= Q No kings (if Spades trumps), 5S= Q and KS (if Hearts or Clubs Trumps)  
 5NT= Q and missing king (or) 2 kings

Then after 5D Response: 5H (if not key suit) Asks for Q, 5S (if H key suit) Asks for Q  
 After 5H/5S Response, Next step (not key suit) asks for specific kings

5NT (in all cases) specific king ask (not trump K)  
SLAM BIDDING (Continued)

Roman Keycard Blackwood (Continued)

In all King asks: Show specific outside kings:  
 Suit bid Specific king  
 6 trump suit No outside king  
 5NT 2 outside kings or king that can't be shown  
 If 5S = Queen Ask, 5NT = 0 or king that cannot be shown, 6C asks, 6H = no  
 Q, 6D= King & Queen Trumps

Same step responses apply over 4m when RKCB  
 A void-showing-splinter initiates Exclusion RKCB - only 4 key cards

Cue Bidding

Cue bids begin after suit agreement, including splinters.  
 4nt is always a waiting bid in cue bidding and flow cues are used above the waiting bid.  
 3NT is a waiting bid only when a 5-3 major fit is established in an unbalanced hand, when  
 there are 9 or more trumps or when in CBM

If a hand is known to be less than 10 HCP, then it shows 1<sup>st</sup> or 2<sup>nd</sup> round controls as Cue  
 bids.

Grand Slam Force (5NT)

Step responses are 0, Q, A or K, A or K + Extra Length, 2 of 3, All 3  
 If steps unavailable they are compressed to:  
 Spades 0, Q, A or K, A or K + Extra Length  
 Hearts 0 or Q (6D Asks), A or K, A or K Extra Length  
 Diamonds 0 or Q, A or K

Trump Asks / Control Asks in Competition

A raise of the trump suit to the five level is usually a trump ask asking for good trumps.  
 As RKCB is often available, it is looking for the J10 as well.

If the opposition have bid a suit, and our suit is lower than theirs, then 5 of our suit asks

for 1<sup>st</sup>/2<sup>nd</sup> round control of their suit. A 5NT response shows 1<sup>st</sup>.

If the opposition have bid a suit that is lower than ours, then cueing their suit ASKs for 1<sup>st</sup> or 2<sup>nd</sup> round control, not SHOW with 4NT = RKCB if available.

## DEFENSIVE BIDDING

### 1 Level Double - Responses

Jump to 2 major = 4 card suit 9-11 HCP

Jump to 3 major = 5 card suit 8-10 HCP

Cue = Usually 2 suited, 1 Round Force. Followed by New suit = Forcing

1NT = (7)8-11 HCP

2NT = 12-13 HCP

3NT = 14-15 HCP

Jump Cue = Directional ask

### 1 Level Double – Rebids

1NT = 19-20 HCP

2NT = 21-22 HCP

Cue = Near GF, Responder rebids suit (5 card) or 2NT (weakest) when weak

New Suit = 17-21 HCP, too good to overcall

Jump Suit = Seriously Good, Strong Jump Overcall

### 2 Level Take-out Double

2NT = Lebensohl Style, shows 4333 or 2 suits 4/4+

### Responsive Doubles

At 1 level X Shows 4/4 Majors after 1C (1D)

At 2 level, after (1m) X (2m) X = 4/4 M or Major Invite, After (1M) X (2M) X = 4+/4  
Minors, 2NT = Lebensohl or Major Invite (H over 2S)

At 3 level, X = Take-out, at least one 4 card Major

At 4 level, X shows 4 cards in every unbid Major

### Balancing

X=8+ HCP

1NT = 11-14 Bal (no comic) then stayman & transfers

2NT = 19-21 Bal

Good Intermediate Jumps

Michaels

## DEFENSIVE BIDDING (Continued)

### Doubling Style

1) Take-out up to and including 4H on the first round of bidding and in immediate bid and support situations by opponents (except at 3 level & higher by passed hand = 15-20 Bal, defensive)

2) Penalties at any level if opponents balance after we have found a fit and stopped. (except when balance suit is the one beneath ours, when double by responder only is game try)

3) At the 2/3 level after XX, A double has been passed for penalties, or the following auctions a) 1NT (X) P, b) (1NT) X (P/XX) then X is Hxx(x) sitting over the trumps and Take-out when sitting under. Pass sitting over is a trump stack or poor trumps.

4) Take-out at 1, 2, or 3 level, in all other situations. After Opposition bid and support, all doubles are take-out up to and including 3H unless an immediate jump up to 4H (overrides 2)

5) Shows 3 card support for responder's Major by opener, but no extra strength (similarly

XX over X)

- 6) If 3NT bid by opponents, X= Hearts (No suits bid), Dummy's first bid suit (only opponents bidding) or NOT our suit
- 7) Double by passed hand (15-20 HCP) is penalties of all game bids. Bids are natural with a major being canape style.
- 8) Penalties if the same suit is rebid after an initial pass
- 9) Penalties in the sequence (1m) X (1M) X when 1NT= 4Hearts over 1S. After a two level response by opponents, X denies a 4 card Major.
- 10) Doubling an Opponents Cue of MY suit, At 2 Level, Shows extras, Competing Opposite a passed partner. At 3 level, says Do lead my suit. If partner has bid a suit, it says lead yours, not mine.
- 11) Doubling an Opponents Cue of Partner's suit, Lead Directional if unsupported, or don't lead this suit if supported.
- 12) After a double of a multi 2C/2D or a weak 2H/2S, Standard Lebensohl applies except a) 3C/3D is the cue bid after multi, b) If X shows a 4 card Major (eg (2H) X 2NT) or 3cue show 3 card support.

#### DEFENSIVE BIDDING (Continued)

##### Lebensohl / Good/Bad 2NT

After a double of opponents' 2D, 2H, 2S, then 2NT = 2 places to play or a long weak suit (but see below)

If opponents intervene 2D, 2H, 2S then 2NT by Responder = Strong support action or a weak transfer to a lower ranking suit. 2NT by opener is natural over a major suit response and a good hand over a minor response unless disturbed.

1<sup>st</sup> priority by responder is Lebensohl, then 2 suits if limited

1<sup>st</sup> priority by opener is good/bad, then 2 suits if limited

##### Non-Jump Overcall - Responses

New suit = 1 Round Force (unless passed hand, = Natural with Tolerance)

Cue = Game try, Opener rebids suit with Min, then new suit by cue bidder is 1RF

1NT = 9-11 HCP

3NT = To Play

2NT Over a Major = Same as over Opening Bid, Over Minor = Natural

New suit Jump = Same as over Opening Bid,

If in competition we have available 1) Jump Cue, 2) 2NT, 3) 3 Level Raise, then:

Jump Cue = Strong raise, 2NT = Middle raise, 3 Suit = Weak raise

Pre-balancing occurs in the auction (1x)-p-(2x)

Bid = Competitive

X= Take-Out

2NT = Good Intermediate Jump

##### Jump Overcall – Weak

If next hand Passes, then over a major, same responses as per weak two openings, or over a minor, Law Raises, New suit = Stoppers, Cuebid = Forcing

##### Michaels Cue bids – Constructive (10/11) 12+

Over 1C/D	2C/D	Majors 5+/5+
	2NT	Lowest Two Unbid Suits 5+/5+
	3C/D	Two Odd Suits

Over 1H/S      2H/S      Other Major + Minor 5+/5+, Now 3C = P/C, 2NT asks for

Minor Invite, then 3C/D = Min, 3H/S = Tied Minor Max  
 2NT Minors 5+/5+  
 3H/S Directional ask, gambling style with minor

If second suit unknown, then 2NT or 1st cue asks for suit, if both suits known then 2NT or 1<sup>st</sup> cue = RSA (HS, ES, 21, 30, 02H, 02L, 10)

Over (1X) P (1/2Y) Low cue = 5/5 Other suits  
 Mid cue = 6/5 Long in Lowest suit  
 High cue = 6/5 Long in Highest suit  
 2NT bid included as a cue

### DEFENCE TO 1NT

#### Immediate Position With Passed Partner

Pass Natural. Assumes Partner is 0-6(7)  
 X Penalties  
 2C Both Majors, Assumes Partner is 0-6(7)  
 2Bid Natural, Assumes Partner is 0-6(7)  
 2NT Big Two Suiter - GF  
 3Bid Preemptive, Can be anything opposite 0-6(7)

#### Any Position by Passed Hand

Pass 0-6(7)  
 X 15-20 HCP Penalty Suggestion  
 2C/D 15-17 HCP Natural Unbalanced – No 4 card major  
 2H/S 15-17 HCP 4 Card Major plus Longer Minor Unbal  
 2NT Big Two Suiter - Minors  
 3Bid Invitational Single Suiter

#### Immediate Position With Non-Passed Partner

(1NT) X P  
 P Natural or Balanced  
 2C Clubs & Spades, Unbalanced  
 2D Diamonds & Spades, Unbalanced  
 2H/S Natural, Usually 6 card suit, limited  
 2NT Good Intermediate Jump, Then Neg Inf  
 3Bid Preemptive

(1NT) X (P) 2C Asking for 2<sup>nd</sup> Suit, Non-forcing  
 2D At Least Invitational, Relay  
 2H 3+Hearts, Non-Forcing  
 2S Natural, Non-Forcing  
 2NT 4 Hearts Mini-Splinter, then HML, LMH  
 3C 4 Hearts GF, then as per 1C Opener  
 3D 4 Hearts Limit Raise, Balanced  
 3H Law Raise  
 3S+ Splinter

(1NT) 2C (P) 2D At Least Invitational, Relay  
 2H Natural, Non-Forcing  
 2S Preference, Non-Forcing  
 2NT 4 Spades, 7-9 No Shortage, then Long/help Suit Tries  
 3C 4 Spades, Mini-Splinter, then HML, LMH  
 3D 4 Spades, GF, then as per 1D Opener  
 3H 4 Spades, Limit Raise, Balanced  
 3S Law Raise

(1NT) 2D (P) 2H At Least Invitational, Relay  
 Rest, as per 2C

DEFENCE TO 1NT (Continued)

(1NT)	X	(P)	2C
(P)	Pass		Clubs & Hearts
	2D		Diamonds & Hearts
	2H		Hearts & Spades, Longer Hearts
	2S		Hearts & Spades, Equal Length or Longer Spades
(1NT)	X	(P)	2D
(P)	2H		5+ Hearts, Minimum, Now 2S = P/C 2nd Suit (2NT=Both Minors) 2NT= Inq for 2nd suit
	2S		5+S, 4H Minimum
	2NT		5+Minor, 4+H Minimum then 3C = P/C
	3C/D		4+Minor, Max, then R, Steps 5H, 4H, 44(3C)
	3H		5+H, 4S Maximum
	3S		5+S, 4H Maximum
	3NT		44 Majors, Maximum
(1NT)	2C	(P)	2D
(P)	2H		Min 4 Spades, 5+ Clubs
	2S		Min 5+ Spades, 4+ Clubs
	2NT		Min 4/4 Spades & Clubs
	3C		Max 4 Spades, 5+ Clubs, Then R = HEL
	3D		Max 5+ Spades, 4+ Clubs (0-1 Hearts)
	3H		Max 5+ Spades, 4+ Clubs (0-1 Diamonds)
	3S		Max 5224
	3NT		Max 4/4 Spades & Clubs
(1NT)	2D	(P)	2H
(P)	2S		Min 5+ Spades, 4+ Diamonds
	2NT		Min 4/4 Spades & Diamonds
	3C		Max 4 Spades, 5+ Diamonds, Then R = HEL
	3D		Min 4 Spades, 5+ Diamonds
	3H		Max 5+ Spades, 4+ Diamonds (0-1 Hearts)
	3S		Max 5+ Spades, 4+ Diamonds (0-2 Clubs)
	3NT		Max 4/4 Spades & Diamonds

DEFENCE TO 1NT (Continued)

Balancing Position by Non-Passed Hand

X			8+, Unbalanced, 10+ Balanced
2C			Both Majors
2Suit			5-7 Balancing or no intention of defending
2NT			Big 2 Suiter GF
3Suit			Intermediate with no defence

(1NT)	P	P	X
	P		Happy to defend
	2C		4+/4+ in two suits, then if next opponent X, Pass = 3+ Clubs, XX = 0-2 Clubs, Responder now bids Pass 4+ Clubs 2D/H = 4+ Suit, XX = Choose a suit
	2Suit		Natural

4<sup>th</sup> Chair by Non-Passed Hand

(1NT)	P	(2C)	X	Lead Direct or Good Hand
			Bid	Natural
			2NT	Good Intermediate Jump
			Jump	Weak

(1NT)	P	(2D)	X	Diamonds or Good Balanced Hand
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Pass then Double = Balancing, Take-out  
 Cue Good take-out or any GF  
 Bid Natural  
 2NT Good Intermediate Jump  
 Jump Weak

### 1NT OVERCALL

#### Balancing Position, 11-14 HCP

Stayman, Transfers, No Relay, 2S=Invitational, 2NT = Both Minors  
 Transfer to their suit = Transfer to other major intermediate strength

#### Other Positions: 15-18 HCP Bal. OR "Comic"

"Comic" Options are: (1C) All 4 suits including Clubs  
 (1X) Other 3 suits

2C = 8+ HCP, Non-forcing

2D/H = Transfers, Then New suit = Trial bid Forcing. Only super accepts are 2NT/3M

2S = Forcing Inquiry, Then 2NT= 2 Suits Comic, Suit = Comic, 3NT=15-18

(1X) 1NT (P) 2C  
 Pass Comic in Clubs  
 2New Comic in Suit  
 2Cue 15-18 HCP, 4 other Major, then 2NT/3M Invites with Short Suit Tries  
 2NT 15-16 HCP, No Major  
 3m Comic, Good suit  
 3M 17-18 HCP, 5M  
 3Cue 17-18 HCP, No Major

(1C) 1NT (P) 2C  
 2NT 15-16 HCP, Now 3C= Stayman  
 3C/D 17-18 4 of Tied Major  
 Rest as Above

(1D) 1NT (P) 2C  
 (P) 2D 2H 4H Inuit, Now Pass = Min 4H, 2S = Min 4S, 3H = 4H  
 Max. 3S = Max 4S. New suit = Trial Bid  
 2S 4S Inuit, Now Pass = Min 4S, 2NT = Min 4H, 3S = 4S  
 Max, New suit = Trial Bid  
 2NT Inuit, No Major  
 3C/D 4 Card Tied Major GF  
 3H/S 5 Card Major GF

Rest as Above

#### Interference

(1X) 1NT (X) Pass = 0-7 HCP or nothing to say  
 XX = 5+ HCP, Support for Lowest two suits  
 Cue = 3+ Support for all Lower unbid suits and tolerance for higher suits  
 2NT= 3+ Support for all unbid suits(44+ in two suits)

1nt bidder now Passes with 15-18 HCP or a suit (Comic) or Redoubles to show a comic with two suits with no clear preference. Partner bids the better of the two unbid suits or cues with equal length where possible

After X in 4th seat bids by 1NT Over-caller are as above.

### SPECIFIC DEFENCES

#### Multi 2D

Immediate Position Suit = Good Overcall  
 2NT = (15)16-18(19) HCP, Balanced  
 X = 16+ Unbalanced, or 19+ balanced

After (2D) P (2H) Suit = Standard Overcall  
2NT = 16-18 HCP, Balanced  
3H = Hearts, Good Overcall  
3S = Good Intermediate  
X = 4 card Major or V. Good. Then X = T/O

After (2D) P (2H) P  
(P or 2S) Suit = Balancing, moderate hand  
2NT = 13-15 HCP, Balanced  
X = Take-out, with 4 of other Major

#### Two Level – 5+ Suit Opened & Another

X = Take-out  
2NT = (15)16-18(19) Balanced

#### Two Level - Submarine 5 Card & Another

X = Take-out  
2NT = (15)16-18(19) Balanced  
Overcall of their Suit = Michaels

#### Two Level – Submarine 4 Card Suit Openings

X = Take-out  
2NT = (15)16-18(19) Balanced  
Overcall of their Suit = Natural

#### Pass or Correct Bids by 2 Level Opener's Partner

Eg (2H) Pass (4C) X = Values, Take-out of Opener's Suit – Multi Style

(2H) Pass (4C) Pass  
P/4D X = Penalty Pass of 2H

### SPECIFIC DEFENCES

#### CRO Twos

One suit specified X = Suit Opened  
(but not bid) 2Suit = Natural  
2Cue = Take-out

No suit specified X = Take-out  
2Suit = Normal Overcall

Above principle applies to correctable bids by responder.  
Bids of 2NT and above are as for Multi 2D above in both seats

#### 2NT Opener (Two Suits)

X = 15+ HCP, Penalty suggest. Hxx Mode in BOTH Seats  
3Low / 3High = T/O Tied Suit Principle

#### 2NT Overcall (Two Suits)

X = 10+ HCP, Penalty suggest or 3 card Support if Major  
Rest = As Above

#### Weak 2 Opening

X = Take-out Then Lebensohl  
New Suit = Natural  
2NT (15)16-18(19) Bal, Then 3D/H/S show the other Major with 3 Transfer =  
Minimum, 3Suit = Suit Set 6+, 3other = Intermediate.

#### Weak 3 Opening

X = Take-out or Big Hand  
X followed by Suit = Natural, Strong

X followed by 4NT is RKCB for Responder's suit.  
3NT = To Play  
New suit = Natural  
Cue = 5+/5+ in Any two suits  
4NT = Normal Blackwood

#### Transfer Preempts

Double = (15)16+ Balanced-ish then Hxx Mode  
Cue = Take-out, Pass then Double = Penalties

### SPECIFIC DEFENCES

#### Precision and Polish Club

X = Clubs and Hearts, 1D = Diamonds & Hearts, 1H = Hearts & Spades,  
1S = Spades & Clubs, 1NT = Diamonds and Spades, 2C = Minors,  
2Suit = Weak Destructive, Pass then bid shows a good hand 14+

After (1C) P (1D) X and 1NT are reversed with 2D = Diamonds and Hearts

#### Precision (short) Diamond

(1D) 2D Natural  
(1D) P (Bid) Subsequent Diamond bids = Natural  
(1D) P (P) 1H  
(P) 2D = Un-Assuming cue. Becomes a cuebid if only one available.

#### Submarine Opener

1 Minor X = 12-15 Balanced or 16+  
1Cue = Distributional Take-out  
1Suit = Std Overcall  
1NT = 15-18 Bal, or "Comic"  
2Cue = Michaels

1 Major X = That Suit or 16+  
Rest as above

#### 1NT 15-18 Bal Only

X = Penalties (8)9 HCP+  
2 New suit = Non-forcing  
2NT over 1C/D = 7-9 points, 4+minor support  
3 New suit over 1C/D = Splinter  
2NT and above over 1H/S a per normal but no Mini-Splinter over 1H opening)  
Law Raises as per normal over interference

#### 1NT 15-18 Bal or "Comic"

X = Penalties (8-11 Tricks, or 12+ Bal over Comic)  
2 New suit = Forcing  
Rest as above

#### Cue Showing Two Suits

X = 4+ support, 6-9 HCP or Values, Hxx Style  
2NT = 4+ support, 10+ HCP or Lebensohl  
3 Raise = 4+ support, 0-6 HCP  
New suit = Natural, forcing  
Lowest cue = Take-out X (if available)  
Highest cue = Game Force  
Pass then X = Penalties

## DEFENSIVE METHODS

### Leads vs NT

Attitude – Smaller it is, the more you like it (normally lead lowest from 5 to 2 honours), then contribute or reverse count. After contribution = standard present count.

A/Q asks for reverse attitude, if dummy wins trick, reverse count

King asks for Unblock (incl 10s) or Reverse Count

Jack shows no higher honour, then Contribute or reverse attitude

10 Shows an interior sequence unless from shtge, then contribute or reverse attitude

9 Shows one higher card unless from shortage, then contribute or reverse attitude

In partner's suit, count (3/5) if unsupported, but attitude if supported.

### Leads vs Suits

1st/3rd/5<sup>th</sup>. After contribution = standard present count

A/Q asks for reverse attitude, if dummy wins trick, reverse count

King asks for reverse count

Jack promises 10, can be interior sequence, then reverse count

10 Denies Jack, Promises 9 unless from shortage, then reverse count

9 Shows shortage or one higher card (not 10)

### Signal Priority vs Suits

- a) Reverse count
- b) Reverse attitude
- c) Normal suit preference

### Switches

Always attitude, unless doesn't matter

### Discards

Reverse count with very high encouraging

If even choice between 2 suits, then suit don't want

### Trump signals

High/low is standard with 3+

Other ordering may be suit preference, smith peter, ruff request, or standard false card