

1H/S: Natural, 5+ cards suit

- ❑ Pass
- ❑ 3/4H/S: Pre-empt
- ❑ 4C/D: Typically 5+ fit and a 5+ side suit and enough values for game.
- ❑ 3S over 1H: As above
- ❑ 3H over 1S: As above
- ❑ 4H over 1S: To play
- ❑ 4S over 1H: To play
- ❑ 2H/S: 3+ fit, constructive raise (If weaker responder bids 1S/NT and gives preference later). The opener can try for game with 2NT if balanced and with a new suit otherwise.
- ❑ 3C: Limit raise. Opener can relay with 3D. Follows:
 - 3H/S: 4+ fit, no short suit
 - 3S/H: 3-card fit with a void. 3NT/3S is a relay. Follows:
 - 4C/D: Void in clubs/diamonds
 - 4H/3NT: Void in the other major
 - 4C/D: 3-card fit with a singleton in clubs/diamonds
 - 3NT: 3-card fit with a singleton in the other major suit
- ❑ 3D: Splinter. Opener can relay with 3H. Follows:
 - 3S: Void. 3NT is a further relay. Follows:
 - 4C/D: Void in clubs/diamonds
 - 4H: Void in the other major suit
 - 3NT: Singleton in the other major suit
 - 4C/D: Singleton in clubs/diamonds
- ❑ 3NT: 12-14 HCP, balanced with a 3-card fit in hearts/spades
- ❑ 2NT: 12+ HCP in a balanced hand with a 4-card fit OR 15+ HCP in a balanced, semi-balanced or a 4441 hand.
 - Shift: 4+ suit
 - 4H/S: 6+ suit, very weak opening
 - 3H/S: 6+ suit, otherwise
 - 3/4/5NT: 5332
 - Jump shift: 5440 (Splinter)
- ❑ 2/1 Shifts: 4+ suit (5+ hearts), game forcing
 - 3NT: 15-17 HCP, 5332, stoppers
 - 2NT (Mini-Max): All other 5332 with stoppers
 - Raise: 3+ fit with a good hand (a minimum hand would first re-bid 2H/S)
 - Double raise of a minor: Fit, slam interest
 - Double raise of hearts: 5422, minimum opening
 - Shift: 3+ suit (4+ hearts/spades)
 - Double shift: Splinter
 - Double re-bid (3H/S): 6+ hearts/spades, good hand, good suit
 - Re-bid (2H/S): Otherwise

- ❑ 2S over 1H: 6+ spades, weaker than weak 2 opening
- ❑ 1NT over 1H: 5+ spades, round forcing
 - 2C/D: 3+ suit, non-forcing
 - 2H: 6+ hearts
 - 2S: 3+ fit, minimum
 - 2NT: 17-19 HCP, 2533, stoppers. 3C by responder is Wolf sign-off.
 - 3C/D: 3+ suit, game forcing
 - 3H: 6+ hearts, limit
 - 3S: 3+ fit, limit
 - 3NT: 3+ fit, strongest possible bid
 - 4C/D: 4+ fit, Splinter
 - 4H: To play
 - 4S: 4522

- ❑ 1S/NT: Otherwise, round forcing. May be a tactical bid with a very weak hand with 3-card fit to avoid passing.
 - 1NT: 4 cards in spades
 - 2C: Min with 5332 or 4+ clubs
 - Pass
 - 2D: Limit, (2 hearts/spades)/(5+5+ minors)/(6+ diamonds)/(5+ hearts after 1S opening)
 - 2H after 1H opening: Min, 5 hearts
 - 2S after 1H opening: Max, 3514
 - 2H after 1S opening: Min, 2 or 3 hearts, 5 spades
 - 2S after 1S opening: Min, 0 or 1 heart, 5 spades
 - 2NT: Max, balanced or semi-balanced
 - 3C: Max, 5+5+
 - 3D: Max, 5134/1534
 - 3H after 1S opening: Max, 5314
 - 3H/S: Max, 6+ hearts/spades and 4 clubs
 - 2H/S: Preference with 2+ hearts
 - 2H after 1S opening: 6+ hearts, sign off
 - 2S after 1H opening: Limit, club fit
 - 2NT: Limit, short in hearts/spades
 - 3C: Limit, 6+ clubs
 - 3D: 6+ diamonds, sign off
 - 3H/S: Limit, 3-card fit, no short suit
 - 3H after 1S opening: Limit, good 6+ hearts
 - 3S after 1H opening: Game, club fit, no heart fit
 - 3NT: 12-14 HCP, balanced, no fit
 - 4C: 6+ clubs, freak distribution
 - 4H after 1S opening: To play

- Other shift: 4+ suit, non-forcing
- Re-bid (2H/S): 6+ suit
- 2NT: 17-19 HCP, 5332. Next suit bid by responder is a transfer; 3NT is to play.
- Jump or reverse shift: 3+ suit (4 if hearts or spades), game forcing
- Jump re-bid (3H/S): 6+ suit, good hand, good suit
- 3NT: To play

Responses after opponent's Takeout DBL

- Raises: Pre-emptive
- 1NT: 3-cards fit, constructive or stronger
- 2NT: 4+ fit, constructive or stronger
- 3NT: 4+ fit, balanced, game or stronger
- 1/1: Natural, forcing
- 2/1: Natural, non-forcing
- RDBL: 9+ HCP, no fit
- Jump shift: Weak
- Others: un-changed

Responses after opponents Natural Overcall

- Raises: Pre-emptive
- 2NT: 3-card fit, limit+
- DBL: Negative up to 4D
- New suit: Natural, round forcing
- Jump shift: 5+ suit, 5+ fit, game values
- Cue-bid: 4+ fit, limit+
- Jump cue-bid: Splinter
- 1NT: Stopper, limit

Responses by a passed hand

- 2C (**Drury**): 3-cards fit. The developments are (**Reversed**):
 - 2H/S: Sub-minimal opening hand
 - 2H after 1S: 5+4+, normal opening hand
 - 2D: Normal, but minimal opening hand
- 2D (**Double Drury**): 4+ fit. The developments are (**Reversed**):
 - 2/3/4H/S: Pre-emptive
 - 2H after 1S: 5+4+, normal opening hand
- 2H over 1S: Natural, non-forcing
- Jump shift: Good suit and 4+ fit
- 2NT: 5+5+ in the minors OR Splinter
- 1S: As if responder had not passed
- 1NT: Semi-forcing. Developments are the same except that opener can pass