

"WayOPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣ 1♦	√	3	2S	11-19HCP 12+ if Bal	Inverted Minors; 2C=4+card support 9+Points ; 3C=5 cards 6	See Note 7/9	Inverted Minor off after Pass/Intervention
1♥ 1♠		5 5	2S	10-19HCP	Splinter, Bergen, 2NT Enquiry See Notes 10&11	2NT see Note 13 for responses	1level Response NF. Double =Take Out 2 Way Drury see Note 12
INT			2S	15-17HCP May have 5 Card Major	2C = NP Stayman /Smolen see note 16 2D2H2S2NT Transfer to H/S/C/D see note 15 for further responses Texas Transfers	Transfer Breaks , See Note 14 5/5 Majors...see note 17	After X Pass=request to XX. Then 4-card suits up if weak
2♣	√			23 + GF or 23/24 Bal	2Major 5 cards in, with at least two of the top three honors, 2 DIAMONDS (waiting).	Puppet/ Stayman after 2NT (23 24) 3C after suit shows bust	
2♦	√			Weak in Both Majors at least 44	See Note 18	See Note 19	
2♥ 2♠		6 6		5-9 Weak 5-9 Weak	2NT Enquiry, To Play 3 of Bid Major Pre-emptive	See Note 13 for responses	
2NT	√			20-22 BAL	Puppet Texas Gerber		
3♣ 3♦ 3♥ 3♠	√ √ √ √	6 6 7 7		Pre emptive Pre emptive Pre emptive Pre emptive			
3NT	√	7		9-10 points =AKQ(J)xxx(x) Minor	3 NT To Play	See Note 20	4C after X
4♣ 4♦ 4♥ 4♠ 4NT	√ √ √	7+ 7+ 8 8		7 + Transfer to H 8-8½ Playing Tricks 7 + Transfer to S 8-8½ Playing Tricks 0-9 Weak Pre-Emptive 0-9 Weak Pre-Emptive Specific Ace Asking	See Note 21 5♣=0 5♦/5♥/5♠/6♣ 1 of bid suit 5nt 2 Aces		
HIGH LEVEL BIDDING							
						RKCB	41/30/ 2,5 Without Q / 2,5 With Q 5NT= 0 or 2 key cards with a useful void 6X= 1 or 3 keycards with a void in suit X if X if lower ranking than the Triumph Suit, if higher bid triumph suit
						Gerber	0, 4 / 1 / 2 / 3 (NT); 30/41/CRO (Suit).

- NOTE 1** After Major suit overcall, cue shows good raise with 3-card support
2NT shows good raise with 4-card support , reponses see Note (13)
 After Minor suit overcall, cue shows good raise with 3-card support
 Natural
- NOTE 2** Either weak (7 – 11 points) or strong (15/16+ points) over 1♣ or 1♦, the 2♦ bid shows both majors (Michaels).- over 1♥ or 1♠, the cue-bid shows the other major and one of the minors (Michaels). 3 Club pass or correct for minor. 2NT shows the two lower ranked other suits (Unusual No-Trump). over 1♣ or 1♦, 3♣ or 3♦, Shows ♠ and other minor
- NOTE 3** (1NT) - 2D (Single Suit Major), responder with a poorish hand:
 (1NT) - 2D - (P) - 2H = Pass / Correct
 (1NT) - 2D - (P) - 2S = Pass if S, but can support H at 3 level.
- Responder with a better hand, enquires with 2NT
 (1NT) - 2D - (P) - 2NT enquiry, and then
 3C/D = Good hand with Hearts/Spades
 3H/S = Poor hand with Hearts/Spades
- NOTE 4 :** (2♦)-4♦=♥+♠; (2♥)-4♦=♦+♠;(2♥)-4♣=♠+♠; (2♠)-4♣=♠+♥;(2♠)-4♦=♦+♥;
 (3♣)-4♣=♥+♠;(3c)-4♦=♦+Major; (3♦)-4♦=♥+♠.
- NOTE 5 :** **Defence Weak 2** X = Take out ,2NT = 15-17 . Suits are natural and forcing.
Lebensohl-style responses apply after X with 2NT as transfer and cue bid as Stayman.
 Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F.
- NOTE 6 :** **Defence to Multi 2♦:** In 2nd/4th: X = 13-16 balanced, 2NT = 17-19, Suits are natural and In 6th Position: X = penalties, 2NT = minors, Suits = natural and balancing.
Lebensohl-style responses apply after X with 2NT as transfer and a 3♦ cue bid as Stayman.
 Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F
- NOTE 7:** 2 Way Check Back 2♣ Forces 2♦ inviting; 2♦ GF
 After 1m-1M-2NT, 3♣ asks opener about his Majors:
 3♦=3card support with the other Major X. 3M=3-card support without 4-cards in other Major.3X=4-card Major X; 3NT=No interest in either Major.
- NOTE 8:** Long suit trial bids. e.g. 1M-2M-3new shows game interest with length in new suit.
 1m-2m-2new is a try for 3NT with values in the new suit
- NOTE 9:** 2H,2S 3 / 4 Cards GF, 2NT Min Bal NF, Responder 3 level bids in other suits GF.
- NOTE 10 :** Splinter unnecessary SINGLE jump shows SINGLETON
 Unnecessary DOUBLE jump shows VOID
- NOTE 11:** Bergen style responses with 4-card support for Major. 2N=11+ (Note 16A),
 3♣=9/10,3♦=7/8,3M=0-6
- NOTE 12;** 2 Way Drury after 3rd and 4th seat bid : 2♣ 10/11points and 3-card support
 2♦10/11 4card support and 10/11 points, 2NT 10/11 Bal and Natural

- NOTE 13:** 3C = any minimum
 3D = non minimum no shortage
 3H = non minimum C singleton
 3S = non minimum D singleton
 3NT = non minimum OTHER M singleton (H contract can be Spade Void)
 4C = non minimum C Void
 4D = non minimum D Void
 4H = non minimum H Void (Spade Contract Only)
 After 3C , 3D enquiry responses as 3H to 4H above. 4 of Bid suit to play

NOTE 14: Major Transfer 1NT-2d/h (Transfer to H/S)
 Break to 3 of Major with 4 cards and minimum; responder in control.
 Break to 2NT with 4 cards and maximum; repeat the transfer request, responder in control..
 Minor Transfers 1NT - 2S (transfer to C) 1NT - 2NT (transfer to D or weak 5-5 minors)
 (3C/3D with max points, min 3-card support with 1 of top 3 Honours. 2NT/3C response not interested.

NOTE 15: 1NT - 3C 5-5 minors Invitational
 1NT -3D is 5-5 Game Force
 1NT - 3H is values for game, 5-4 in minors, singleton Heart
 1NT - 3S is values for game, 5-4 in minors, singleton Spade

NOTE 16: 1NT - 2C non-promissory Stayman
 2D - 3H/S 4 card H/S with 5 card other Major allowing opener to choose game,
 2D 2NT - 3C MAX 17 points asking; if 2C was 5-4 Major type hand bid , else 3NT.

NOTE 17: Responding with 5-5 Major
 1NT -2D -2H-2S Weak
 1NT – 2D-2H-3H Inviting
 2H - 2S - 4H Choice of Game: H/S/NT 4NT would be V unusual with Opener 2-2 in Majors.
 2H - 2S - 3H Slam interest.

NOTE 18: 2H / S to Play, 2NT forcing Relay, 3C to play
 3D invitational with 33 Major, 3H/ S Preemptive.

NOTE 19: ReBid after 2D 2NT: 3C minimum , 3D = 55 Majors, 3H Max with 5H & 4S
 3S Max with 5S & 4H, 3NT Max with 44M

Responses after 2D 2NT 3C: 3D= Repeated Relay, 3H/3S= inviting.

ReBid after 2D 2N 3C 3D: 3H = 5H & 4S , 3S= 5S & 4H , 3NT = 44M

NOTE: 2D 2NT 3D 3H/S Slam inviting

NOTE 20: **After 3NT** (Solid Minor) 4/5/6/7♣=Pass/Correct. 4♥/♠Natural to play.4/5NT=Bid 6/7 with 8 cards.
 4♦=Asks Shortage: 4♥/♠=Singleton or void. 4N=No Shortage; 5♣/♦=Suit; short in ♣/♦.

NOTE 21:NAYMATS: 4♣/♦=Texas to 4♥/♠. 4♥/♠ resp. to play,
 4♣-4♠=cue; 4♣-4N=no ♠control.4♦-4N=init cue.
 4♣-4♦ asking: 4♥: 7 tricks in ♥ + a king; 4♠: 8 solid ♥ + K♠; 4NT: 7 tricks in ♥ + an ace.
 5♣: 8 solid ♥ + K♣; 5♦: 8 solid ♥ + K♦; 5♥: KQJxxxxx + one side-suit trick
 4♦-4♥ asking: 4♠: 7 tricks in ♠ + a king; 4NT: 7 tricks in ♠ + an ace; 5♣: 8 solid ♠ + K♣.
 5♦: 8 solid ♠ + K♦; 5♥: 8 solid ♠ + K♥; 5♠: KQJxxxxx + one side-suit trick.