

# Toad Club System Notes

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## **TOAD CLUB SYSTEM Intro**

The Toad Club system is a big club system in which all good hands (16+ high card points (HCP) or equivalent playing strength) are opened with 1♣. Failure to open 1♣, therefore, limits the hand to at most 15 points (except a 1♥ opening may contain 17 HCP when holding a 5-card suit and unbalanced hand). The system actively encourages aggressive opening bids and, by design, allows the opener to get out at a low level in many auctions in which he has elected to open light. Consequently, many auctions that would be forcing in Standard American are non-forcing in Toad Club.

The Toad Club system employs the use of variable range No Trumps also, the range varying with the vulnerability. A very aggressive 11-13 point range is used when not vulnerable. When vulnerable, a 14-16 point range is used.

The major component of the Toad Club system is the use of many distributional relays to ascertain partner's exact distribution. In all auctions in which a game force has been established, exact distribution may be determined. After partner's exact distribution is known, Roman Key Card Blackwood may be used in any suit. Relays are designed to where one person (the captain) is asking his partner (the servant) a series of questions to determine his distribution. The asking bid, or relay, is typically the next step. The servant's responses are in a series of steps and, therefore, are not natural. Consequently, when the wheels fall off in one of these auctions, the results can be truly spectacular. ☺

Relays do require a certain amount of memorization; however, Toad Club was designed in part to make rules to memorize, instead of exact bids. The rules are simply applied to "create" the proper bid.

In addition to being a very exact system for offensive bidding, the system was designed to also be very aggressive with distributional weak hands to make constructive bidding by the opponents more difficult. All hands with 5-5 or better distribution and between 4 and 10 points may be opened at 2 (or 3) level. In addition, a fairly standard preemptive structure may be used. In addition, NAMYATS 4♣ and 4♦ bids may be used for those very offensive hands that don't qualify as 1♣ openings. A Multi 2♦ bid is also used with weak 2♥ and 2♠ hands, which further complicates the opponents' constructive auctions. (Note: Playing Multi 2♦ assumes that Midchart conventions are allowed).

## Opening Bids in Toad Club

1♣	16 or more high-card points (HCP), any distribution
1♦	11-16 HCP, 2 or more ♦
1♥	11-17 HCP, 5 or more ♥ in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 4 or more in 3 <sup>rd</sup> and 4 <sup>th</sup>
1♠	11-15 HCP, 5 or more ♠ in 1 <sup>st</sup> and 2 <sup>nd</sup> seat, 4 or more in 3 <sup>rd</sup> and 4 <sup>th</sup>
1NT	11-13 HCP, not vulnerable 14-16 HCP, vulnerable
2♣	11-15 HCP, 6 or more ♣, and may have another 4 card or longer suit
	***** Below are for playing Midchart *****
2♦	(1) 4-10 HCP with either a weak 2♥ or 2♠ bid, or (2) 17-20 HCP with 1♠-4-4-4
2♥	11-15 HCP. Either 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5
2♠	4-10 HCP with 5+♠ and 5+ in a minor (Similar to Polish)
2NT	A normal preempt in either ♣ or ♦ (not both)
3♣	4-10 HCP with 5-5 or better in the minors
3♦	A 7 card or longer <u>solid</u> suit somewhere (not necessarily ♦)
	***** Below are if <u>NOT</u> playing Midchart *****
2♦	11-15 HCP. Either 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5
2♥	4-10 HCP, 5-7 ♥ (weak 2 bid)
2♠	4-10 HCP, 5-7 ♠ (weak 2 bid)
2NT	4-10 HCP with 5-5 or better in the minors
3♣	3-10, preemptive ♣ bid
3♦	3-10, preemptive ♦ bid
	***** Below are for both *****
3♥	A normal 3♥ preempt
3♠	A normal 3♠ preempt
3NT	A normal 4♣ or 4♦ preempt
4♣	A good 4♥ preempt with 7-8 playing tricks
4♦	A good 4♠ preempt with 7-8 playing tricks
4♥	A normal 4♥ preempt
4♠	A normal 4♠ preempt
4NT	A very good 5♣ or 5♦ bid



## Relays in Toad Club

One of the cornerstones of the Toad Club system is the ability to relay and determine partner's exact distribution. Relays only occur in game forcing auctions. One partner becomes the "captain", asking the questions of the "servant", who answers with distribution showing responses. When the questions are completed, the captain has a picture of the servant's hand and can then bid Roman key-card Blackwood (RKCB) in any of the four suits, or simply place the contract.

Typically in a relay situation, the servant shows his longest suit first (when holding a 5 card or longer suit), and then shows 4 card suits. Next, the relative lengths of the shown suits are disclosed. Finally, the remaining fragments are shown, completing the description. All the responses are in steps, utilizing as little space as possible. When the servant holds a balanced hand, he describes his hand as balanced first, and then completes the suit lengths. To summarize:

- 1.) Show the longest suit (via steps). With 5-5 or better, show the higher ranking suit first; then,
- 2.) Show the next longest suit,
- 3.) Show the relative lengths of the 2 suits; and finally,
- 4.) Show the remaining fragments.

**Important note:** Relays are OVER if the last response was 3♠ or higher! (If the last response was 3♠, 4-suit Kickback rules apply!)

The first bid which begins this interrogatory process is called a relay, usually starting with 2♣ (at least over 1♦, 1♥, and 1♠). After receiving a response from the servant he bids the next step to continue the relay. If the captain bids anything other than the next step he has "broken the relay" and the bidding reverts to natural. The relay initiating bid after a 1NT opening is; however, 2♦ (similarly after 1♣ → 2♣ showing a balanced game force).

(Note: Anytime you have shown at least a doubleton in a suit, a non-relay bid asks how you like your hand with that suit as trump. The next step says you don't like it. Other bids say you like it and have values in the suit bid. The cheapest NT bid (unless it is the next step) says you like your hand and have values in the suit that would have been the negative reply.)

Anytime the servant is unlimited, makes a pattern-showing bid of 3N, and 4♣ would have shown a different pattern, 3N is forcing. If 4♣ does not show a different pattern, then 3N is not forcing since, with extra values, the servant would have bid 4♣ or

higher to show the 3N pattern according to the following scheme: 4♣ (12-13), 4♦ (14-15), 4♥ (16), 4♠ (17), 4N (18), etc.

Relay examples:

1♥		11-17 HCP, 5+♥ (bid the longest suit first)
	2♣	Start of relay, asking for more information (game forcing)
2♦		4 or more ♣ (show second suit, if any)
	2♥	Relay (next step) asking for more information
2NT		Exactly 5♥ and 5♣ (show relative lengths of 2 suits)
	3♣	Relay (next step)
3♥		Remaining fragments are 2♠ and 1♦. Therefore, the entire distribution is 2-5-1-5.

Not all relays function the same. Although many of the rules are the same in all relays, the basic premises may be slightly different.

There are several basic relay sequences:

Opening Bid	Bid initiating relay
1♦	2♣
1♥	2♣
1♠	2♣
1NT	2♦
2♣	No relays, but special treatment
1♣ → 1♥(♣ or ♠)	1♠
1♣.1♥.1♠.1NT(♠)	2♣ (same as 1♠.2♣)
1♣ → 1♠ (♦)	2♣
1♣ → 1NT (♥)	2♣ (same as 1♥.2♣)
1♣ → 2♣ (8+, bal)	2♦ (same as 1NT.2♦)
1♣ → 2♠(4441)	2NT
1♣.1♦.1♥.2♣	2♦ (same as 1NT.2♦)



## Four-Suit Kickback

After any exact distribution has been shown, by either partner, Roman Key-card Blackwood (RKCB) may be used in ANY suit, or the person may just sign off. Here's how it works! Although I have enclosed all the bids, the basic premise is this:

- 4♣ = sign off or size ask. Responder always responds as if it is size asking, although more often than not it is a sign off. The responses are simple:
  - 4♦ = minimum (or rarely, LOTSA extras), and
  - 4♥ = maximum.
- 4♦ = Key card for ♣
- 4♥ = Key card for ♦
- 4♠ = Key card for ♥
- 4NT = Key card for ♠

See [Appendix A](#) in the back for a more detailed description.

A corollary to 4-suit Kickback is what to do when the last distribution (or high-card showing) bid was 4♣ or higher.

If the last bid was 4♣, then the following structure applies:

- 4♦ = Puppet to 4♥ (signoff sequence), then;
  - Pass = to play 4♥
  - 4♠ = to play 4♠
  - 4NT = to play
  - 5♣ = to play 5♣
  - 5♦ = to play 5♦
- 4♥ = RKCB / ♣
- 4♠ = RKCB / ♦
- 4NT = RKCB / ♥
- 5♣ = RKCB / ♠

If responder is unlimited, size-ask (4♣) responses are:

- 4♦ = 8-11 or 15+
- 4♥ = 12-14

This allows the 4♣ bidder always to sign off at any contract but 4♦.

### **Four-Suit Kickback (continued)**

If responder bids 4♦ with extras, after the subsequent signoff he bids as follows:

The next step is keycard (e.g., 4♣-4♦-4♠-4N is Keycard for spades) **OR**

The next 4 steps (5♣, 5♦, 5©, 5♠ in this example) are responses as though asker had bid Keycard.

If the last response showing shape (or extra strength) is 4♦, then 4© is a puppet to 4♠ after which pass, 4N, 5♣, 5♦, 5© are to play. After a 4♦ response, 4♠, 4N, 5♣, 5♦ are Keycard for clubs, diamonds, hearts, and spades respectively.

Similarly, after responses higher than 4♦, the next step is a puppet after which asker places the contract. If asker does not puppet, his bids are Keycard.

If servant's exact distribution is known, and then relayer makes a natural bid, 4-suit Kickback is NOT on. For example, 1♣-2♠ (some 4441)-2N-3♣ (short ♣)-3♥ (natural)-3♠ (don't like my hand for ♥) – 4-suit Kickback is not applicable, but Kickback is on for relayer's suit. In this example 4♣ and 4♦ are cuebids, 4♥ is to play, and 4♠ is Kickback for ♥.

## The 1♣ Opening Bid

A 1♣ opening bid is made any time you have 16 or more points and virtually any distribution. High card requirements may be shaded if playing strength is sufficient, as in a big 2-suiter:

For example, the following hands would all be opened 1♣:

(1)	(2)	(3)
♠ A-K-x-x-x	♠ x	♠ K-J-x-x-x
♥ K-Q-x-x	♥ A-K-J-x-x-x	♥ x
♦ A-K-x	♦ x	♦ A-K-Q-J
♣ x	♣ A-Q-J-T-x	♣ K-x-x
(4)	(5)	(6)
♠ A-Q-J-x-x-x	♠ A-K-Q-J	♠ x
♥ x	♥ K-Q-J-x	♥ A-K-Q-J-x-x
♦ A-x	♦ A-Q-J	♦ A-x-x-x-x-x
♣ A-K-Q-x	♣ A-K	♣ --

Notice in hands (2) and (6), the 1♣ bidder doesn't have 16 HCP, but does have equivalent playing strength, meaning the distribution and concentration of high cards makes it good enough to open 1♣ anyway. Often, the decision to open these distributional hands is strictly a judgment call. Also notice, as in hand (5), there is NO upper limit for a 1♣ opener!

## Responses to 1♣

The following are the responses to a 1♣ opening:

1♦	0-7 HCP, any distribution
1♥	8 or more HCP, game forcing, 5 or more cards in either ♠ or ♣ (one of the black suits)
1♠	8 or more HCP, game forcing, with 5 or more ♦
1NT	8 or more HCP, game forcing, with 5 or more ♥
2♣	8 or more HCP, balanced hand with no 5 cd major (can be 5♥-332); forcing to game.
2♦	4-7 HCP, 6 decent ♥ (at least QJTxxx)
2♥	4-7 HCP, 6 decent ♠ (at least QJTxxx)
2♠	8 or more HCP, game forcing, with any 4-4-4-1 hand
2NT	4-7 HCP, with 7 or more decent ♣ (at least QJTxxxx)
3♣	4-7 HCP, with 7 or more decent ♦ (at least QJTxxxx)
3♦	4-7 HCP, with 7 or more decent ♥ (at least QJTxxxx)
3♥	4-7 HCP, with 7 or more decent ♠ (at least QJTxxxx)
3♠	7+ solid suit somewhere, no outside aces or kings
3NT	7+ solid suit somewhere, plus at least 1 outside ace or king

All auctions after 1♣ and a game forcing response may be relayed. Opener can find out responder's exact distribution if he chooses, or break the relay and convert the auction to natural (how boring!☺). In all cases where responder bid at the one level, 2♣ is the beginning of the relay. After 2♣, showing a balanced hand, 2♦ begins the relay. After a 2♠ bid (4441 hand), opener bids 2NT to begin relay.

After 1♣-1♠, 1♣-1♥-1♠-1N, or 1♣-1N, 2♣ is a relay, then

- 2♦ = 4+ of lowest suit (not already shown)
- 2♥ = 4+ of second lowest suit
- 2♠ = 4+ of third lowest suit
- 2N = exactly 6-card suit with 3-3-1 or 3-2-2
- then 3♣ asks which
- 3♦ = any 3-2-2
- then 3♥ asks
- 3♠ = lowest 3-card suit
- 3N = second lowest 3-card suit
- 4♣ = third lowest 3-card suit
- 3♥ = 3-3-1

**3♠ = 3-1-3**  
**3N = 1-3-3**  
**3♣ = 7-card suit (no more relays)**  
**3♦ = 8-card suit (no more relays)**

### Auctions after 2- or 3-level response to 1♣

After 1♣-2♣-2♦, use the same responses as after 1N-2♦ except that if an unlimited responder has more than 11 HCP and his last shape-showing bid would be 3N, he bids instead 4♣ (12-13), 4♦ (14-15), etc. This is because the 1♣ bidder can pass 3N.

After 2♦, 2♥, 2N, 3♣, 3♦, 3♥, bidding partner's suit at the minimum level is non-forcing. Anything else is forcing 1 round (except 4 of partner's major or 3N).

After 2♦ (showing♥) and 2♥ (showing♠), 2N is Ogust:

- 3♣ = Weak hand, weak suit
- 3♦ = Weak hand, good suit
- 3♥ = Good hand, weak suit
- 3♠ = Good hand, good suit

After 2♠ (showing some 4-4-4-1 hand), 2N asks for the singleton

- 3♣ = singleton ♣
- 3♦ = singleton ♦
- 3♥ = singleton ♥
- 3♠ = singleton ♠

After 3♠ (showing some 7+ solid suit, no outside A or K)

3N = to play

4♣ = "bid your suit" (4N = ♣)

Next step (except 4N or 5♣) is modified RKC for Q's and J of trump:

1<sup>st</sup> – 0 Q, next asks J of trump

2<sup>nd</sup> – 1 Q, next asks J of trump

3<sup>rd</sup> – 2 Q's, no J of trump

4<sup>th</sup> – 2 Q's plus J of trump

4♦ = natural and GF

4♥, 4♠ = to play

After 3N (showing some 7+ solid suit, at least 1 outside A or K), this bid is forcing to 4N.

4♣ = "bid your suit" (4N = ♣)

Next step is modified RKC for add'l aces and J of trump:

1<sup>st</sup> – 0 aces, next asks J of trump (if yes, cuebid lowest K or bid 6 of trump suit)

2<sup>nd</sup> – 1 ace, next asks J of trump

3<sup>rd</sup> – 2 aces, no J of trump

**4<sup>th</sup> – 2 aces, plus J of trump; then bidding 5 of suit above  
asks specific kings  
4♦, 4♥, 4♠ are natural and forcing.**

Examples of responses to 1♣:

(1)	(2)	(3)
♠ x	♠ x	♠ K-J-x-x
♥ K-Q-x-x	♥ A-J-T-x-x-x	♥ x
♦ J-x-x-x-x	♦ x-x-x	♦ A-x-x-x
♣ x-x-x	♣ x-x-x	♣ K-x-x-x
Bid 1♦ showing 0-7 HCP, any distribution	Bid 2♦, showing 4-7 HCP w/ 6 decent ♥	Bid 2♠, showing 8+ HCP, with ANY 4441 hand
(4)	(5)	(6)
♠ x	♠ A-Q-x-x-x	♠ K-J-x
♥ K-Q-x-x-x	♥ A-J	♥ x-x
♦ A-J-x-x-x	♦ x-x-x-x	♦ A-x-x-x-x
♣ x-x	♣ x-x	♣ K-x-x
Bid 1N, showing 8+ HCP, and 5 or more ♥	Bid 1♥, showing 8+ HCP w/ 5+♣ OR 5+♠	Bid 2♣, showing a balanced hand with 8+ HCP
(7)	(8)	(9)
♠ x	♠ x	♠ x-x
♥ A-K-Q-J-x-x-x	♥ J-T-x-x-x-x	♥ x-x
♦ J-x	♦ A-x-x	♦ K-Q-x-x-x-x-x
♣ x-x-x	♣ Q-x-x	♣ x-x
Bid 3♠, showing <u>any</u> solid 7+ suit and no other AK	Bid 1♦; the ♥ suit is not good enough for 2♦	Bid 3♣, showing 4-7 HCP with 7+ decent ♦
(10)	(11)	(12)
♠ x	♠ x-x-x-x-x-x-x	♠ x-x-x
♥ K-Q-x-x-x	♥ A	♥ x-x
♦ A-J-x-x-x-x	♦ x-x	♦ x
♣ x	♣ x-x-x	♣ x-x-x-x-x-x-x
Bid 1♠, showing 5+♦. Show the longest suit first.	Bid 1♦; the ♠ suit must be shown later.	Bid 1♦, as much as you would like to pass 1♣!



## Auctions after 1♣ → 1♦:

1♥	20+ HCP, artificial, nothing about ♥
1♠	16-19, 4+♠
1NT	17-19, balanced hand, no singletons/voids 4-suit transfers, NF Stayman, Smolen apply
2♣	16-19, 5+♣
2♦	16-19, 5+♦
2♥	16-19, 5+♥
2♠	16-18, 5+♠ and 5+ minor
2NT	16-18, 5+♥-5+♣
3♣	16-18, 5+-5+ in the minors
3♦	16-18, 5+-5+ in the red suits
3♥	16-18, 5+-5+ in the majors
3♠	long ♠, 9 tricks
3NT	9 tricks, usually long minor

### Examples after 1♣ → 1♦:

<p>(1)</p> <p>♠ A-K-x-x-x ♥ K-J-x ♦ A-K-x-x ♣ x</p> <p>Bid 1♠, showing 16-19 HCP, and 4+♠. NF</p>	<p>(2)</p> <p>♠ A ♥ A-K-Q-x-x ♦ A-x-x ♣ A-J-x-x</p> <p>Bid 1♥, artificial showing 20+ pts Forcing.</p>	<p>(3)</p> <p>♠ x-x ♥ x ♦ A-Q-J-x-x ♣ A-K-Q-x-x</p> <p>Bid 3♣ showing 16-18 HCP and 5+♣/5+♦. NF</p>
<p>(4)</p> <p>♠ x ♥ K-Q-x-x-x-x ♦ A-K-J ♣ A-x-x</p> <p>Bid 2♥, showing 16-19 HCP, 5+♥ Not forcing.</p>	<p>(5)</p> <p>♠ A-x-x ♥ A-J-T-x ♦ K-Q-x-x ♣ A-x</p> <p>Bid 1N, showing 17-19 HCP. Not forcing.</p>	<p>(3)</p> <p>♠ x ♥ A-K-J-x-x ♦ A-K-Q-x-x ♣ x-x</p> <p>Bid 3♦, showing 16-18 HCP, and 5+♥/5+♦. NF</p>



**Auctions after 1♣ → 1♦ → 1♥: (20+ hcp)**

1♠	0-4/bad 5 hcp, artificial
1NT	<p>5-7 hcp, 5 or more cards in one of the black suits</p> <p>2♣ = relay</p> <p>2♦ = ♠</p> <p>2♥ = relay</p> <p>2♠ = 4+♣</p> <p>2N = 4+♦</p> <p>3♣ = 4+♥</p> <p>3♦ = 6+♠, no other suit</p> <p>3♥ = 5-3-3-2</p> <p>3♠ = 5-3-2-3</p> <p>3NT = 5-2-3-3</p> <p>2♠ = trump ask (Appendix B)</p> <p>2♥ = 5+♣, 4+♦</p> <p>2♠ = relay</p> <p>2N = Exactly 5♣, 4♦; 3♣ relay</p> <p>3♦ = 1-3-4-5</p> <p>3♥ = 3-1-4-5</p> <p>3♣ = Exactly 6♣, 4♦; 3♦ relay</p> <p>3♥ = 1-2-4-6</p> <p>3♠ = 2-1-4-6</p> <p>3N = 0-3-4-6</p> <p>4♣ = 3-0-4-6</p> <p>3♦ = Exactly 6♣, 5♦; 3♥ relay</p> <p>3♠ = 1-1-5-6</p> <p>3N = 0-2-5-6</p> <p>4♣ = 2-0-5-6</p> <p>3♥ = Exactly 7♣, 4♦ no more relays</p> <p>3♠ = Exactly 7♣, 5♦ no more relays</p> <p>3N = Exactly 7♣, 6♦ no more relays</p> <p>4♣ = 8+♣</p> <p>3♣ = trump ask (Appendix B)</p>

**Auctions after 1♣ → 1♦ → 1♥: (20+ hcp) (continued)**

	<p>2♠ = 5+♣, 4+♥  2N = relay  3♣ = Exactly 5♣, 4♥; 3♦ relay  3♥ = 1-4-3-5  3♠ = 3-4-1-5  3♦ = Exactly 6♣, 4♥; 3♥ relay  3♠ = 1-2-4-6  3N = 2-1-4-6  4♣ = 0-3-4-6  4♦ = 3-0-4-6  3♥ = Exactly 6♣, 5♥ no more relays  3♠ = Exactly 7♣, 4♥ no more relays  3N = Exactly 7♣, 5♥ no more relays  4♣ = Exactly 7♣, 6♥ no more relays  4♦ = 8+♣  3♣ = trump ask (Appendix B)  2N = 5+♣, 4+♠  3♣ = relay  3♦ = Exactly 5♣, 4♠; 3♥ relay  3♠ = 4-1-3-5  3N = 4-3-1-5  3♥ = Exactly 6♣, 4♥ no more relays  3♠ = Exactly 6♣, 5♥ no more relays  3N = 7♣ no more relays  4♣ = 8+♣ no more relays  3♣ = 6♣  3♦ = relay  3♥ = 6♣-322  3♠ = 3-3-1-6  3N = 3-1-3-6  4♣ = 1-3-3-6  3♦ = 7♣ No more relays  3♥ = 8♣ No more relays</p>
--	--

**Auctions after 1♣ → 1♦ → 1♥: (20+ hcp) (continued)**

2♣	<p>balanced 5-7 hcp (can be 5♥-332)</p> <p>2♦ = relay</p> <p>Same responses as after 1NT → 2♦</p> <p>2♥ = natural + "Do you like your hand?"</p> <p>2♠ = no/minimum</p> <p>2N = yes, + ♠ feature</p> <p>other = yes, + feature in suit bid</p> <p>2♣ = natural + "Do you like your hand?"</p> <p>2N = no/minimum</p> <p>other = yes, + feature in suit bid</p> <p>2N = natural</p> <p>3♣ = Stayman</p> <p>3♦, 3♥ = Transfers</p> <p>3♣ = natural + "Do you like your hand?"</p> <p>3♦ = no/minimum</p> <p>3N = yes, + ♦ feature</p> <p>other = yes, + feature in suit bid</p> <p>3♦ = natural + "Do you like your hand?"</p> <p>3♥ = no/minimum</p> <p>3N = yes + ♥ feature</p> <p>other = yes, + feature in suit bid</p>
2♦	<p>5-7 hcp, 5+♦, unbalanced, or 6+♦</p> <p>Bidding is natural, except 3♦ is trump asking (see Appendix B).</p>
2♥	<p>5-7 hcp, 5+♥ → natural, except 3♥ is trump asking (see Appendix B)</p>
2♠	<p>5-7 hcp, some 4441</p> <p>2N = asks for singleton</p> <p>3♣ = stiff ♣</p> <p>3♦ = stiff ♦</p> <p>3♥ = stiff ♥</p> <p>3♠ = stiff ♠</p>

**Auctions after 1♣→1♦→1♥: (20+ hcp) (continued)**

2NT	2-4 hcp, bad 7+ card ♣ suit 3♣ = to play other = 1 round force 4♦ = RKC/♣
3♣	2-4 hcp, bad 7+ card ♦ suit 3♦ = to play other = 1 round force 4♥ = RKC/♦
3♦	2-4 hcp, bad 7+ card ♥ suit 3♥ = to play other = 1 round force 4♠ = RKC/♥
3♥	2-4 hcp, bad 7+ card ♠ suit 3♠ = to play other = 1 round force 4N = RKC/♠

(1)	(2)	(3)
♠ x-x-x	♠ A-x-x	♠ J-x-x-x
♥ K-J-x	♥ J-x-x-x	♥ x
♦ x-x	♦ Q-x-x-x	♦ A-Q-x-x
♣ x-x-x-x-x	♣ x-x-x	♣ x-x-x-x

Bid 1♠, showing 0-4 HCP. Says nothing about ♠

Bid 2♣, showing 5-7 HCP and a balanced hand.

Bid 2♠, showing 5-7 HCP, and ANY 4441 hand

(4)	(5)	(3)
♠ x	♠ A-x-x-x-x	♠ x
♥ K-Q-x-x-x	♥ x	♥ Q-T-9-x-x-x-x
♦ x-x-x-x	♦ Q-x-x-x	♦ J-x-x
♣ J-x-x	♣ x-x-x	♣ x-x

Bid 2♥, showing 5-7 HCP, and 5 or more ♥.

Bid 1N, showing 5-7 HCP, with either 5♠ or 5♣

Bid 3♦, showing 2-4 HCP, and 7+ not very good ♥

**Auctions after 1♣ → 1♦ → 1♥ → 1♠: (0-4 hcp)**

1NT	20-22 HCP 2♣ = Stayman 2♦ = transfer to ♥ 2♥ = transfer to ♠ 2♠ = transfer to ♣ 2N = transfer to ♦ 3♣ = 5-5 minors 3♦ = 5-5 red suits, invitational 3♥ = 5-5 majors, invitational
2♣	23+ HCP, artificial (23+ if NT)
2♦	20-22, 5+♦, nf → bidding is natural
2♥	20-22, 5+♥, nf → bidding is natural
2♠	20-22, 5+♠, nf → bidding is natural
2NT	20-22, 5+♣, nf → bidding is natural
3♣	19-20, 5-5 in the minors
3♦	19-20, 5-5 in the red suits
3♥	19-20, 5-5 in the majors
3♠	19-20, 5-5 in the black suits
3NT	To play, "I think I have 9 tricks"

**Auctions after 1♣ → 1♦ → 1♥ → 1♠ → 2♣: (23+ HCP)**

(The auctions are forcing to 3 of a major or 4 of a minor, but only if 1♣ opener bids and rebids his suit)



2♦	<p>0-1/bad 2, (or 3-4 without biddable 5-bagger) <u>ONLY</u> auction not forcing to game, except 2N (long ♣, ♦, ♥, or ♠)</p> <p>2♥ = natural, Kokish: either natural with ♥ as the primary suit, OR 25+HCP, balanced, GF</p> <p>2♠ = waiting</p> <p style="padding-left: 20px;">2N = 25+ balanced</p> <p style="padding-left: 40px;">3♣ = Stayman</p> <p style="padding-left: 40px;">3♦ = 5+♦, 0-2</p> <p style="padding-left: 40px;">3♥ = 5+♥, 0-2</p> <p style="padding-left: 40px;">3♠ = 5+♠, 0-2</p> <p style="padding-left: 20px;">3♣ = natural, 1RF</p> <p style="padding-left: 20px;">3♦ = natural, 1RF</p> <p style="padding-left: 20px;">3♥ = not forcing, 6+♥</p> <p style="padding-left: 20px;">3♠ = natural, 1RF</p> <p style="padding-left: 20px;">3♣ = 4-4-4-1, 0-2 HCP</p> <p style="padding-left: 20px;">3♦ = 4-4-1-4, 0-2 HCP</p> <p style="padding-left: 20px;">3♥ = 4-1-4-4, 0-2 HCP</p> <p style="padding-left: 20px;">3♠ = 1-4-4-4, 0-2 HCP</p> <p>2♠ = natural, forcing to 3♠</p> <p>2N = 23-24 HCP</p> <p style="padding-left: 20px;">3♣ = Stayman</p> <p style="padding-left: 40px;">3♦ = no major</p> <p style="padding-left: 40px;">3♥ = 4♥, may have 4♠</p> <p style="padding-left: 40px;">3♠ = 4♠, denies 4♥</p> <p style="padding-left: 20px;">3♦ = transfer to ♥</p> <p style="padding-left: 20px;">3♥ = transfer to ♠</p> <p style="padding-left: 20px;">3♠ = minor suit Stayman</p> <p>3♣ = natural, forcing to 4♣</p> <p>3♦ = natural, forcing to 4♦</p> <p>3♥ = 6+♦, 4♥, game force</p> <p>3♠ = 6+♦, 4♠, game force</p> <p>3N = to play</p> <p>4♥ = to play</p> <p>4♠ = to play</p>
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**Auctions after 1♣→1♦→1♥→1♠→2♣: (23+ HCP) (cont'd)**

2♥	3-4 HCP, 5+♥, game force 3♥ = trump asking (see Appendix B)
2♠	3-+-4 HCP, 5+♠, game force 3♠ = trump asking (see Appendix B)
2NT	VERY bad hand (0-1 HCP) w/ 6+ suit someplace. I do not want to play 3NT opposite a bal 23-25 unless you have 9 tricks on your own. 3♣ = "What's your suit?" "3♦/3♥/3♠/3N (♣)" is my suit. 3♦/♥/♠ = natural, 1 round force 3NT = to play
3♣	3-4 HCP, 4-4-4-1, game force
3♦	3-4 HCP, 4-4-1-4, game force
3♥	3-4 HCP, 4-1-4-4, game force
3♠	3-4 HCP, 1-4-4-4, game force

Examples after 1♣→1♦→1♥→1♠→2♣:

(1)	(2)	(3)
♠ Q-x-x-x-x	♠ J-x-x-x	♠ J-x-x-x
♥ x	♥ x-x	♥ x
♦ x-x-x-x	♦ Q-x-x	♦ K-x-x-x
♣ J-x-x	♣ x-x-x-x	♣ x-x-x-x
Bid 2♠, showing 3-4 HCP and 5 or more ♠	Bid 2♦, showing either 0-2 or 3-4 w/o 5 card major	Bid 3♥ showing 2-4 HCP, and 4-1-4-4 (stiff ♥)
(4)	(5)	(6)
♠ x	♠ Q-J-x-x	♠ x
♥ x-x-x	♥ J-x-x-x	♥ Q-T-9-x-x-x
♦ x-x	♦ x-x-x-x	♦ J-x-x-x
♣ J-T-x-x-x-x	♣ x	♣ x-x
Bid 2N showing 0-1 HCP, and long BAD ♣ suit	Bid 3♣, showing 2-4 HCP, with 4-4-4-1 (stiff ♣)	Bid 2♥, showing 2-4 HCP, and 5 or more ♥



**Auctions after 1♣ → 1♦ → 1♠: (16-19 HCP):**  
**Shows 4+♠ (could have longer side suit)**

INT	<p>5-7 HCP, not forcing</p> <p>2♣ = natural, 4+♣, 16-17</p> <p>2♦ = natural, 4+♦, 16-17</p> <p>2♥ = natural, 4+♥, 16-17</p> <p>2♠ = 5+(good) ♠, 16-17</p> <p>2NT = 18-19, balanced</p> <p>3♣ = 5♠, 4♣, 18-19</p> <p>3♦ = 5♠, 4♦, 18-19</p> <p>3♥ = 5♠, 4♥, 18-19</p> <p>3♠ = 18-19, 6+♠</p> <p>3N = 6+solid ♠</p>
2♣	<p>5-7 HCP (5+♣) NF</p> <p>2♦ = natural, non-forcing</p> <p>2♥ = natural, non-forcing</p> <p>2♠ = natural, non-forcing</p> <p>2N = natural, non-forcing</p> <p>3♣ = raise, 4+♣</p> <p>3♠ = 18-19, 6+♠</p>
2♦	<p>5-7 HCP (5+♦) NF</p> <p>2♥ = natural, not forcing</p> <p>2♠ = natural, not forcing</p> <p>2N = natural, not forcing</p> <p>3♣ = natural, 6+ bad ♣</p> <p>3♦ = raise, 4+♦</p> <p>3♠ = 18-19, 6+♠</p>
2♥	<p>5-7 HCP (5+♥) NF</p> <p>2♠ = natural, not forcing</p> <p>2N = natural, not forcing</p> <p>3♣ = natural, 5+♣</p> <p>3♦ = natural, 5+♦</p> <p>3♥ = natural, 3+♥</p> <p>3♠ = 6+♠, maximum</p>

**Auctions after 1♣ → 1♦ → 1♠: (16-19 HCP): (cont'd)**

2♠	3-5 HCP with 4+♠, or 6-7 HCP with 3♠ 2N = natural, game try, nf 3♣ = help suit game try 3♦ = help suit game try 3♥ = natural, invitational 3♠ = natural, invitational, 5+♠
2NT	4-5 HCP, unspecified sing/void, 4+♠ 3♣ = asks for x 3♦ = ♣ sing/void 3♥ = ♦ sing/void 3♠ = ♥ sing/void
3♣	Fit jump, 5+♣, 3♠, not forcing
3♦	Fit jump, 5+♦, 3♠, not forcing
3♥	Fit jump, 5+♥, 3♠, not forcing
3♠	6-7 HCP, 4+♠, no x/void, not forcing
3NT	6-7, unspecified singleton, 4+♠ 4♣ = asks for singleton 4♦ = ♣ singleton 4♥ = ♦ singleton 4♠ = ♥ singleton
4♣	6-7 HCP, ♣ void, 4+♠
4♦	6-7 HCP, ♦ void, 4+♠
4♥	6-7 HCP, ♥ void, 4+♠
4♠	Lots of ♠, shape but minimum high-cards

## **Auctions after 1♣ → 1♥:**

(showing 8+HCP, 5+ in one of the black suits Note: if responder has 5♣, the hand is unbalanced otherwise bid 2♣, showing balanced hand)

1♠	<p>Relay, asking for more information</p> <p>1N = 5+♠ (<b>ONLY</b> response that shows ♠)</p> <p>2♣ = relay, <u>see 1♠→2♣ responses</u></p> <p>2♦ = natural and forcing</p> <p>2♥ = natural and forcing</p> <p>2♠ = trump ask in ♠ (Appendix B)</p> <p>2♣ = 5+♣, 4+♦</p> <p>2♦ = relay</p> <p>2♥ = 5♣-4♦</p> <p>2♠ = relay</p> <p>2N = 1-3-4-5</p> <p>3♣ = 3-1-4-5</p> <p>3♦ = 0-4-4-5</p> <p>3♥ = 4-0-4-5</p> <p>2♠ = 6♣-4♦</p> <p>2N = relay</p> <p>3♣ = 1-2-4-6</p> <p>3♦ = 2-1-4-6</p> <p>3♥ = 0-3-4-6</p> <p>3♠ = 3-0-4-6</p> <p>2N = 6♣-5♦</p> <p>3♣ = relay</p> <p>3♦ = 1-1-5-6</p> <p>3♥ = 0-2-5-6</p> <p>3♠ = 2-0-5-6</p> <p>3♣ = 7♣-4♦</p> <p>3♦ = relay</p> <p>3♥ = 1-1-4-7</p> <p>3♠ = 0-2-4-7</p> <p>3N = 2-0-4-7, 8-11</p> <p>4♣ = 2-0-4-7, 12-13</p> <p>3♦ = 7♣-5♦</p> <p>3♥ = relay</p> <p>3♠ = 0-1-5-7</p> <p>3N = 1-0-5-7</p> <p>3♥ = 7♣ 6♦</p> <p>3♣ = trump ask in ♣ (Appendix B)</p> <p>2♦ = 5+♣, 4+♥ (denies 4♦)</p> <p>2♥ = relay</p> <p>2♠ = 5♣-4♥</p>
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1NT	<p>17-19, natural, turns captaincy over to responder. The NT bidder can have a 5 card major here. If responder relays, there are enough steps to show them all.</p> <p>2♣ = relay by responder  2♦ = 4-5♣  2♥ = relay  2♠ = 4-5♦  2N = relay  3♣ = 2-3-4-4  3♦ = 3-2-4-4  3♥ = 2-2-4-5  3♠ = 2-2-5-4  2N = 4♥  3♣ = relay  3♦ = 2-4-3-4  3♥ = 3-4-2-4  3♠ = 2-4-2-5  3♣ = 4♠  3♦ = relay  3♥ = 4-2-3-4  3♠ = 4-3-2-4  3N = 4-2-2-5  3♦ = 3-3-3-4  3♥ = 3-3-2-5  3♠ = 3-2-3-5  3 NT = 2-3-3-5  2♥ = 4-5♦  2♠ = relay  2N = 4♥  3♣ = relay  3♦ = 2-4-4-3  3♥ = 3-4-4-2  3♠ = 2-4-5-2  3♣ = 4♠  3♦ = relay  3♥ = 4-2-4-3  3♠ = 4-3-4-2  3N = 4-2-5-2  3♦ = 3-3-4-3  3♥ = 3-3-5-2  3♠ = 3-2-5-3</p>
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2♣	17+, 5+♣, bidding is natural
2♦	17+, 5+♦, bidding is natural
2♥	17+, 5+♥, bidding is natural

Examples after 1♣ → 1♥:

(1)	(2)	(3)
♠ A-K-x	♠ A	♠ x-x
♥ K-J-x	♥ A-K-x-x-x	♥ x
♦ A-K-x-x	♦ A-x-x	♦ A-Q-J-x-x
♣ J-x-x	♣ A-J-x-x	♣ A-K-Q-x-x
Bid 1N, showing 16-19 HCP, and balanced hand	Bid 1♠, artificial relay asking for more info	Bid 2♦ natural and begin to show your hand
(4)	(5)	(6)
♠ x	♠ A-x-x	♠ x
♥ K-Q-J-x-x-x	♥ A-J-T-x	♥ A-K-J-x-x
♦ A-K-J	♦ K-Q-x-x-x	♦ A-K-Q-x-x
♣ A-x-x	♣ A	♣ x-x
Bid 2♥, showing 16-19 HCP, 5+♥ (could relay)	Bid 1♠, relay.	Bid 1♠, relay, asking about responder's hand

## Auctions after 1♣ → 1♠:

(Showing 8+ HCP and 5+♦) Note: if responder has 5♦, the hand is unbalanced otherwise bid 2♣, showing balanced hand

William G. Erwin  
Aug 13, '03, 3:28 PM  
Added Text

William G. Erwin  
Aug 13, '03, 3:28 PM  
Added Text

1NT

17-19, natural, turns captaincy over to responder. The NT bidder can have a 5 card major here. If responder relays, there are enough steps to show them all.

2♣ = relay by responder

2♦ = 4-5♣

2♥ = relay

2♠ = 4-5♦

2N = relay

3♣ = 2-3-4-4

3♦ = 3-2-4-4

3♥ = 2-2-4-5

3♠ = 2-2-5-4

2N = 4♥

3♣ = relay

3♦ = 2-4-3-4

3♥ = 3-4-2-4

3♠ = 2-4-2-5

3♣ = 4♠

3♦ = relay

3♥ = 4-2-3-4

3♠ = 4-3-2-4

3N = 4-2-2-5

3♦ = 3-3-3-4

3♥ = 3-3-2-5

3♠ = 3-2-3-5

3 NT = 2-3-3-5

2♥ = 4-5♦

2♠ = relay

2N = 4♥

3♣ = relay

3♦ = 2-4-4-3

3♥ = 3-4-4-2

3♠ = 2-4-5-2

3♣ = 4♠

3♦ = relay

3♥ = 4-2-4-3

3♠ = 4-3-4-2

3N = 4-2-5-2

3♦ = 3-3-4-3

3♥ = 3-3-5-2

3♠ = 3-3-5-2

2♣

Relay

2♦ = 5+♦, 4+♣

2♥ = Relay

2♠ = Exactly 5♦, 4♣

2N Relay

3♣ = 1-3-5-4

3♦ = 3-1-5-4

3♥ = 0-4-5-4

3♠ = 4-0-5-4

2N = Exactly 5♦, 5♣

3♣ Relay

3♦ = 1-2-5-5

3♥ = 2-1-5-5

3♠ = 0-3-5-5

3N = 3-0-5-5

3♣ = Exactly 6♦, 4♣

3♦ Relay

3♥ = 1-2-6-4

3♠ = 2-1-6-4

3N = 0-3-6-4

4♣ = 3-0-6-4

3♦ = Exactly 6♦, 5♣

3♥ Relay

3♠ = 1-1-6-5

3N = 0-2-6-5

4♣ = 2-0-6-5

3♥ = Exactly 6♦, 6♣

3♠ Relay

3N = 0-1-6-6

4♣ = 1-0-6-6

3♠ = 7♦, 4♣ End of relays

3N = 7♦, 5♣ End of relays

4♣ = 7♦, 6♣ End of relays

2♥ = 5+♦, 4+♥

2♠ = Relay

2N = Exactly 5♦, 4♥

3♣ Relay

3♦ = 1-4-5-3

3♥ = 3-4-5-1

3♠ = 4-4-5-0

3♣ = Exactly 6♦, 4♥

<b>2♦</b>	<b>Trump Asking Bid</b>
<b>2♥</b>	<b>17+, 5+♥, bidding is natural</b>
<b>2♠</b>	<b>17+, 5+♠, bidding is natural</b>
<b>2N</b>	<b>17+, 5+♣, bidding is natural</b>
<b>3♣/3♦/3♥/3♠</b>	<b>Natural, sets trumps. Requests cuebid.</b>

William G. Erwin  
Aug 13, '03, 3:28 PM  
Added Text

William G. Erwin  
Aug 13, '03, 3:28 PM  
Added Text

William G. Erwin  
Aug 13, '03, 3:26 PM  
Added: Paragraph Break

## Auctions after 1♣ → 1N:

(Showing 8+ HCP and 5+ ♥)

2♣	Same relays as after 1♥->2♣
2♦	17+, 5+♦, bidding is natural
2♥	Trump Asking Bid
2♠	17+, 5+♠, bidding is natural
2N	17+, 5+♣, bidding is natural
3♣/3♦/3♥/3♠	Natural, sets trumps. Requests cuebids

## Interference over 1♣:

It has become increasingly popular to interfere with reckless abandon as often as possible over strong ♣ systems, which speaks highly for their fear of leaving their opponents in an unimpeded auction. The success (or failure) of strong ♣ practitioners depends on dealing with this interference. (Note: 2♣ relay is used after our 1-level 8+ bids. 2♦ begins the relay after 2♣ [balanced]. In the auction 1♣-(1♦)-1♥-(P/X)-1♠, the auction is as though the opponents were silent/)

Toad ♣ uses the following structure of responses:

### After 1♣ → X:

- 1) XX = 0-4 HCP, the most negative bid possible
- 2) Pass = 5-7 HCP, usually not a long suit (good 6+)
- 3) 1♦ = 5+♣, 8+ HCP, game force
- 4) 1♥ = 5+♦, 8+ HCP, game force
- 5) 1♠ = 5+♥, 8+ HCP, game force
- 6) 1NT = 5+♠, 8+ HCP, game force
- 7) 2♣ = Balanced 8+ HCP, game force
- 8) 2♦ and higher = same as after 1♣→pass

### After 1♣ → (suit bid at one level):

- 1) DBL = 0-4 HCP
- 2) Pass = 5-7 HCP, usually not decent long suit
- 3) 2♣ = ALWAYS balanced 8+, steps ignore 2♣
- 4) 1<sup>st</sup> step = 8+, 5+ in one of the black suits
- 5) 2<sup>nd</sup> step = 8+, 5+♦
- 6) 3<sup>rd</sup> step = 8+, 5+♥
- 7) 2♦ (if not 2<sup>nd</sup> or 3<sup>rd</sup> step) = 4-7, 6 decent ♥
- 8) 2♥ (if not 3<sup>rd</sup> step) = 4-7, 6 decent ♠
- 9) 2♠ and higher = same as after pass

### Interference over 1♣ (continued)

#### After 1♣ → (1NT):

- 1) Pass= 0-4 HCP
- 2) Dbl= 5-7, usually no decent 6+ suit
- 3) 2♣ = balanced 8+ HCP
- 4) 2♦ = 8+ HCP, 5+♣ (not balanced)
- 5) 2♥ = 8+ HCP, 5+♦ (not balanced)
- 6) 2♠ = 8+ HCP, 5+♥ (not balanced)
- 7) 2NT = 8+ HCP, 5+♠ (not balanced)
- 8) 3♣ = 4-7 HCP, 6+ decent ♣
- 9) 3♦ = 4-7 HCP, 6+ decent ♦
- 10) 3♥ = 4-7 HCP, 6+ decent ♥
- 11) 3♠ = 4-7 HCP, 6+ decent ♠
- 12) 3NT= 7+ solid suit someplace, no outside A,K

#### After 1♣ → (bids at two level):

- 1) Pass = 0-4 HCP
- 2) Dbl = 5-7 HCP, or 8+ balanced without a stop or 8+ 4441
- 3) Suits = Natural, 8+, game forcing
- 4) 2NT = Natural, 8+, game forcing
- 5) Jump shifts = 4-7 HCP, 6+ good suits
- 6) 3NT = solid 7+ suit someplace, no outside A,K

#### After 1♣ → (bids at three level):

- 1) Pass= 0-bad 7 HCP
- 2) Dbl = good 7+ HCP, card showing
- 3) Suits= 5+ natural, 8+ HCP, game force.
- 4) 3NT= natural



## The 1♦ Opening Bid

A 1♦ opening bid can be made with 2+ ♦ and shows anywhere from a great 10 HCP to any many as a bad 17 HCP. 1♦ basically shows one of three possible hand types:

- 1) a balanced hand with at least 2♦ (NT hand), or
- 2) an unbalanced hand with 3+♦, or
- 3) a hand with 6 or more ♦

### Responses to 1♦:

1♥	4 or more ♥, not forcing, 2-12 HCP
1♠	4 or more ♠, not forcing, 2-12 HCP
1NT	6-10 HCP, not forcing
2♣	Artificial game force (begins relay sequence)
2♦	Artificial game invitation, showing: 1) 6+♣, 10-11, invitational 2) 6+♦, 10-11, invitational 3) balanced 11-12, no 4 card major, 4) 10-11, 4+-4+ in both minors
2♥	Invitational with 6 or more ♥, 10-11 HCP, usually KQxxxx+
2♠	Invitational with 6 or more ♠, 10-11 HCP, usually KQxxxx+
2NT	invitational, 5+-5+ in the minors
3♣	6-9 HCP, 6 or more ♣
3♦	6-9 HCP, 6 or more ♦
3♥	6-9 HCP, 7 or more ♥
3♠	6-9 HCP, 7 or more ♠
3NT	13-15 HCP, 3-3-3-4 or 3-3-4-3
4♣	Natural, weak, 7+♣
4♦	Natural, weak, 7+♦
4♥	Natural and non-forcing
4♠	Natural and non-forcing

**Auctions after 1♦ → 1♥:**

Pass	11- bad 13, 3-4♥ (NEVER 4♥ unless 11)
1♠	Unbalanced, 11-15, 4+♠, not forcing
1NT	Balanced, could have 4♠; NV=14-16, Vul=11-13
2♣	Unbalanced, 9+ cards in minors (4+ in each minor)
2♦	6+♦, usually minimum (unless bad ♦)
2♥	3+♥, 11-15 (if 3♥, 13-15)
2♠	4+♥, singleton somewhere, maximum; then: 2NT asks for singleton: (not GF) 3♣ = ♣ singleton 3♥ = ♥ singleton
2NT	Good 6+♦, outside stops
3♣	5♦, 5♣, maximum
3♦	Maximum with 6+ good ♦ (AQJxxx is the minimum holding)
3♥	17-18 dummy points
3♠	Maximum, ♠ void
3NT	Usually 7 solid ♦, somewhat gambling
4♣	Maximum, ♣ void, 4+♥
4♦	6+ one loser ♦ (at least AQJxxx), 4+♥
4♥	1-5-6-1 probably
4♠	RKC/♥

**Auctions after 1♦ → 1♥ → 1♠:**

1NT	Balanced, tend to have 4+ ♣, NF
2♣	Natural, 5+♣, nf
2♦	Natural, 4+♦, nf
2♥	6+♥, nf
2♠	Natural, usually 4♠, 6-bad 10 HCP
2NT	11-12 HCP, invitational
3♣	Invitational 5♥, 5♣, 11-12 HCP
3♦	Invitational 4+♥, 5♦, 11-12 HCP
3♥	11-12, 6 bad ♥, invitational

3♠	11-12, 4♠, invitational
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**Auctions after 1♦→1♥→1NT: (transfer responses)**

We use transfers after 1NT rebids by opener, using the following rules:

1. 2♣ puppets to 2♦ and is invitational at best,
2. 2 level transfers followed by a new suit at 2 level or 2NT is invitational,
3. 2 level transfers followed by any bid at the 3 level is highly (11-12 HCP) invitational (forcing after a 1NT rebid that shows 14-16)
4. jump shifts into lower ranking suits are invitational 5-5, and
5. jump rebids are highly (11-12 HCP) invitational with usually poor suits (such as: JTxxxx)

After 1♦→1♥→1NT: (auctions below that say "highly invitational" are forcing if the 1NT rebid=14-16)

2♣	Puppet to 2♦; then: 2♥ = 5♥, 4♠, not forward going 2♠ = 4♥, 4♠, invitational, unbalanced 2NT = 10-11, balanced, invitational, ♦ fit 3♣ = 4♥, 6♣, 10-11, invitational 3♦ = 4♥, 5+♦, 10-11, invitational 3♥ = 6 bad ♥, 10-11, invitational, not KQxxxx+
2♦	Transfer to 2♥, shows 5+♥; then: 2♠ = 5♥, 4♠, 10-11, invitational 2NT = 5♥, 10-11, invitational 3♣ = 5♥, 4♣, 11-12, highly invitational 3♦ = 5♥, 4♦, 11-12, highly invitational 3♥ = 6 bad ♥, 11-12, highly invitational
2♥	Transfer to 2♠, 4+♠, invitational; then: 2♠ = 4♠, minimum, can be passed 2NT = minimum w/o 4♠ 3♠ = inv with 4♠ 3NT = To play, not 4♠ 4♠ = hope we make it All new suits by responder at 3 level are 11-12 and highly invitational.

**Auctions after 1♦→1♥→1NT: (transfer responses) (cont'd)**

2♠	Transfer to 3♣; then after: 2NT = No ♣ fit; then: 3♣ = to play, weak 4♥, 6+♣ 3♦ = 4♥-4+♣-4+♦, invitational 3♥ = 6♥-4♣, invitational 3♠ = 4♥,4♣,4♠, invitational 3♣ = 3+♣; then: 3♦ = 4♥-4+♣-4+♦, invitational 3♥ = 6♥-4♣, invitational 3♠ = 4♥,4♣,4♠, invitational
2NT	11-12 balanced, invitational, NO ♦ fit (go through 2♣ puppet to show a ♦ fit)
3♣	5♥, 5♣, invitational
3♦	5♥, 5♦, invitational
3♥	6♥, invitational, 11-12 HCP, probably weak 4♠ also

**Auctions after 1♦ → 1♠:**

Pass	11-12, 3-4♠ (NEVER 4♠ unless bad 11)
1NT	Balanced, natural 11-13 HCP, vul 14-16 HCP NV
2♣	Unbalanced, 8+ cards in minors, can be 3♦, 5♣ (if 1♠-4♥-3♦-5♣ only) NF
2♦	6+♦ NF
2♥	4+♥, 13+-15 NF
2♠	3+♠, 11-15 (only 3♠ if 13-15)
2NT	4+♠, singleton somewhere, maximum; then: 3♣ asks for singleton: (not game force) 3♦ = ♣ singleton 3♠ = ♥ singleton
3♣	5♦, 5♣, maximum, 13+-15 HCP
3♦	Maximum with 6+ good ♦ (AQJxxx +)
3♥	Maximum, ♥ void, 4+♠
3♠	17-18 dummy points, 4+♠
3NT	Usually 7 solid ♦, somewhat gambling
4♣	Maximum, ♣ void, 4+♠
4♦	6+ one loser ♦ (AQJxxx or better), 4+♠
4♥	Maximum, ♥ void, 4+♠
4♠	5-1-6-1 probably
4NT	RKC/ ♠

**Auctions after 1♦→1♠→1NT: (transfer responses)**

After 1♦→1♠→1NT:

2♣	<p>Puppet to 2♦; then:                  2♥ = 5♠, 4♥, not forward going                  2♠ = 5♠, invitational, unbalanced                  2NT = 10-11, balanced, invitational, shows 4+♦                  3♣ = 4♠, 6♣, 10-11, invitational                  3♦ = 4♠, 5+♦, 10-11, invitational                  3♥ = 5♠, 5♥, invitational                  3♠ = 6 bad ♠, 10-11, invitational</p>
2♦	<p>Transfer to 2♥, shows 4+♥; then:                  If partner bids 2♥ (more ♥s than ♠); then:                  2♠ = 5-6♠, invitational (with 4♥)                  2NT = 5♠, 4♥, invitational                  3♣ = 4♣, highly invitational                  3♦ = 4♦, highly invitational                  3♥ = 5♥, 5♠, highly invitational (better ♠)                  If partner bids 2♠ (= or more ♠); then:                  2NT = 5♠, 4♥, invitational                  3♣ = 4♣, highly invitational                  3♦ = 4♦, highly invitational                  3♥ = 5♥, 5♠, highly invitational</p>
2♥	<p>Transfer to 2♠, 5+♠, then, after 2♠:                  2NT = 5♠, 10-11, balanced                  3♣ = highly invitational                  3♦ = highly invitational</p>

**Auctions after 1♦ → 1♠ → 1NT: (transfer responses) (continued)**

2♠	Transfer to 3♣; then after: 2NT = No ♣ fit; then: 3♣ = to play, weak 4♠, 6+♣ 3♦ = 4♠, 5♣, 4♦, highly invitational 3♥ = 4♠, 3♥, 5♣, highly invitational 3♠ = 6♠, 4♣, highly invitational 3♣ = 3+♣; then: 3♦ = 4♠, 5♣, 4♦, highly invitational 3♥ = 4♠, 3♥, 5♣, highly invitational 3♠ = 6♠, 4♣, highly invitational
2NT	11-12 balanced, invitational, tends to deny ♦ fit
3♣	5♠, 5♣, invitational
3♦	5♠, 5♦, invitational
3♥	5♠, 5♥, invitational (better ♥)



**Auctions after 1♦ → 2♣: (Artificial game force)**

(beginning of relay auction, asking for shape).

2♦	<p>Unbalanced hand with singleton / void somewhere or 6+♦ (but not 4-4-5-0, 4-0-5-4, 0-4-5-4)</p> <p>2♥ = relay</p> <p>2♠ = 6+♦, or 5+♦-5+♣, 2N (not a relay) asks</p> <p>3♣ = 4-5♣</p> <p>3♦ = natural, plus "How do you like your hand?" (then 4H=RKC/♦)</p> <p>3♥ = natural (4♠ next = RKC/♥)</p> <p>3♠ = natural (4N next = RKC/♠)</p> <p>3N = to play</p> <p>4♣ = natural (plus "How do you like your hand?")</p> <p>4♦ = RKC/♣</p> <p>4♥ = to play (have to bid 3♦ first to Kickback)</p> <p>4♠ = to play</p> <p>3♦ = 6+♦, no other suit:</p> <p>3♥ = natural (4♠ next = RKC/♥)</p> <p>3♠ = natural (4N next = RKC/♠)</p> <p>3N = to play</p> <p>4♣ = natural</p> <p>4♦ = Natural (plus "How do you like your hand?")</p> <p>4♥ = RKC/♥</p> <p>4♠ = to play</p> <p>3♥ response = 6+♦, 4+♥</p> <p>3♠ = natural (4N next = RKC/♠)</p> <p>3N = to play</p> <p>4suit Kickback applies here...</p> <p>3♠ response (6+♦, 4+♠):</p> <p>3N = to play</p> <p>4suit Kickback applies here...</p> <p>2N = exactly 5♦, no other 5+suit; 3♣ next relay</p> <p>3♦ = 1-3-5-4 or 3-1-5-4; 3♥ relay</p> <p>3♠ = 1-3-5-4</p> <p>3N = 3-1-5-4</p> <p>3♥ = 1-4-5-3 or 3-4-5-1 no further relay</p> <p>3♠ = 4-1-5-3</p> <p>3N = 4-3-5-1</p> <p>3♣ = exactly 4♦ (and 5♣); 3♦ next relay</p> <p>3♥ = 1-3-4-5</p> <p>3♠ = 3-1-4-5</p> <p>3N = 0-4-4-5</p> <p>4♣ = 4-0-4-5</p> <p>3♦ = exactly 3♦ (and 5♣); 3♥ next relay</p> <p>3♠ = 1-4-3-5</p> <p>3N = 4-1-3-5</p> <p>3♥ = 4-4-4-1</p> <p>3♠ = 4-1-4-4</p> <p>3N = 1-4-4-4</p> <p>2♠ = natural and forcing, ends relays</p> <p>2N = natural and forcing, ends relays</p>
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<b>2♥</b>	<p>balanced hand with 4 or 5♣</p> <p>2♠ = same relays as after 1N→2♦→2♥</p> <p>2N = 4♦ → normal relays</p> <p>3♣ = 4♥ → normal relays</p> <p>3♦ = 4♠ → normal relays</p> <p>3♥ = 3-3-2-5</p> <p>3♠ = 3-2-3-5</p> <p>3N = 2-3-3-5</p> <p>2N = natural, ends relays</p> <p>3♣ = natural + "Do you like your hand"</p> <p>3♦ = minimum ("No")</p> <p>3♥/3♠/4♣ = maximum ("Yes")</p> <p>3N = maximum + ♦ feature</p> <p>3♦ = natural, ends relays</p> <p>3♥ = natural, ends relays</p>
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<b>2♠</b>	<p>balanced hand with 4 or 5♦</p> <p>2N = same relays as after 1N→2♦→2♠ ____</p> <p>3♣ = 4♥ → normal relays</p> <p>3♦ = 4♠ → normal relays</p> <p>3♥ = 3-3-5-2</p> <p>3♠ = 3-2-5-3</p> <p>3NT = 2-3-5-3</p> <p>3♣ = natural, ends relays</p> <p>3♦ = natural + "Do you like your hand"</p> <p>3♥ = minimum ("No")</p> <p>3♠/4♣/4♦ = maximum ("Yes")</p> <p>3N = maximum + ♥ feature</p> <p>3♥ = natural, ends relays</p> <p>3♠ = natural, ends relays</p>
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<b>2N</b>	<p>balanced hand with 4♥</p> <p>3♣ = same relays as after 1N→2♦→2N</p> <p>3♦ = natural, ends relays</p> <p>3♥ = natural + "Do you like your hand"</p> <p>3♠ = minimum ("No")</p> <p>3N = maximum ("Yes") + ♠ feature</p> <p>4♣/4♦ = maximum + ♣/♦ feature</p> <p>4♥ = maximum + no good feature</p> <p>3♠ = natural, ends relays</p>
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3♣	balanced hand with 4♠ 3♦ = same relays as after 1N→2♦→3♣ 3♥ = natural, ends relays 3♠ = natural + "Do you like your hand" 3N = minimum ("No") 4♣/4♦4♥ = maximum + feature 4♠ = maximum + no good feature
3♦	3-3-3-4 or 3-3-4-3 (3♥ asks which)
3♥	4-4-5-0
3♠	4-0-5-4
3N	0-4-5-4

Auctions after 1♦ → 2♦: (Artificial game invitation)

2♥	<p>Waiting, also made with ALL minimums except balanced 11-13 with both majors stopped (bid 2NT) or 6♦-5M hands (bid 3♥ or 3♠). Can be a maximum just waiting for clarification.</p> <p>2♠ = 4+-4+ in both minors, then;</p> <p>2NT= minimum, no other good bid</p> <p>3♣ = not forcing, wants to play 3♣</p> <p>3♦ = not forcing, wants to play 3♦</p> <p>3♥ = maximum, some ♥ card(s)</p> <p>3♠ = maximum, some ♠ card(s)</p> <p>2NT= balanced 11-12, majors stopped</p> <p>3♣ = long ♣</p> <p>3♦ = long ♦</p> <p>3♥ = maximum, some ♥ card(s)</p> <p>3♠ = maximum, some ♠ card(s)</p> <p>3♣ = long ♣</p> <p>3♦ = minimum with 6+♦</p> <p>don't like ♣ at all</p> <p>3♥ = maximum, ♥ card(s)</p> <p>3♠ = maximum, ♠ card(s)</p> <p>3♦ = 5+ (usually 6) ♦, limit raise values</p>
2♠	<p>Shows 5♣, 2-3 ♦ (not balanced with both majors stopped)</p> <p>2N = 11-12 balanced, invitational</p> <p>3♣ = not forcing, 3+♣</p> <p>3♦ = long ♦, not forcing</p> <p>3♥ = long ♣ + ♥ card</p> <p>3♠ = long ♣ + ♠ card</p> <p>3N = long ♣ + ♦ stopper</p>
2NT	<p>Shows 12+-13 if NT rebid = 11-13, and is non-forcing</p> <p>If rebid shows 14-16, is game forcing</p> <p>3♣ = long ♣</p> <p>3♦ = long ♦</p> <p>Generally 2♦ bidder bids 3NT with a GOOD 6+ suit, hoping it will run.</p>

**Auctions after 1♦ → 2♦: (Artificial game invitation) (cont'd)**

3♣	<p>Maximum, 5+-5+ in ♦/♣            3♦ = not forcing, balanced 11-12            3♥ = stopper            3♠ = stopper            3NT= to play            4♣ = raise            4♦ = raise</p>
3♦	<p>Maximum, 6+♦            3♥ = stopper            3♠ = stopper            3NT= to play            4♣ = long ♣, not forcing            4♦ = raise            4♥ = RKCB / ♦ (struck a nerve!)</p>
3♥	<p>6+♦ / 5+♥            3♠ = uncertainty what to do            3NT= to play            4♣ = long ♣, not forcing            4♦ = preference, not forcing            4♥ = to play            4♠ = RKCB / ♥ (struck a nerve!)</p>
3♠	<p>6+♦ / 5+♠            3NT= to play            4♣ = long ♣, not forcing            4♦ = preference, not forcing            4♥ = RKCB / ♦ (struck a nerve!)            4♠ = to play            4NT= RKCB / ♠ (struck a nerve!)</p>

## The 1♥ Opening Bid

A 1♥ opening bid shows 10+-17 HCP, and at least 5♥ in 1<sup>st</sup> or 2<sup>nd</sup> position. The only game forcing bid over 1♥ is 2♣, the beginning of an artificial relay sequence. All other bids (except 2♦ or shortness-showing bids), may be passed.

### Responses to 1♥ (by an unpassed hand):

1♠	4 or more ♠, not forcing, 5-12 HCP
1NT	Semi-forcing, typically passed with a 5-3-3-2 minimum (10+ to 12) or mini Flannery (4♠-5♥) with 11-13 HCP
2♣	Artificial game force. Start of relay.
2♦	Artificial game invitation. One of 3 hands: 1) long ♣, 10-11, invitational, 2) long ♦, 10-11, invitational, or 3) a limit raise in ♥ with 3 trumps
2♥	Natural, 3+♥, somewhat constructive
2♠	Invitational, 6+♠, 10-12 HCP
2NT	Invitational, 10-12, 5♣/5♦
3♣	Fit showing jump: ♣ suit + limit raise in ♥
3♦	Fit showing jump: ♦ suit + limit raise in ♥
3♥	Limit raise, 4♥, 10-12
3♠	8-12 HCP, 4+♥, singleton somewhere (opener bids 3N to ask singleton)
3NT	8-12 HCP, ♠ void
4♣	8-12 HCP, ♣ void
4♦	8-12 HCP, ♦ void
4♥	To play: can be either bad hand or good hand not interested in slam.
4♠	To play, a lot of ♠ (NOT RKCB)

### Responses to 1♥ (by a passed hand)

1♠	4 or more ♠, not forcing, 5-11 HCP
1NT	Semi-forcing, may only be passed with a 5-3-3-2 minimum (10 to 12)
2♣	Reverse Drury, 3+♥, limit raise values
2♦	Natural, 9-11, not forcing
2♥	Natural, 3+♥, somewhat constructive
2♠	Mini splinter: singleton/void ♠, 4♥
2NT	Mini splinter: singleton/void ♣, 4♥
3♣	8-10, 6+ decent ♣
3♦	Mini splinter: singleton/void ♦, 4♥

3♥

Mixed raise with 5+ trumps



**Miscellaneous 1♥ auctions:**

**1♥-1♠-1N shows 11 – bad 15 and transfer responses are on.**

**With 15+ to 17, after 1♥-1♠, rebid 2nd suit (or minor with 5-3-3-2) and then bid again.**

**1♥-1♠-2N shows max, 4♠, and a singleton; responder bids 3♣ to locate shortness.**

**1♥-3♥-3♠ is Mathe asking for singleton.**

**After 1♥-2♥, we play 2-way game tries:**

**2♠ – initiates short-suit game try, 2N puppets**

**3♣ – short ♣**

**3♦ – short ♦**

**3♥ – short ♠**

**2N – long-suit game try in ♠**

**3♣ – long-suit game try in ♣**

**3♦ – long-suit game try in ♦**

**3♥ – preemptive**

**Auctions after 1♥ → 2♣ (Artificial game force):**

2♦	<p>4+♣, may have 4♦ or 4♠; then:                  2♥ is a relay:                  2♠ = exactly 5♥,4♣, then:                      2NT is a relay:                          3♣ = 2-5-2-4                          3♦ = 1-5-3-4                          3♥ = 3-5-1-4                  2NT = exactly 5♥,5♣, then:                      3♣ is a relay:                          3♦ = 1-5-2-5                          3♥ = 2-5-1-5                          3♠ = 0-5-3-5                          3NT = 3-5-0-5                  3♣ = exactly 6♥,4♣, then:                      3♦ is a relay:                          3♥ = 1-6-2-4                          3♠ = 2-6-1-4                          3NT = 0-6-3-4                          4♣ = 3-6-0-4                  3♦ = exactly 6♥,5♣, then:                      3♥ is a relay:                          3♠ = 1-6-1-5                          3NT = 0-6-2-5                          4♣ = 2-6-0-5                  3♥ = exactly 6♥,6♣, then:                      3♠ is a relay:                          3NT = 0-6-1-6                          4♣ = 1-6-0-6                  3♠ = exactly 7♥,4♣, then:                      No relays, but 4 suit kickback                      applies:                          4♣ = size ask/sign off                          4♦ = RKC / ♣, etc                  3N = exactly 7♥, 5♣                  4♣ = exactly 7♥, 6♣                  4♦ = 8+♥</p>
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**Auctions after 1♥ → 2♣: (continued)**

2♥	<p>4+♦, may have 4♠ (but NOT 4♣); then:  2♠ is a relay:  2NT = exactly 5♥,4♦, then:  3♣ is a relay:  3♦ = 2-5-4-2  3♥ = 1-5-4-3  3♠ = 3-5-4-1  3♣ = exactly 5♥,5♦, then:  3♦ is a relay:  3♥ = 1-5-5-2  3♠ = 2-5-5-1  3NT = 0-5-5-3  4♣ = 3-5-5-0  3♦ = exactly 6♥,4♦, then:  3♥ is a relay:  3♠ = 1-6-4-2  3NT = 2-6-4-1  4♣ = 0-6-4-3  4♦ = 3-6-4-0  3♥ = exactly 6♥,5♦, then:  3♠ is a relay:  3NT = 1-6-5-1  4♣ = 0-6-5-2  4♦ = 2-6-5-0  3♠ = exactly 6♥,6♦, then:  No relays, but 4 suit kickback  applies:  4♣ = size ask/sign off  4♦ = RKC / ♣, etc  3NT = exactly 7♥,4♦, then:  No relays, but 4 suit kickback  applies:  4♣ = size ask/sign off  4♦ = RKC / ♣, etc</p>
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**Auctions after 1♥ → 2♣: (continued)**

2♠	<p>4+♠, denies 4♣ and 4♦; then:                  2NT is a relay:                  3♣ = exactly 5♥,4♠, then:                      3♦ is a relay:                          3♥ = 4-5-2-2                          3♠ = 4-5-1-3                          3NT = 4-5-3-1                  3♦ = exactly 6♥,4♠, then:                      3♥ is a relay:                          3♠ = 4-6-1-2                          3NT = 4-6-2-1                          4♣ = 4-6-0-3                          4♦ = 4-6-3-0                  3♥ = exactly 6♥,5♠, then:                      3♠ is a relay:                          3NT = 5-6-1-1                          4♣ = 5-6-0-2                          4♦ = 5-6-2-0                  3♠ = exactly 7♥,4♠, then:                      No relays, but 4 suit kickback                      applies:                          4♣ = size ask/sign off                          4♦ = RKC / ♣, etc                  3NT = exactly 7♥,5♠, then:                      No relays, but 4 suit kickback                      applies:                          4♣ = size ask/sign off                          4♦ = RKC / ♣, etc                  4♣ = 7♥, 6♠                  4♦ = 8♥, 4♠                  4♥ = 8♥, 5♠                  4♠ = 9♥, 4♠</p>
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**Auctions after 1♥ → 2♣: (continued)**

2NT	<p>6♥, no other 4 card or longer suit, then:          3♣ is a relay:              3♦ = 6♥, some 3-2-2 then:                  3♥ is a relay:                      3♠ = 2-6-2-3                      3NT= 2-6-3-2                      4♣ = 3-6-2-2              3♥ = 3-6-3-1              3♠ = 3-6-1-3              3NT = 1-6-3-3</p>
3♣	<p>ALL 5♥-332 hands          3♦ relays:              3♥ = 3-5-3-2              3♠ = 3-5-2-3              3NT= 2-5-3-3</p>
3♦	<p>7+♥, no other 4 card suit, then:          Bidding is natural, but 4♠=RKC/♥</p>
3♥	<p>4-5-4-0          4 suit Kickback applies</p>
3♠	<p>4-5-0-4          4 suit Kickback applies</p>
3NT	<p>0-5-4-4          4 suit Kickback applies</p>

**Auctions after 1♥ → 2♦: (Artificial game invitation)**

Note: a 2♦ bidder may have 4♠ and a longer minor!

2♥	Minimum, not forcing, willing to play opposite xx (two small) or a limit raise. 2♠ = 4♠, long minor (2NT by opener asks for minor). 2NT= balanced limit raise with 3♥ 3♣ = long ♣ 3♦ = long ♦ 3♥ = good limit raise with 3♥
2♠	Natural, 4♠, forcing one round 2NT= balanced limit raise with 3♥ 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 3♥ 3♠ = 4♠, invitational (probably 3♥ too)
2NT	Conventional, asking 2♦ bidder to clarify his invitation: 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 3♥
3♣	Maximum, 5-4+ in ♥/♣ 3♦ = long ♦ 3♥ = limit raise with 3♥ 3♠ = shows uncertainty about what to do 3NT= to play 4♣ = raise 4♦ = RKC / ♣ (struck a nerve!) 4♥ = to play 4♠ = RKC / ♥
3♦	Maximum, 5-5 in ♥/♦ 3♥ = limit raise with 3♥ 3♠ = shows uncertainty about what to do 3NT= to play 4♣ = long ♣, no interest in ♥/♦ 4♦ = raise 4♥ = RKC / ♦ (struck a nerve!)
3♥	Maximum with 6+ good ♥
3♠	Maximum with 6♥, 5♠

## The 1♠ Opening Bid

A 1♠ opening bid shows 10-15 HCP, and at least 5♠ in 1<sup>st</sup> or 2<sup>nd</sup> position, and can be a 4 card suit in 3<sup>rd</sup> or 4<sup>th</sup> seat.

The only game forcing bid over 1♠ is 2♣, the beginning of an artificial relay sequence. All other bids (except 2♦ and shortness-showing bids), may be passed.

### Responses to 1♠ (by an unpassed hand):

Pass	Can be as much as 7 bad HCP
1NT	Semi-forcing, typically passed with a 5-3-3-2 minimum (10 to 12) or minimum Flannery (5♥-4♠)
2♣	Artificial game force. Start of relay.
2♦	Artificial game invitation. One of 3 hands: 1) long ♣, 10-11, invitational, 2) long ♦, 10-11, invitational, or 3) a limit raise in ♠ with 3 trumps
2♥	Natural, 5+♥, 9-11, not forcing
2♠	Natural, 3+♠, somewhat constructive
2NT	Invitational, 10-12, 5♣/5♦
3♣	Fit showing jump: ♣ suit + limit raise in ♠
3♦	Fit showing jump: ♦ suit + limit raise in ♠
3♥	Fit showing jump: ♥ suit + limit raise in ♠
3♠	Limit raise with 4♠
3NT	8-12, unspecified singleton; opener bids 4♣ to locate shortness
4♣	8-12 HCP, ♣ void, 4+♠
4♦	8-12 HCP, ♦ void, 4+♠
4♥	8-12 HCP, ♥ void, 4+♠
4♠	To play, either a bad hand or good hand not interested in slam
4NT	RKCB/♠

### Responses to 1♠ (by a passed hand)

Pass	Can be as much as bad 7 count
1NT	Semi-forcing, may only be passed with a 5-3-3-2 minimum (10 to 12)
2♣	Reverse Drury, 3+♠, limit raise values
2♦	Natural, 9-11, not forcing
2♥	Natural, 5+♥, constructive, but not forcing
2♠	Natural raise, 3+♠, somewhat constructive
2NT	Mini splinter: singleton/void ♣, 4♠
3♣	8-10 hcp, 6+ decent ♣
3♦	Mini splinter: singleton/void ♦, 4♠
3♥	Mini splinter: singleton/void ♥, 4♠
3♠	Preemptive with usually 5♠

### Miscellaneous 1♠ Auctions

**1♠-3♠-3N is Mathe asking for a singleton.**

**After 1♠-2♠, we play 2-way game tries:**

**2N – initiates short-suit game try, 3♣ puppets**

**3♦ – short ♣**

**3♥ – short ♦**

**3♠ – short ♥**

**3♣ – long-suit game try in ♣**

**3♦ – long-suit game try in ♦**

**3♥ – long-suit game try in ♥**

**3♠ – preemptive**



**Auctions after 1♠ → 2♣ (Artificial game force):**

2♦	<p>4+♣, may have 4♦ or 4♥; then:                  2♥ is a relay:                  2♠ = exactly 5♠,4♣, then:                      2NT is a relay:                          3♣ = 5-2-2-4                          3♦ = 5-1-3-4                          3♥ = 5-3-1-4                  2NT = exactly 5♠,5♣, then:                      3♣ is a relay:                          3♦ = 5-1-2-5                          3♥ = 5-2-1-5                          3♠ = 5-0-3-5                          3NT = 5-3-0-5                  3♣ = exactly 6♠,4♣, then:                      3♦ is a relay:                          3♥ = 6-1-2-4                          3♠ = 6-2-1-4                          3NT = 6-0-3-4                          4♣ = 6-3-0-4                  3♦ = exactly 6♠,5♣, then:                      3♥ is a relay:                          3♠ = 6-1-1-5                          3NT = 6-0-2-5                          4♣ = 6-2-0-5                  3♥ = exactly 6♠,6♣, then:                      3♠ is a relay:                          3NT = 6-0-1-6                          4♣ = 6-1-0-6                  3♠ = exactly 7♠,4♣, then:                      No relays, but 4 suit kickback                      applies:                          4♣ = size ask/sign off                          4♦ = RKC / ♣, etc</p>
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**Auctions after 1♠ → 2♣: (continued)**

2♥	<p>4+♦, may have 4♥ (but NOT 4♣); then:  2♠ is a relay:  2NT = exactly 5♠,4♦, then:  3♣ is a relay:  3♦ = 5-2-4-2  3♥ = 5-1-4-3  3♠ = 5-3-4-1  3♣ = exactly 5♠,5♦, then:  3♦ is a relay:  3♥ = 5-1-5-2  3♠ = 5-2-5-1  3NT = 5-0-5-3  4♣ = 5-3-5-0  3♦ = exactly 6♠,4♦, then:  3♥ is a relay:  3♠ = 6-1-4-2  3NT = 6-2-4-1  4♣ = 6-0-4-3  4♦ = 6-3-4-0  3♥ = exactly 6♠,5♦, then:  3♠ is a relay:  3NT = 6-1-5-1  4♣ = 6-0-5-2  4♦ = 6-2-5-0  3♠ = exactly 6♠,6♦, then:  No relays, but 4 suit kickback  applies:  4♣ = size ask/sign off  4♦ = RKC / ♣, etc  3NT = exactly 7♠,4♦, then:  No relays, but 4 suit kickback  applies:  4♣ = size ask/sign off  4♦ = RKC / ♣, etc</p>
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**Auctions after 1♠ → 2♣: (continued)**

2♠	<p>4+♥, denies 4♣ and 4♦; then:                  2NT is a relay:                  3♣ = exactly 5♠, 4♥, then:                      3♦ is a relay:                          3♥ = 5-4-2-2                          3♠ = 5-4-1-3                          3NT = 5-4-3-1                  3♦ = exactly 5♠, 5♥, then:                      3♥ is a relay:                          3♠ = 5-5-1-2                          3NT = 5-5-2-1                          4♣ = 5-5-0-3                          4♦ = 5-5-3-0                  3♥ = exactly 6♠, 4♥, then:                      3♠ is a relay:                          3NT = 6-4-1-2                          4♣ = 6-4-2-1                          4♦ = 6-4-0-3                          4♥ = 6-4-3-0                  3♠ = exactly 6♠, 5♥, then:                      No relays, but 4 suit kickback                      applies:                          4♣ = size ask/sign off                          4♦ = RKC / ♣, etc                  3NT = exactly 6♠, 6♥                  4♣ = exactly 7♠, 4♥                  4♦ = exactly 7♠, 5♥                  4♥ = exactly 7♠, 6♥                  4♠ = exactly 8♠, 4♥                  4NT = exactly 8♠, 5♥                  5♣ = exactly 9♠, 4♥</p>
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**Auctions after 1♠ → 2♣: (continued)**

2NT	<p>6♠, no other 4 card or longer suit, then:          3♣ is a relay:              3♦ = 6♠, some 3-2-2 then:                  3♥ is a relay:                      3♠ = 6-2-2-3                      3NT= 6-2-3-2                      4♣ = 6-3-2-2              3♥ = 6-3-3-1              3♠ = 6-3-1-3              3NT = 6-1-3-3</p>
3♣	<p>ALL 5♠-332 hands          3♦ relays:              3♥ = 5-3-3-2              3♠ = 5-3-2-3              3NT= 5-2-3-3</p>
3♦	<p>7+♠, no other 4 card suit, then:          Bidding is natural, but 4NT =RKC/♠</p>
3♥	<p>5-4-4-0          4 suit Kickback applies</p>
3♠	<p>5-4-0-4          4 suit Kickback applies</p>
3NT	<p>5-0-4-4          4 suit Kickback applies</p>

**Auctions after 1♠ → 2♦: (Artificial game invitation)**

Note: a 2♦ bidder may have 4♥ and a longer minor!

2♥	4♥, natural, forcing 1 round; then: 2♠ = limit raise with 3♠ 2NT= balanced limit raise with 3♠ 3♣ = long ♣ 3♦ = long ♦ 3♥ = 4+♥, invitational 3♠ = very good limit raise with 3♠
2♠	Minimum, not forcing, willing to play opposite two small or min limit Raise. 2NT= balanced limit raise with 3♠ 3♣ = long ♣ 3♦ = long ♦ 3♥ = 5+♥, 3♠, invitational 3♠ = good limit raise with 3♠
2NT	Conventional, asking 2♦ bidder to clarify his invitation: 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 5+ bad ♥, 3♠ 3♠ = limit raise with 3♠
3♣	Maximum, 5-4+ in ♠/♣ 3♦ = long ♦ 3♥ = uncertainty about what to do 3♠ = limit raise with 3♠ 4♣ = raise 4♦ = RKC / ♣ (struck a nerve!) 4♥ = Splinter for ♣
3♦	Maximum, 5-5 in ♠/♦ 3♥ = uncertainty about what to do 3♠ = limit raise with 3♠ 4♣ = long ♣, no interest in ♥/♦ 4♦ = raise 4♥ = RKC / ♦ (struck a nerve!)
3♥	Maximum with good 5♠, 5♥
3♠	Maximum with good 6+♠

## The 1 No Trump Opening Bid

The range for a 1NT opening bid depends on the vulnerability. 1NT not vulnerable shows 11-13 HCP. When vulnerable, 1NT shows 14-16 HCP. Only if partner is passed may opening 1N have 5♠ or 6-card minor.

### Responses to 1NT (by unpassed hand):

2♣	Non-forcing Stayman (may not have major though).
2♦	Artificial game forcing relay, asking for opener's shape.
2♥	5+♥, to play
2♠	5+♠, to play
2NT	Both minors, usually 5-5, but can be 5♣, 4♦ in tactical situations.
3♣	6+♣, invitational
3♦	6+♦, invitational
3♥	3♥, 1♠, 5-4 in the minors, forcing to 3N or 4♣/♦
3♠	3♠, 1♥, 5-4 in the minors, forcing to 3N or 4♣/♦
3NT	To play
4♣	South African Texas transfer, showing 6 or more ♥
4♦	South African Texas transfer, showing 6 or more ♠
4♥	To play
4♠	To play
4NT	Quantitative slam try
5♣	To play
5♦	To play

**Responses to 1NT (by passed hand):**

**(4 suit transfers at 2 level)**

2♣	Non-forcing Stayman (may not have major though).
2♦	Jacoby transfer, showing 5+♥
2♥	Jacoby transfer, showing 5+♠
2♠	Transfer showing 6+♣ (Opener super accepts with 2N)
2NT	Transfer showing 6+♦ (Opener super accepts with 3♣)
3♣	weak 5-5 in the minors
3♦	invitational 5-5 in the red suits
3♥	invitational 5-5 in the majors
3♠	invitational 6♠-4♥
3NT	To play
4♣	South African Texas transfer, showing 6 or more ♥
4♦	South African Texas transfer, showing 6 or more ♠
4♥	To play
4♠	To play

Examples of a 1NT opening:

(1)

♠ A-K-x-x  
♥ K-Q-x-x  
♦ A-x-x  
♣ x-x

1NT vul.

Open 1♦ NV

(2)

♠ K-x-x  
♥ A-K-J  
♦ x-x-x-x-x  
♣ x-x

Open 1NT NV.

open 1♦ vul.

(3)

♠ A-x  
♥ J-x-x-x-x  
♦ K-x-x  
♣ K-Q-x

Open 1♥ (maybe

1N if partner is passed hand)

**Auctions after 1NT → 2♦:**

2♥	<p>4-5♣, may have 4♦, 4♥, or 4♠; then:                  2♠ is a relay:                  2NT = 4♦, then:                      3♣ is a relay:                          3♦ = 2-3-4-4                          3♥ = 3-2-4-4                          3♠ = 2-2-4-5                          3NT = 2-2-5-4                  3♣ = 4♥, (not 4♦) then:                      3♦ is a relay:                          3♥ = 2-4-3-4                          3♠ = 3-4-2-4                          3NT = 2-4-2-5                  3♦ = 4♠, (not 4♦ or 4♥) then:                      3♥ is a relay:                          3♠ = 4-2-3-4                          3NT = 4-3-2-4                  3♥ = 3-3-2-5                  3♠ = 3-2-3-5                  3NT = 2-3-3-5</p>
2♠	<p>4-5♦, may have 4♥ or 4♠, denies 4♣                  2NT is a relay:                      3♣ = 4♥, then:                          3♦ is a relay:                              3♥ = 2-4-4-3                              3♠ = 3-4-4-2                              3NT = 2-4-5-2                  3♦ = 4♠, then:                      3♥ is a relay:                          3♠ = 4-2-4-3                          3NT = 4-3-4-2                  3♥ = 3-3-5-2                  3♠ = 3-2-5-3                  3NT = 2-3-5-3</p>



**Auctions after 1NT → 2♦(continued)**

2NT	4♥, may have 4♠, denies 4♣/♦ 3♣ is a relay: 3♦ = 4♠, then: 3♥ is a relay: 3♠ = 4-4-2-3 3NT = 4-4-3-2 3♥ = 3-4-3-3
3♣	4♠, either 4♠-333 or 4♠ and 5♣/5♦ 3♦ is a relay: 3♥ = 4-3-3-3 3♠ = 4-2-2-5 3NT = 4-2-5-2
3♦	Either 4♣-333 or 4♦-333 3♥ is a relay: 3♠ = 3-3-3-4 3NT = 3-3-4-3
3♥	3♠-5♥-3♦-2♣
3♠	3♠-5♥-2♦-3♣
3NT	2♠-5♥-3♦-3♣

## The 2♣ Opening Bid

The 2♣ opening bid shows 6 or more ♣, and 11-15 HCP. The opener may have another 4 card or longer side suit as well.

### Responses to 2♣:

2♦	4+♥, at least mildly invitational values, willing to play 2NT or 3♣
2♥	4+♠, at least mildly invitational values, willing to play 2NT or 3♣
2♠	Invitational w/ ♣, or forcing w/ ♦ or <u>game-forcing</u> balanced
2NT	Natural, 10-11, invitational
3♣	6-9, 3+♣, not forcing
3♦	Forcing ♣ raise
3♥	Invitational with 6+ good ♥
3♠	Invitational with 6+ good ♠
3NT	To play
4♣	Preemptive
4♦	RKCB/♣
4♥	To play
4♠	To play
4NT	Quantitative slam try
5♣	To play
5♦	Grand slam force in ♣

After 2♣ → 2♦: (showing 4+♥)

2♥	Exactly 3♥; then: 2♠ = 4♠, forcing 1 round 2NT = denies 4♠, shows max 3♣ = denies 4♠, shows min 2NT = 4♥ only, invitational 3♣ = invitational with ♣ support, 4♥ 3♦ = forcing with 4+♦ 3♥ = invitational raise (5♥) 3♠ = splinter
2♠	4♠, but denies 3♥; then: 2NT = invitational with 4+♥ 3♣ = invitational with 4+♥ 3♦ = forcing with 4+♦ 3♥ = forcing with 5+(usually 6) ♥ 3♠ = invitational ♠ raise
2NT	Maximum without 3♥ or 4♠; then: 3♣ = not forcing, but still mild inv 3♦ = forcing, 4+♦ 3♥ = forcing with 5+♥ 3♠ = forcing with 5♥, 4♠
3♣	Minimum (NF) without 3♥ or 4♠; then: 3♦ = forcing, 4+♦ 3♥ = forcing, 5+♥ 3♠ = forcing, 5♥, 4♠
3♦	Solid (AKQxxx) ♣, no 3♥, 4♠, maximum unless 7 <sup>th</sup> ♣
3♥	4♥, minimum (but virtually game forcing); then: 3♠ = relay 3NT = singleton ♦ 4♣ = singleton ♠ 4♦ = ♦ void 4♥ = ♠ void
3♠	4♥, maximum, unspecified singleton; then: 3NT = relay 4♣ = singleton ♦ 4♦ = singleton ♠
3NT	4♥, maximum, ♠ void

4♣	4♥, 6 good (1-loser) ♣
4♦	4♥, maximum, ♦ void
4♥	1-5-1-6

**After 2♣ → 2♥: (showing 4+♠)**

2♠	Exactly 3♠; then: 2NT = 4♠ only, invitational 3♣ = invitational with ♣ support, 4♠ 3♦ = forcing with 4+♦ 3♥ = forcing with 4+♥ 3♠ = Invitational with 5♠ 3NT = to play 4♣ = forcing ♣ raise 4♦ = RKCB/♣
2NT	Maximum without 3♠; then: 3♣ = invitational
3♣	Minimum (NF) without 3♠; then: 3♦ = forcing, 4+♦ 3♥ = forcing, 4+♥ 3♠ = forcing 5+ (usually 6) ♠ 3NT = to play 4♣ = invitational ♣ raise 4♦ = RKCB/♣
3♦	Solid (AKQxxx) ♣, denies 3♠
3♥	Maximum, 4+♥, denies 3♠
3♠	4♠, minimum; almost GF, then: 3NT = relay 4♣ = singleton ♦ 4♦ = singleton ♥ 4♥ = ♦ void 4♠ = ♥ void
3NT	4♠, maximum, unspecified singleton; then: 4♣ = relay 4♦ = singleton ♦ 4♠ = singleton ♥
4♣	4♠, 6 good (1-loser) ♣
4♦	4♠, maximum, ♦ void
4♥	4♠, maximum, ♥ void
4♠	5-1-1-6

**After 2♣ → 2♠: (artificial force)**

2N	Maximum 3♣ – Natural, forcing 3♦ – Natural, forcing 3♥ – ♥ values, forcing 3♠ – ♠ values, no ♥ values, forcing 3N – to play 4♣ – Natural, distributional, invitational 4♦ – RKC/♣
3♣	Minimum 3♦ – Natural, forcing 3♥ – ♥ values, forcing 3♠ – ♠ values, no ♥ values, forcing 3N – to play 4♣ – Natural, distributional, invitational 4♦ – RKC/♣
3♦	Maximum, ♦ fit
3♥, 3♠	Natural 5-card suit (or very good 4)
3N	Solid suit

## The 2♦ Opening Bid – Short Diamond Limited

The 2♦ opening bid shows a 3-suited hand, short in ♦ with either: 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5 distribution, and 10+-16- HCP. (Used when not playing Midchart conventions).

### Responses to 2♦:

Pass	No game interest, 6+♦
2♥	No game interest, 3+♥
2♠	No game interest, 3+♠
2NT	Asking for distribution, invitational or better, then; (4-suit Kickback applies at 4 level in ALL auctions after exact shape known). 3♣ = either 3-4-1-5 or 4-4-0-5 (minimum) 3♦ = relay 3♥ = 3-4-1-5 minimum 3♠ = to play 3♠ = 3-4-1-5 maximum 3NT= 4-4-0-5 minimum 3♦ = 4-3-1-5 3♥ = relay 3♠ = 4-3-1-5 minimum 3NT= 4-3-1-5 maximum 3♥ = 4-4-1-4 minimum 3♠ = to play 3♠ = 4-4-1-4 maximum 3NT= 4-4-0-5 maximum
3♣	To play
3♦	Natural and <u>non-forcing</u>
3♥	Invitational, 5+♥
3♠	Invitational, 5+♠
4♣	Invitational
4♥, 4♠	To play

## The Multi 2♦ Opening Bid (Mid-Chart)

The 2♦ opening bid shows either a weak 2♥/2♠ bid or a strong (16-19) with 1♠-444 (Multi). When not playing Mid-chart, 2♦ is the opening hand with 3-4-1-5, 4-3-1-5, 4-4-1-4 or 4-4-0-5 (see 2♥ below.)

### Responses to Multi 2♦:

2♥	Pass or correct (P/C), then; 2♠ = weak 2♠ bid 2NT=Ogust 3♣ = bad hand, bad suit 3♦ = bad hand, good suit 3♥ = good hand, bad suit 3♠ = good hand, good suit 3NT= AKQxxx suit 2NT= strong 1-4-4-4 3♣ = to play 3♦ = to play 3♥ = to play 3♠ = to play 3NT= to play 4♣ = size ask 4♦ = 17-bad 18 4♥ = 18-19 4♦ = RKCB / ♣ 4♥ = RKCB / ♥ 4♠ = RKCB / ♠ 4NT= RKCB / ♠
2♠	Pass or correct (and respond Ogust with the weak 2♥ bid) 2NT= weak 2♥ bid, bad hand, bad suit 3♣ = weak 2♥ bid, bad hand, good suit 3♦ = weak 2♥ bid, good hand, bad suit 3♥ = weak 2♥ bid, good hand, good suit 3♠ = AKQxxx suit 3NT= strong 1♠-444, then; 4♣,etc = 4 suit Kickback (as w/ ♥)





**Responses to 2♦ (continued)**

2NT	<p>Asking for clarification:</p> <p><b>3♣ = good weak 2♥ bid</b></p> <p style="padding-left: 20px;"><b>3♦ = puppet to 3♥, then:</b></p> <p style="padding-left: 40px;">Pass= to play</p> <p style="padding-left: 40px;"><b>3♠ = 6♠, choice of games</b></p> <p><b>3♥ = singleton/RKCB ask</b></p> <p style="padding-left: 20px;"><b>3♠ = shows unspecified x</b></p> <p style="padding-left: 40px;">3NT= where x?</p> <p style="padding-left: 60px;">4♣ = ♣ stiff</p> <p style="padding-left: 60px;">4♦ = ♦ stiff</p> <p style="padding-left: 60px;">4♥ = ♠ stiff</p> <p style="padding-left: 40px;">3NT= no x, 0-3 key cards</p> <p style="padding-left: 40px;">4♣ = no x, 1-4 key cards</p> <p style="padding-left: 40px;">4♦ = no x, 2 keys, no Q♥</p> <p style="padding-left: 40px;">4♥ = no x, 2 keys, plus Q♥</p> <p><b>3♠ = natural and forcing</b></p> <p>3NT= to play</p> <p><b>4♣ = RKCB / ♥</b></p> <p><b>3♦ = good weak 2♠ bid</b></p> <p><b>3♥ = puppet to 3♠, then;</b></p> <p style="padding-left: 20px;">Pass= to play</p> <p style="padding-left: 20px;"><b>4♥ = 6♥, choice of games</b></p> <p><b>3♠ = singleton/RKCB ask</b></p> <p style="padding-left: 20px;">3NT= shows unspecified x</p> <p style="padding-left: 40px;">4♣ = where x?</p> <p style="padding-left: 60px;">4♦ = ♣ stiff</p> <p style="padding-left: 60px;">4♥ = ♦ stiff</p> <p style="padding-left: 60px;">4♠ = ♥ stiff</p> <p style="padding-left: 40px;">4♣ = no x, 0-3 key cards</p> <p style="padding-left: 40px;">4♦ = no x, 1-4 key cards</p> <p style="padding-left: 40px;">4♥ = no x, 2 keys, no Q♠</p> <p style="padding-left: 40px;">4♠ = no x, 2 keys, plus Q♠</p> <p>3NT= to play</p> <p><b>4♣ = RKCB / ♠</b></p> <p><b>3♥ = bad weak 2♥ bid</b></p> <p><b>3♠ = natural and forcing</b></p> <p><b>4♣ = RKCB / ♥</b></p> <p><b>3♠ = bad weak 2♠ bid</b></p> <p><b>4♣ = RKCB / ♠</b></p> <p>3NT= strong 1♠-444 hand, then;</p> <p><b>4 suit Kickback responses</b></p>
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**Responses to 2♦ (continued)**

3♣	Natural and <u>non-forcing</u>
3♦	Natural and <u>forcing</u> with 5+♦
3♥	Pass or correct
3♠	Pass or correct
3NT	To play
4♣	Asks opener to bid the suit <u>below</u> his suit (Or 4N with 1-4-4-4)
4♦	Asks opener to bid his suit (Or 4N with 1-4-4-4)
4♥	Pass or correct (Or 4N with 1-4-4-4)
4♠	To play (Or 4N with 1-4-4-4)
4NT	How many aces do you have? (regular Blackwood)

## The 2♥ Opening Bid (Mid-Chart)

The 2♥ opening bid shows a 3-suited hand, short in ♦ with either: 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5 distribution, and 10+-16- HCP. (Used when playing Midchart conventions). When not playing Midchart, 2♥ is a weak two bid.

### Responses to 2♥:

Pass	No game interest, 3+♥
2♠	No game interest, 3+♠
2NT	Asking for distribution, invitational or better, then; (4 suit Kickback applies at 4 level in ALL auctions after exact shape known). 3♣ = either 3-4-1-5 or 4-4-0-5 (minimum) 3♦ = relay 3♥ = 3-4-1-5 minimum 3♠ = to play 3♠ = 3-4-1-5 maximum 3NT= 4-4-0-5 minimum 3♦ = 4-3-1-5 3♥ = relay 3♠ = 4-3-1-5 minimum 3NT= 4-3-1-5 maximum 3♥ = 4-4-1-4 minimum 3♠ = to play 3♠ = 4-4-1-4 maximum 3NT= 4-4-0-5 maximum
3♣	To play
3♦	Natural and <u>non-forcing</u>
3♥	Invitational, 5+♥
3♠	Invitational, 5+♠
4♣	Invitational

## The 2♠ Opening Bid (Mid-Chart)

The 2♠ opening bid shows 5♠ and a 5+ minor, with less than opening strength, usually around 5-9 HCP. When not playing Mid-chart conventions, 2♠ is a weak two bid.

### Responses to 2♠:

Pass	No game interest, 2+♠
2NT	Asking for minor, invitational or better 3♣ = minimum with ♣ 3♦ = minimum with ♦ 3♥ = maximum with ♣ 3♠ = maximum with ♦ (Note: 4 suit Kickback applies at the 4 level after the above responses)
3♣	Pass or correct to ♦
3♦	Natural and non-forcing
3♥	Natural and non-forcing, but constructive
3♠	Preemptive
3NT	To play
4♣	Pass / correct to ♦
4♥	To play
4♠	To play
4NT	RKCB / ♠
5♣	Pass / correct to ♦

## Weak 2♥ & 2♠ Opening Bids

Opening weak two bids show 4-10 HCP, 5-7 card-suit (When not playing mid-chart).

Responses are:

### After 2♥:

- 2♠ – NF
- 2N – Ogust
  - 3♣ – bad hand, bad suit
  - 3♦ – bad hand, good suit
  - 3♥ – good hand, bad suit
  - 3♠ – good hand, good suit
  - 3N – solid suit
- 3♣, 3♦ – NF
- 3♥ – preemptive
- 3♠ – natural and forcing
- 3N – to play

### After 2♠:

- 2N – Ogust
  - 3♣ – bad hand, bad suit
  - 3♦ – bad hand, good suit
  - 3♥ – good hand, bad suit
  - 3♠ – good hand, good suit
  - 3N – solid suit
- 3♣, 3♦ – NF
- 3♥ – natural and forcing
- 3♠ – preemptive
- 3N – to play





## The 2NT Opening Bid (Mid-Chart)

The 2NT opening bid shows a single-suited preempt in either ♣ or ♦. (Used when playing Mid-chart conventions.) When not playing Mid-chart, 2N is 4-10 with 5+♦ and 5+♣.

### Responses to 2NT:

Pass	Who knows??? Might be tactical
3♣	Pass / Correct to ♦
3♦	<p>Asking bid, artificial, then;</p> <p>3♥ = ♣, min or max  3♠ = min / max?  3NT= maximum  4♣ = puppet to 4♦  4♥/♠ = to play  4♦ = RKCB / ♣  4♥ = RKCB / ♦  4♠ = RKCB / ♥  4NT= RKCB / ♠  4♣ = minimum  4♦ = RKCB / ♣  4♥/♠ = to play</p> <p>3♠ = ♦, minimum  4♣ = puppet to 4♦  4♥/♠ = to play  4♦ = RKCB / ♣  4♥ = RKCB / ♦  4♠ = RKCB / ♥</p> <p>3NT= ♦, maximum  4♣ = puppet to 4♦  4♥/♠ = to play  4♦ = RKCB / ♣  4♥ = RKCB / ♦  4♠ = RKCB / ♥  4NT= RKCB / ♠</p>

## The 2N Opening Bid Showing ♣ & ♦

4-10 HCP, 5+♦ & 5+♣

(This bid is used when not playing Mid-chart conventions.)

### Responses to 2N:

Pass	No game interest, perhaps tactical
3♣	To play
3♦	To play
3♥	Artificial game force, then: 3♠ = 2-3♥ 4 suit Kickback responses 3NT= 2-3♠ 4 suit Kickback responses 4♣ = 1-1-5-6 or 1-1-6-5 4♦ = Puppet to 4♥ 4♠ = to play 4NT= to play 5♣ = to play 5♦ = to play 4♥ = RKCB / ♦ 4♠ = RKCB / ♥ 4NT= RKCB / ♠ 5♣ = RKCB / ♣
3♠	Artificial game invitation 3NT= maximum 4 suit Kickback responses 4♣ = minimum 4♦ = to play
3NT	To play
4♣/♦	Preemptive
4♥/♠	To play
4NT	Bid your longer minor
5♣/♦	To play

## The 3♣ Opening Bid (Mid-Chart)

The 3♣ opening bid shows a weak hand with 5+-5+ in both minors, and 4-10 HCP. (When not playing Mid-Chart, 3♣ is a normal preempt.)

### Responses to 3♣:

Pass	No game interest
3♦	To play
3♥	Artificial game force, then: 3♠ = 2-3♥ 4 suit Kickback responses 3NT= 2-3♠ 4 suit Kickback responses 4♣ = 1-1-5-6 or 1-1-6-5 4♦ = Puppet to 4♥ 4♠ = to play 4NT= to play 5♣ = to play 5♦ = to play 4♥ = RKCB / ♦ 4♠ = RKCB / ♥ 4NT= RKCB / ♠ 5♣ = RKCB / ♣
3♠	Artificial game invitation 3NT= maximum 4 suit Kickback responses 4♣ = minimum 4♦ = to play
3NT	To play
4♣/♦	Preemptive
4♥/♠	To play
4NT	Bid your longer minor
5♣/♦	To play

## The 3♦ Opening Bid (Mid-Chart)

The 3♦ opening bid shows a solid 7 card or longer suit (any), and no outside ace or king (maybe a queen). When not playing Mid-Chart, 3♦ is a normal preempt.

### Responses to 3♦:

Pass	Who knows??? (guessing partner has ♦)
3♥	Pass / Correct to opener's suit (3NT=♣)
3♠	Ask opener to bid the suit <u>below</u> his suit (3NT=♣)
3NT	To play
4♣	Asks opener to bid his suit
4♦	Asks for length 4♥ = 7 4♠ = 8 4NT = 9
4♥	To play
4♠	To play
4NT	Asks opener to Q-bid any Q's he has

Over Interference:

3♦ - Dbl:

- Pass = Pass/correct
- 3♥/♠ = natural, non-forcing
- XX = bid your suit
- 3NT = to play

3♦ - (suit):

- Cheapest suit = pass/correct
- X = penalty
- Other suits = forcing (unless game)

## **The 3N Opening Bid**

**The 3N opening shows a 4-level preempt in one of the minors.**

### **Responses:**

**Pass – To make, or tactical**

**4♣ – Pass or correct**

**4♦ – Keycard in opener's suit**

**4♥ – To play**

**4♠ – To play**

## **Appendix A:** **Four Suit Kickback Detailed Auctions:**

After any exact distribution has been shown, by either partner, Roman Keycard Blackwood (RKCB), may be used in ANY suit, or the person may just sign off. Here's how it works! Although I have enclosed all the bids, the basic premise is this:

**4♣ = sign off or size ask. Responder always responds as if it is size asking, although more often than not it is a sign off. The responses are simple:**

**4♦ = minimum (or rarely, LOTSA extras), and**

**4♥ = maximum.**

**4♦ = Key card for ♣**

**4♥ = Key card for ♦**

**4♠ = Key card for ♥**

**4NT = Key card for ♠**

A corollary to 4-suit Kickback is what to do when the last distribution (or high-card showing) bid was 4♣ or higher.

If the last bid was 4♣, then the following structure applies:

**4♦ = Puppet to 4♥ (signoff sequence), then;**

**Pass = to play 4♥**

**4♠ = to play 4♠**

**4NT = to play**

**5♣ = to play 5♣**

**5♦ = to play 5♦**

**4♥ = RKCB / ♣**

**4♠ = RKCB / ♦**

**4NT = RKCB / ♥**

**5♣ = RKCB / ♠**

If responder is unlimited, size-ask (4♣) responses are:

**4♦ = 8-11 or 15+**

**4♥ = 12-14**

This allows the 4♣ bidder always to sign off at any contract but 4♦.

If responder bids 4♦ with extras, after the subsequent signoff he bids as follows:

The next step is keycard (e.g., 4♣-4♦-4♠-4N is Keycard for spades) **OR**

The next 4 steps (5♣, 5♦, 5♠, 5♣ in this example) are responses as though asker had bid Keycard.

If the last response showing shape (or extra strength) is 4♦, then 4♠ is a puppet to 4♣ after which pass, 4N, 5♣, 5♦, 5♠ are to play. After a 4♦ response, 4♣, 4N, 5♣, 5♦ are Keycard for clubs, diamonds, hearts, and spades respectively.

Similarly, after responses higher than 4♦, the next step is a puppet after which asker places the contract. If asker does not puppet, his bids are Keycard.

If servant's exact distribution is known, and then relayer makes a natural bid, 4-suit Kickback is NOT on. For example, 1♣-2♠ (some 4441)-2N-3♣ (short ♣)-3♥ (natural)-3♠ (don't like my hand for ♥) – 4-suit Kickback is not applicable, but Kickback is on for relayer's suit. In this example 4♣ and 4♦ are cuebids, 4♥ is to play, and 4♠ is Kickback for ♥.

<b>4♣</b>	<p><b>Size ask (or sign off) : responses are:</b></p> <p><b>4♦ = minimum; then:</b></p> <p style="padding-left: 20px;"><b>4♥ = to play</b></p> <p style="padding-left: 20px;"><b>4♠ = to play</b></p> <p style="padding-left: 20px;"><b>4NT= to play (this is how you make a Quantitative NT raise)</b></p> <p style="padding-left: 20px;"><b>5♣ = to play</b></p> <p><b>4♥ = maximum; then:</b></p> <p style="padding-left: 20px;"><b>Pass= to play 4♥</b></p> <p style="padding-left: 20px;"><b>4♠ = to play</b></p> <p style="padding-left: 20px;"><b>4NT= RKC in longest suit (the highest major if 5-5)</b></p>
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4♦	<p><b>Roman key-card Blackwood (RKCB) in ♣:</b></p> <p><b>4♥ = 0 or 3 key cards; then:</b></p> <ul style="list-style-type: none"> <li>4♠ = asks for Q♣</li> <li>4NT = yes + K♠</li> <li>5♣ = no Q♣</li> <li>5♦ = yes + K♦</li> <li>5♥ = yes + K♥</li> <li>6♣ = yes, but no K</li> </ul> <p>4NT = to play</p> <p>5♣ = to play</p> <p>5♦ = asks for specific kings</p> <ul style="list-style-type: none"> <li>5♥ = K♥</li> <li>5♠ = K♠, no K♥</li> <li>5NT = K♦, no K♥/♠</li> <li>6♣ = no kings</li> </ul> <p>4♠ = 1 or 4 key cards</p> <p>4NT = asks for Q♣</p> <ul style="list-style-type: none"> <li>5♣ = no Q♣</li> <li>5♦ = yes + K♦</li> <li>5♥ = yes + K♥</li> <li>5♠ = yes + K♠</li> <li>6♣ = yes, but no K</li> </ul> <p>5♣ = to play</p> <p>5♦ = asks for specific kings</p> <ul style="list-style-type: none"> <li>5♥ = K♥</li> <li>5♠ = K♠, no K♥</li> <li>5NT = K♦, no K♥/♠</li> <li>6♣ = no kings</li> </ul> <p>4NT = 2 key cards, no Q♣</p> <p>5♣ = to play</p> <p>5♦ = asks for specific kings</p> <ul style="list-style-type: none"> <li>5♥ = K♥</li> <li>5♠ = K♠, no K♥</li> <li>5NT = K♦, no K♥/♠</li> <li>6♣ = no kings</li> </ul> <p>5♣ = 2 key cards + Q♣</p> <p>5♦ = asks for specific kings</p> <ul style="list-style-type: none"> <li>5♥ = K♥</li> <li>5♠ = K♠, no K♥</li> <li>5NT = K♦, no K♥/♠</li> <li>6♣ = no kings</li> </ul> <p>5♦ = 0 or 3 KC + useful void</p> <p>5♥ = 1 or 4 KC + useful void</p> <p>5♠ = 2 KC, no O♣ + useful void</p>
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4♥	<p><b>Roman key-card Blackwood (RKCB) in ♦:</b></p> <p>4♠ = 0 or 3 key cards  4NT = to play (even though this is the next step!)</p> <p>5♣ = asks for Q♦  5♦ = no Q♦  5♥ = yes + K♥  5♠ = yes + K♠, denies K♥  5NT = yes + K♣, denies K♥/♠  6♦ = yes, but no K</p> <p>5♦ = to play  5♥ = asks for specific kings  5♠ = K♠  5NT = K♥, no K♠  6♣ = K♣, no K♥/♠  6♦ = no kings</p> <p>4NT = 1 or 4 key cards  5♣ = asks for Q♦  5♦ = no Q♦  5♥ = yes + K♥  5♠ = yes + K♠, denies K♥  5NT = yes + K♣, denies K♥/♠  6♦ = yes, but no K</p> <p>5♦ = to play  5♥ = asks for specific kings  5♠ = K♠  5NT = K♥, no K♠  6♣ = K♣, no K♥/♠  6♦ = no kings</p> <p>5♣ = 2 key cards, no Q♦  5♦ = to play  5♥ = asks for specific kings  5♠ = K♠  5NT = K♥, no K♠  6♣ = K♣, no K♥/♠  6♦ = no kings</p> <p>5♦ = 2 key cards + Q♦  5♥ = asks for specific kings  5♠ = K♠  5NT = K♥, no K♠  6♣ = K♣, no K♥/♠  6♦ = no kings</p> <p>5♥ = 0 or 3 KC + useful void  5♠ = 1 or 4 KC + useful void  5NT = 2 KC, no Q♦ + useful void  6♣ = 2 KC, + Q♦ + useful void</p>
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4♠	<p><b>Roman key-card Blackwood (RKCB) in ♥:</b></p> <p>4NT= 0 or 3 key cards</p> <p>5♣ = asks for Q♥</p> <p>5♦ = yes + K♦</p> <p>5♥ = no Q♥</p> <p>5♠ = yes + K♠</p> <p style="padding-left: 20px;">denies K♦</p> <p>5NT= yes + K♣</p> <p style="padding-left: 20px;">denies K♦/♠</p> <p>5♥ = to play</p> <p>5♠ = asks for specific kings</p> <p>5NT= K♠</p> <p>6♣ = K♣, no K♠</p> <p>6♦ = K♦, no K♣/♠</p> <p>6♥ = no kings</p> <p>5♣ = 1 or 4 key cards</p> <p>5♦ = asks for Q♥</p> <p>5♥ = no Q♥</p> <p>5♠ = yes + K♠</p> <p>5NT= yes + K♦</p> <p style="padding-left: 20px;">denies K♠</p> <p>6♣ = yes + K♣,</p> <p style="padding-left: 20px;">denies K♦/♠</p> <p>6♥ = yes, no kings</p> <p>5♥ = to play</p> <p>5♠ = asks for specific kings</p> <p>5NT= K♠</p> <p>6♣ = K♣, no K♠</p> <p>6♦ = K♦, no K♣/♠</p> <p>6♥ = no kings</p> <p>5♦ = 2 key cards, no Q♥</p> <p>5♥ = to play</p> <p>5♠ = asks for specific kings</p> <p>5NT= K♠</p> <p>6♣ = K♣, no K♠</p> <p>6♦ = K♦, no K♣/♠</p> <p>6♥ = no kings</p> <p>5♥ = 2 key cards + Q♥</p> <p>5♠ = asks for specific kings</p> <p>5NT= K♠</p> <p>6♣ = K♣, no K♠</p> <p>6♦ = K♦, no K♣/♠</p> <p>6♥ = no kings</p> <p>5♠ = 0 or 3 KC + useful void</p>
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4NT	<p>Roman key-card Blackwood (RKCB) in <math>\spadesuit</math>:</p> <p><math>5\clubsuit</math> = 0 or 3 key cards</p> <p><math>5\diamond</math> = asks for <math>Q\spadesuit</math></p> <p><math>5\heartsuit</math> = yes + <math>K\heartsuit</math></p> <p><math>5\spadesuit</math> = no <math>Q\spadesuit</math></p> <p><math>5NT</math> = yes + <math>K\diamond</math> denies <math>K\heartsuit</math></p> <p><math>6\clubsuit</math> = yes + <math>K\clubsuit</math> denies <math>K\diamond/\heartsuit</math></p> <p><math>5\spadesuit</math> = to play (unless 3)</p> <p><math>5NT</math> = asks for specific kings</p> <p><math>6\clubsuit</math> = <math>K\clubsuit</math></p> <p><math>6\diamond</math> = <math>K\diamond</math>, no <math>K\clubsuit</math></p> <p><math>6\heartsuit</math> = <math>K\heartsuit</math>, no <math>K\clubsuit/\diamond</math></p> <p><math>6\spadesuit</math> = no kings</p> <p><math>5\diamond</math> = 1 or 4 key cards</p> <p><math>5\heartsuit</math> = asks for <math>Q\spadesuit</math></p> <p><math>5\spadesuit</math> = no <math>Q\spadesuit</math></p> <p><math>5NT</math> = yes + <math>K\heartsuit</math></p> <p><math>6\clubsuit</math> = yes + <math>K\clubsuit</math> denies <math>K\heartsuit</math></p> <p><math>6\diamond</math> = yes + <math>K\diamond</math>, denies <math>K\clubsuit/\heartsuit</math></p> <p><math>6\spadesuit</math> = yes, no kings</p> <p><math>5\spadesuit</math> = to play (unless 4)</p> <p><math>5NT</math> = asks for specific kings</p> <p><math>6\clubsuit</math> = <math>K\clubsuit</math></p> <p><math>6\diamond</math> = <math>K\diamond</math>, no <math>K\clubsuit</math></p> <p><math>6\heartsuit</math> = <math>K\heartsuit</math>, no <math>K\clubsuit/\diamond</math></p> <p><math>6\spadesuit</math> = no kings</p> <p><math>5\heartsuit</math> = 2 key cards, no <math>Q\spadesuit</math></p> <p><math>5\spadesuit</math> = to play</p> <p><math>5NT</math> = asks for specific kings</p> <p><math>6\clubsuit</math> = <math>K\clubsuit</math></p> <p><math>6\diamond</math> = <math>K\diamond</math>, no <math>K\clubsuit</math></p> <p><math>6\heartsuit</math> = <math>K\heartsuit</math>, no <math>K\clubsuit/\diamond</math></p> <p><math>6\spadesuit</math> = no kings</p> <p><math>5\spadesuit</math> = 2 key cards + <math>Q\spadesuit</math></p> <p><math>5NT</math> = asks for specific kings</p> <p><math>6\clubsuit</math> = <math>K\clubsuit</math></p> <p><math>6\diamond</math> = <math>K\diamond</math>, no <math>K\clubsuit</math></p> <p><math>6\heartsuit</math> = <math>K\heartsuit</math>, no <math>K\clubsuit/\diamond</math></p> <p><math>6\spadesuit</math> = no kings</p> <p><math>5NT</math> = 0 or 3 KC + useful void</p>
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## Appendix B

### Trump Asking Bids in 1♣ auctions:

After partner makes a positive response showing a 5 card or longer suit, immediately supporting that suit is a Trump Asking bid. Further bids in a NEW suit are Control Asking bids (see appendix C), inquiring as to specific controls in that suit.

#### Responses are:

1<sup>st</sup> step = 5+ cards in suit to NO top honor (A,K, o r Q)

2<sup>nd</sup> step = 5 cards to 1 top honor

3<sup>rd</sup> step = 5 cards to 2 top honors

4<sup>th</sup> step = 6+ cards to 1 top honor

5<sup>th</sup> step = 6+ cards to 2 top honors

6<sup>th</sup> step = 5+ cards to the AKQ

Repeating the trump suit asks for further clarification. Bidding a NEW suit is a control asking bid in THAT suit.

If you have already shown a specific honor holding (as in steps 1 and 6), then the repeat ask inquires as to length.

1<sup>st</sup> step = 5 card suit

2<sup>nd</sup> step = 6 card suit

3<sup>rd</sup> step = 7 card suit

If you have already shown a specific length (as in steps 2-5), then the repeat ask inquires as to the specific honor or honors.

If you showed 1 honor (as in steps 2 and 4), then the steps are:

1<sup>st</sup> step = queen

2<sup>nd</sup> step = king

3<sup>rd</sup> step = ace

If you showed TWO honors (steps 3 and 5), then the steps are:

1<sup>st</sup> step = KQ

2<sup>nd</sup> step = AQ

3<sup>rd</sup> step = AK

Trump asking bids apply after the following sequences:

1. 1♣→1♠→2♦ (trump ask in ♦)
2. 1♣→1N→2♥ (trump ask in ♥)
3. 1♣→1♥→1♠→1N→2♠ (trump ask in ♠)

4.  $1\clubsuit \rightarrow 1\heartsuit \rightarrow 1\spadesuit \rightarrow (2\clubsuit/2\diamond/2\heartsuit) \rightarrow 3\clubsuit$  (trump ask in  $\clubsuit$ )
5.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 1N \rightarrow 2\clubsuit \rightarrow 2\diamond \rightarrow 2\spadesuit$  (trump ask in  $\spadesuit$ )
6.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 1N \rightarrow 2\clubsuit \rightarrow (2\heartsuit/2\spadesuit) \rightarrow 3\clubsuit$  (trump ask in  $\clubsuit$ )
7.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 2\diamond \rightarrow 3\diamond$  (trump ask in  $\diamond$ )
8.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 2\heartsuit \rightarrow 3\heartsuit$  (trump ask in  $\heartsuit$ )
9.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 1\spadesuit \rightarrow 2\clubsuit \rightarrow 2\heartsuit \rightarrow 3\heartsuit$  (trump ask in  $\heartsuit$ )
10.  $1\clubsuit \rightarrow 1\diamond \rightarrow 1\heartsuit \rightarrow 1\spadesuit \rightarrow 2\clubsuit \rightarrow 2\spadesuit \rightarrow 3\spadesuit$  (trump ask in  $\spadesuit$ )

## Appendix C

### Control Asking Bids in 1♣ auctions:

After partner makes a positive response showing a 5 card or longer suit, immediately supporting that suit is a Trump Asking bid (see Appendix B).  
Further bids in a **NEW** suit are Control Asking bids.

#### **Responses are:**

1<sup>st</sup> step = No 1<sup>st</sup>(A/void) or 2<sup>nd</sup>(K/singleton) round control  
2<sup>nd</sup> step = 2<sup>nd</sup> round control (K or singleton)  
3<sup>rd</sup> step = 1<sup>st</sup> round control (Ace or void)  
4<sup>th</sup> step = 1<sup>st</sup> and 2<sup>nd</sup> round control (AK)

Repeating the control suit asks for further clarification.

The responses in general are:

1<sup>st</sup> step = shortness  
2<sup>nd</sup> step = honor  
3<sup>rd</sup> step = honor + next honor in sequence.

If you have shown 1<sup>st</sup> round control, then:

1<sup>st</sup> step = void  
2<sup>nd</sup> step = ace

If you have shown 2<sup>nd</sup> round control, then:

1<sup>st</sup> step = singleton  
2<sup>nd</sup> step = King  
3<sup>rd</sup> step = KQ

If you have shown NO control, then:

1<sup>st</sup> step = Jxx or worse  
2<sup>nd</sup> step = doubleton  
3<sup>rd</sup> step = Queen  
4<sup>th</sup> step = QJ

Bidding a new suit either immediately after the first response  
Or after further clarification is a **new** control ask in that suit.

## Rigal Convention

After a balancing 1NT [9-15/16 HCP] (by us),

2♣ = Stayman / size ask

Responses below

2♦ = transfer to ♥

2♥ = transfer to ♠

2♠ = transfer to ♣

2N = max, ♣ fit

3♣ = min and/or no ♣ fit

2N = transfer to ♦

3♣ = max, ♦ fit

3♦ = min and/or no ♦ fit

Responses to 2♣ are:

2♦ = 9-12 HCP

2♥ = 4♥, not forcing

2♠ = 4♠, not forcing

2N = to play

2♥ = 13-14, 4♥, only 16 after 1M-P-P-1NT

2♠ = 13-14, 4♠, only 16 after 1M-P-P-1NT

2N = 13-14, no 4 card major

3♣ = 15-16, 5♣

3♦ = 15-16, 5♦

3♥ = 15-16, 4♥, may have 4♠

3♠ = 15-16, 4♠, denies 4♥

3N = 15-16, no 4 card major

## **Transfer Lebensohl**

The beauty of transfer Lebensohl is that you get to IMMEDIATELY get your suit into the auction BEFORE the opponents raise and you have no idea as to fit in your suit (or WHAT suit partner has).

Applies from 2NT thru 3♠ after opponents overcall 1NT, either naturally or artificially....

Generally, certain rules apply:

- 1) a transfer into a LOWER ranking suit is COMPETITIVE or better.
- 2) a transfer into a HIGHER ranking suit is INVITATIONAL or better.
- 3) a transfer into the opponents KNOWN suit is a STOPPER ask, and in many cases how a Stayman process begins. Accepting the transfer ALWAYS denies a stopper.
- 4) a jump to 3♠ (unless opps have made ♠ overcall) shows an INVITATIONAL ONLY hand with 6+ ♠.
- 5) a DIRECT 3NT SHOWS a stop.
- 6) South African Texas xfrs ALWAYS apply after 2 level interference
- 7) a transfer to a minor, followed by 3NT DENIES a stop (the theory here is you've ear-marked a run-out suit if opener has NO stop either).
- 8) a transfer to any suit followed by any NEW suit is game forcing.

## Transfer Lebensohl Specific (after 2 major) auctions:

1N-(2♥)-2N=♣, competitive or better (could be gf)

3♣=forced (anything else shows huge ♣ fit)

3♦=gf, 5+♣, 4+♦

3♥=5+♣, partial ♥ stop

3♠=5+♣, 4+♠, gf

3N=5+♣, NO stop

3♣=♦, competitive or better

3♦=forced (anything else shows huge ♦ fit.)

3♥=5+♦, partial ♥ stop

3♠=5+♦, 4+♠, gf

3N=5+♦, NO stop

3♦=stopper ask

3♥=no stop

3♠=4♠, no stop either

3N=4♠, HAVE ♥ stop

4♣=not 4♠, no ♥ stop

3♠=have stopper + 4♠

3N=have stop, but do NOT have 4♠

3♥=5+♠, INVITATIONAL or BETTER

3♠=do NOT accept invitation

3N=choice of games

4♣/♦/♥=Q-bid for ♠

3♠=6+♠, INVITATIONAL

3N=to play, shows ♥ stop

Note: the same auctions above apply if opps play xfers or anything else that shows Hearts, or after 2-suited overcalls where ♥ is the known suit. If they show ♥ but 2♥ is available, 2♥ is Stayman.

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1N-(2♠)-2N=♣, competitive or better (could be gf)

3♣=forced (anything else shows big ♣ fit)

3♦=gf, 5+♣, 4+♦

3♥=5+♣, 4+♥, gf

3♠=5+♣, partial ♠ stop

3N=5+♣, NO stop

3♣=♦, competitive or better

3♦=forced (other shows huge ♦ fit)



3♥=5+♦, 4+♥, gf  
 3♠=5+♦, partial ♠stop  
 3N=5+♦, NO stop  
 3♦=5+♥, Competitive or better  
 3♥=forced, unless big fit...  
 3♠=5♥, NO ♠ stop  
 3N=5♥, HAVE ♠ stop  
 3♠=max with fit + ♠ control  
 3N=max, fit, + ♠ stopped  
 3♥=PROMISES 4♥ (may or may not have stop)  
 3♠=no stop and NOT 4♥  
 3N=shows stop, usually not 4♥  
 4♣=4♥, super accept  
 4♦=4♥, super accept  
 4♥=to play, 4 ♥  
 3♠=STOPPER ask  
 3N=have stopper  
 4♣=4+♣, NO stop  
 4♦=4+♦, NO stop  
 4♥=4 decent ♥, NO stop, willing to play Moysian  
 3N=to play, shows ♠ stop

**Note: the same auctions above applies if opps play xfers or anything else that shows ♠, or after 2-suited overcalls where ♠ is the known suit. If they show ♠, but 2♠ is available, 2♠ is Stayman.**

### **Transfer Lebensohl After 2 minor interference:**

The same transfer Lebensohl rules apply after 2♣ or 2♦ interference, stopper asking bids depending on what the 2♣/♦ bids have shown.

If 2♣ is unknown 1 suiter, then there is NO stopper ask immediately.

If 2♣ shows an anchor suit (like ♥ + lower), then the stopper ask applies to ♥ only.

If 2♣ or 2♦ shows 2 suiter, like 2♦=majors in Cappeletti, then the xfr into the LOWER suit is asking about BOTH of their suits).

You CAN just blast into 3NT and hope they don't know which suit to lead, or only have 4 of them). The blasting approach is especially effective over DONT, which never promises much of anything anyway...

## Transfer Lebensohl (after 2 minor) Specific auctions:

1N (2♣ = unknown single-suiter, like Capp)  
DBL= Stayman, INVITATIONAL or better values  
2♦ = natural, non-forcing  
2♥ = natural, non-forcing  
2♠ = natural, non-forcing  
2N = 5+ ♣, COMPETITIVE or better  
3♣ = 5+ ♦, INVITATIONAL or better  
3♦ = 5+ ♥, INVITATIONAL or better  
3♥ = 5+ ♠, INVITATIONAL or better  
3♠ = 6+ ♠, INVITATIONAL ONLY  
3N = to play  
4♣/♦ = South African Texas transfers  
4♥ = to play  
4♠ = to play

1N (2♦ = majors, like Capp)  
DBL= Penalty (♦)  
2♥ = INVITATIONAL+ values, ♥ stop, may  
have ♠ stop (2♠ by pard asks)  
2♠ = INVITATIONAL+ values, ♠ stop,  
NO ♥ stop  
2N = 5+ ♣, COMPETITIVE or better  
3♣ = 5+ ♦, INVITATIONAL or better  
3♦ = stopper ask in majors  
3♥ = NO stop in ♥  
3♠ = asking for ♠ stop  
3N = got one!  
4♣ = Nope, cheapest 4+ suit  
4♦ = Nope, cheapest 4+ suit  
3♠ = stopper in ♥, no ♠ stop  
3N = stop in BOTH majors  
3♥ = 6+ ♥, INVITATIONAL ONLY,  
even though they bid ♥  
3♠ = 6+ ♠, INVITATIONAL ONLY,  
even though they bid ♠  
3N = to play (can be somewhat gambling they  
find wrong lead)  
4♣ = South African Texas xfr (I have ♥)  
4♦ = South African Texas xfr (I have ♠)  
4♥ = to play  
4♠ = to play  
4N = quantitative

1N (2♣ = natural). Also use this for DONT 2♣ (♣+higher)

DBL= Stayman, INVITATIONAL or better values

2♦ = natural, non-forcing

2♥ = natural, non-forcing

2♠ = natural, non-forcing

2N = stopper ask

3♣ = no ♣ stop

3♦ = Stayman

3♥ = 4♥, may have 4♠

3♠ = 4♠, denies 4♥

3N = no major

3♦ = ♣ stop, 5+ ♦

3♥ = ♣ stop + 4♥

3♠ = ♣ stop + 4♠

3N = ♣ stop + no major

3♣ = 5+♦, INVITATIONAL or better

3♦ = 5+♥, INVITATIONAL or better

3♥ = 5+♠, INVITATIONAL or better

3♠ = 6+♠, INVITATIONAL ONLY

3N = to play (shows ♣ stop)

4♣ = South African Texas xfr

4♦ = South African Texas xfr

4♥ = to play

4♠ = to play

4N = Quantitative

1N (2♦ = natural). Also use this for DONT 2♦ (♦+higher)

DBL= Penalty (♦)

2♥ = natural, non-forcing

2♠ = natural, non-forcing

2N = 5+♣, COMPETITIVE or better

3♣ = stopper ask

3♦ = no ♦ stop

3♥ = 4♥, forcing

3♠ = 4♠, forcing

3N = partial ♦ stop

3♥ = ♦ stop + 4♥, may have 4♠

3♠ = 4♠, forcing

3♣ = ♦ stop + 4♠, not 4♥

3N = ♦ stop, no major

3♦ = 5+♥, INVITATIONAL or better

3♥ = 5+♠, INVITATIONAL or better

3♠ = 6+♠, INVITATIONAL ONLY

3N = to play (shows ♦ stop)

4♣ = South African Texas xfr

4♦ = South African Texas xfr

4♥ = to play

4♠ = to play

4N = Quantitative

## Transfer Lebensohl (Misc) Specific auctions:

### 1N (2♥ = majors, like DONT)

DBL= Penalty of ♥ (forcing passes)

2♠ = INVITATIONAL+ values, ♠ stop, NO ♥ stop

2N = 5+♣, COMPETITIVE or better

3♣ = 5+♦, COMPETITIVE or better

3♦ = stopper ask in majors

3♥ = NO stop in ♥

3♠ = asking for ♠ stop

3N = got one!

4♣ = Nope,cheapest 4+ suit

4♦ = Nope,cheapest 4+ suit

3♠ = stopper in ♥, no ♠ stop

3N = stop in BOTH majors

3♥ = 6+♥, INVITATIONAL ONLY, even though they bid ♥

3♠ = 6+♠, INVITATIONAL ONLY, even though they bid ♠

3N = to play (can be somewhat gambling they find wrong lead)

4♣ = South African Texas xfr

4♦ = South African Texas xfr

4♥ = to play

4♠ = to play

4N = quantitative

### 1N-X (Penalty)

XX – our hand

2 of suit (5+ suit, not forward-going)

Pass – forces XX or 5-card suit from partner, then

2♣ – ♣ & another

2♦ – ♦ & a major

2♥ – majors

2♠ – ♠ plus desire to compete

### 1N-P-P-X-P-P

Pass – our hand

XX – requests pard to bid 2♣ so we can get out in minor

2♣ – ♣ & another

2♦ – ♦ & a major

2♥ – Majors

After 1N-(X)-XX-(2C, 2D, 2H, 2S)-P-(P)-??? is forcing.

**After 1N-(X)-P-(P)-XX-(P)-P-(2C, 2D, 2H, 2S)-P-(P)-??? is not forcing.**

## Transfers after 2♥ or 2♠

After the auctions 2M → Double: all bids are transfers from 2NT through 3 of our major. The bid may show:

- 1) A long suit and a desire to play it there, or
- 2) A lead direct with a fit for partner.

### After 2♥ → X:

- 1) XX = good hand, penalty oriented. If redoubler bids 3♥ next time, it is invitational
- 2) 2♠ = natural, non-forcing
- 3) 2N = ♣ suit/lead
- 4) 3♣ = ♦ suit/lead
- 5) 3♦ = raise to 3♥ with an honor (A or K)
- 6) 3♥ = raise without A or K
- 7) 3N = to play
- 8) 3♠/4♣/4♦ = fit showing jumps with ♥ support
- 9) 4♥ = to play

### After 2♠ → X:

- 1) XX = good hand, penalty oriented. If redoubler bids 3♠ next time, it is invitational
- 2) 2N = ♣ suit/lead
- 3) 3♣ = ♦ suit/lead
- 4) 3♦ = ♥ suit/lead
- 5) 3♥ = raise to 3♠ with A or K
- 6) 3♠ = raise without A or K
- 7) 3N = to play
- 8) 4♣/4♦/4♥ = fit showing jumps with ♠ support

## Leaping Michaels

After the opponents open a weak 2♥ or 2♠, the following apply:

- a) Cuebid = stopper asking
- b) 4♣ = ♣ + other major (at least 5-5)  
and show GOOD hands, although  
not forcing
- c) 4♦ = ♦ + other major (at least 5-5)  
and show GOOD hands, although  
not forcing
- d) 4M (their suit) = 5-5 minors, a GREAT hand
- e) 4N = 5-5 minors, not as good as 4M
- f) 4 of other M = GOOD hand, to play

e.g., opps open 2♥:

- i) bid 3♥ with:  
Ax x AKQxxxx KQ
- ii) bid 4♣ with:  
AJTxx x Ax AKJxx
- iii) bid 4♦ with:  
AKxxx x AJTxxx x
- iv) bid 4♥ with:  
A x AKJxxx AKQxx
- v) bid 4N with:  
x x KQJxx AQJxxx
- vi) bid 4♠ with:  
AKJTxxx x AKx Qx



## Transfer Responses to Overcalls

### Applies when:

The opponents open the bidding in a suit at or below the 3-level, we make a simple overcall at or below the 3-level, and the next player takes an action that permits a simple cue-bid of opener's suit.

### How it works:

1. A single raise shows 5-9 support points, usually with only 3-card support.
2. With 4-card support, advancer has the following options: preemptive jump raise, jump cuebid (limit raise), double jump cuebid (splinter), and a fit-showing jump (if the overcall was a major).
3. Transfers start with the cuebid. This applies to passed and unpassed hands. Note that a simple suit bid below the level of a cuebid is natural and forcing (by unpassed hand) or not forcing (by passed hand).
4. A simple new-suit bid above the level of a cuebid is a transfer showing length in the next higher suit.
5. A cuebid is a transfer showing length in the next higher suit.
6. A transfer into a new suit followed by a simple return to overcaller's suit shows about 10 points and doubleton support for partner's suit.
7. After a minor suit overcall, jump shifts are preemptive. A jump to game in a major is natural, but not slam-oriented.
8. After a major suit overcall, jump shifts are fit-showing. Double jump shifts are splinters.
9. A 1NT advance shows 9-11 HCP and does not absolutely promise a stopper in opener's suit.
10. After a transfer response, overcaller makes the most natural, descriptive rebid. If he would have passed advancer's takeout in standard methods, he simply accepts the transfer.
11. With 3-card support for overcalled suit, and limit raise values, responder xfers into that suit.
12. With game interest opposite a limit raise, overcaller should not simply accept the transfer. Bids below game are natural game tries, jump shifts are splinters with slam potential, 2N is a natural game try, 3N is a choice of games, and a cuebid asks for a stopper.
13. If opener bids after the transfer advance, opener takes the most appropriate action: pass shows a weak hand or hand unsuited for immediate action. Double shows a good defensive hand with extra values and at least one trick in opener's last-bid suit.
14. If opener doubles the transfer advance, overcaller is relieved of his duty to bid. Redouble shows extra values with at least 4 decent cards in the suit bid.

## Transfer Defense to Michaels

This is a defense to an opponent's Michaels' cuebid (showing 5 of the major not opened plus a minor).

1. Raise to 3 of partner's major = a sound single raise, exactly 3 trumps.

2. Cuebid of opponent's major = limit raise or better, 3+ trumps

3. 2N = transfer to ♣, competitive or better

4. 3♣ = transfer to ♦, competitive or better

5. 3♦ = transfer to our major, 7-9 support points, 4+ trumps  
(Like a Bergen 3♣ (mixed) raise)

Opener accepts the transfer with hands not suitable for other action. This does not promise a fit.

## Defense to Flannery

When the opponents open 2♦ or 2♥ showing 4♠ and 5♥, our actions are:

X = 15-17

2N = 18-20

2♥ = minors

2♠ = natural

## Defense to 1N

### Defense to Weak 1N (where upper limit is 15 or lower) – Cappelletti

2♣ = 1-suiter (partner bids 2♦ to ask which suit, or 2N with strong hand)

2♦ = Majors

2♥ = ♥ plus a minor

2♠ = ♠ plus a minor

2N = Minors

X = Penalty (direct); ♣ (pass out)

### Defense to Strong 1N (where upper limit is 16 or higher) – DONT

2♣ = ♣ plus another (responder bids 2♦ to locate other)

2♦ = ♦ plus a major (responder bids 2♥ to locate major)

2♥ = Majors

2♠ = Weak hand with ♠

2N = Strong distributional hand

X = 1-suiter (responder bids 2♣ to determine suit)

## Responses to Our 3♣/3♦ Preempt

3m – 3♥ is artificial, requesting further description.

3♠ = My suit will run opposite honor doubleton

3N = My suit will not run opposite honor doubleton, but I have ♥ support

4m = neither

4♣ (response to 3♦) or 4♦ (response to 3♣) –RKC in minor opened

## NAMYATS

Opening 4♣ and 4♦ bids show a 4-level preempt in ♥ and ♠ respectively showing 7.5 – 8 tricks.

Responder usually accepts the transfer, ending the auction, however he can make a slam try by bidding the suit just above the preempt. Opener can now cuebid if interested in slam.

## Doubles

Negative doubles after 1 of a suit or 2♣ through 4♦. (At 3-level after 1N opening.)

Responsive doubles through 4♦.

Support doubles and redoubles through 2♥.

Snapdragon doubles through 3♦.

Maximal overcall double (at 3-level when opponents bid suit immediately below ours).

Double of cuebid of raised suit says “don’t lead this suit.”

After 1M-(X)		
Action	1♥	1♠
XX	Our hand	Our hand
1♠	Natural, forcing	-----
1N	5+♣	5+♠
2♣	5+♦	5+♦
2♦	Good ♥ raise	5+♥
2♥	Weak ♥ raise	Good ♠ raise
2♠	Natural, weak	Weak ♠ raise
2N	Limit+ ♥ raise (4+trump)	Limit+ ♠ raise (4+trump)
3♣, 3♦, 3♥, 3♠	Natural, weak	Natural, weak

## Unusual Over Unusual

When an opponent makes an unusual NT overcall showing minors, whether 1N or 2N, our actions are: (bids given are after 2N overcall, and are made one level lower after 1N)

### After 1♥ opening:

3♣ = limit raise, 3-4 ♥

3♦ = forcing with a ♠ suit

3♥ = natural, competitive

3♠ = natural, not forcing

3N - natural

### After 1♠ opening

3♣ = forcing with a ♥ suit

3♦ = limit raise, 3-4 ♠

3♥ = natural, not forcing

3♠ = natural, competitive

3N - natural

## Modified Cappeletti Over 2♦/3♣/3♦ Preempts

When an opponent opens 2♦ (weak)/3♣/3♦ we act as follows:

X = Normal takeout double

Minimum level overcall (except 4♣ over 3♦) = natural, normal

Jump to 3M over 2♦ = natural, better than minimum overcall

Jump to 4M = natural, strong

4♣ = either major-minor 2-suiter or minor 1-suiter and a good hand

4♦ asks which type

4M = suit bid plus unbid minor

5m = 1-suiter in unbid minor

4N – like 5m, but with stopper in their suit, offering to play NT

4♦ = both majors and a good hand

## Suction

Suction is a defense to a strong 1♣ or 1♦ [response to a strong 1♣] (and 2♣ [and 2♦ response] by agreement). Applies at all levels of overcall.

### Over 1♣:

X	=	♦ or Majors
♦	=	♥ or Blacks
♥	=	♠ or Minors
♠	=	♣ or Reds
NT	=	Pointed or rounded
♣	=	♦ or Majors

### Over 1♦:

X	=	♥ or Blacks
♥	=	♠ or Minors
♠	=	♣ or Reds
NT	=	Pointed or rounded
♣	=	♦ or Majors
♦	=	♥ or Blacks

If next hand doubles, advancer redoubles asking overcaller to clarify his holding. If advancer passes the double, he suggests playing the doubled suit. If he bids a suit (non-jump) it is to play.

If next hand redoubles, advancer's pass suggests playing the bid redoubled. A suit bid after a redouble is pass/correct.

Regardless of the action by the next hand, a jump by advancer is pass/correct.

If next hand bids (not double or redouble), a bid by advancer is pass/correct.