

1C/D: Natural, best minor (1C with 4333/3433)

- 3/4/5C/D: 5+ fit, pre-empt
- 2C/D: 4+ fit, round forcing. At least the equivalent of a limit raise to 3C/D.
 - 3NT: 18-19 HCP, exactly 3 cards in opening suit
 - 2NT: Round forcing, stoppers in the other suits
 - 3C/D: Sign off
 - New suit: Singleton in the suit.
 - 4C/D: RKCB
 - Jump in a new suit: Asking bid in the suit (See “Slam conventions”)
 - NT: Quantitative
 - New suit (X): Forcing, stopper, denies stopper(s) in any lower un-bid suit
 - 3C/D: Sign off
 - New suit: Forcing, stopper, denies stopper(s) in any lower un-bid suit.
 - NT: Quantitative with all remaining stoppers
 - 3X: Splinter.
 - 4C/D: RKCB
 - 4X or Jump in a new suit: Asking bid in the suit (See “Slam conventions”)
 - Jump in new suit: Splinter
 - 4C/D: RKCB
 - 3C/D: Minimum, unbalanced
 - Double jump in a new suit: Asking bid in the suit (See “Slam conventions”)
- 2C over 1D: 4+ suit, Forcing to 4C or 4D
 - 3NT: 18-19 HCP
 - 2NT: Stoppers in the majors
 - 2H/S/3C: 5-4, at least a good opening hand (less than a reverse)
 - 3H/S: Splinter. Fit in clubs
 - 4C: RKCB with trump clubs
 - 3D: 6+ good suit, at least a good opening hand (less than a reverse)
 - 2D: Otherwise (may have 3 small diamonds in the worst case)
- 3C over 1D: Good 6+ suit, weaker than 2C over 1D
- Other Jump Shifts: 6+ suit, weak – slightly below the range of a weak 2 opening
- 1D (French Walsh): Natural, round forcing. If done with a 4-card major suit, it must be either with Game Forcing values or with Invitational values and 5431 or 5422 concentrated in the 2 long suits (5 diamonds and 4 in a major).
 - 1H/S: 4+ hearts/spades, un-balanced
 - 1S: 4th Suit Forcing
 - 1NT: 11-14 HCP, 5-4, stopper in spades
 - 2NT: 15-17 HCP, 5-4, stopper in spades
 - 3NT: 18-19 HCP, 5-4, stopper in spades
 - 2D: 11-14 HCP, 1435
 - 3D: 15+ HCP, 1435
 - 2S: 11-14 HCP, 4414 or 4405

- 3S: 15-17 HCP, 4414 or 4405
- 2C: 11-14 HCP, 5+ clubs and 4 hearts, no spade stopper
- 2H: 15-17 HCP, 5+ clubs and 4 hearts, no spade stopper OR 6+ clubs and 5+ hearts
- 3C: 15-17 HCP, 6+ clubs and 4 hearts

- 2H/S: 15+ HCP, 4+ fit
- 3H/S: 10-11 HCP, 4-card fit
- 4H/S: 12-14 HCP, 4-card fit, no short suit
- 4D: 4-card fit in a 5422 concentrated in the 2 long suits
- Double Jump in a new suit: Splinter
- 3C/D: Invitational
- 2S/3H: The “impossible bid”. 6 diamonds and 5 spades/hearts.

- 1NT: 12-14 HCP, balanced, may have 4-card major suit(s)
 - 2C: Checkback Stayman
 - 3C: Club fit, invitation to game
 - 2D: Sign off
 - 3D: 6+ diamonds, invitation to game
 - 2H/S: 5+ diamonds and 4 hearts/spades, concentrated in the long suits, invitation to game

- 2H/S: 5+4+, reverse
- 2NT: 18-19 HCP, balanced, may have 4-card major suit(s)
 - 3C: Wolf sign off
 - 3D: 6+ diamonds
 - 3H/S: 12+ HCP, 5+ diamonds and 4 hearts/spades

- 3H/S: Splinter

- 1H/S: Forcing for one round, 4+ suit
 - 1NT: 12-14HCP, balanced
 - 2C: Checkback Stayman
 - 2D/3C: Weak, canapé
 - Jump in a new suit (not clubs): 5+5+, invitation to game

 - 2NT: 18-19HCP, balanced
 - 3C: Wolf sign off
 - 3D: Checkback Stayman
 - 3H/S: Forcing
 - 4H/S: Sign off
 - 3H after 1S: 5+5+ in majors, slam interest
 - 4H after 1S: 5+5+ in majors, choice of game

 - New suit: Not forcing
 - Jump (or reverse) in new suit: Forcing
 - Repeat opening suit: Not forcing, 5+ suit
 - Jump in opening suit: Not forcing, 6+ good suit
 - Double jump in new suit: Splinter. Fit in responder's suit
 - 2/3/4H/S: Limit, 4+ fit
 - Double jump in opening suit (4C/D): 4-card fit, 5422 distribution with good 5-card suit
 - 3NT: 4+ fit, strongest possible bid

- ❑ 1NT over 1C: 8-10 HCP, no other bid possible
- ❑ 1NT over 1D: 6-10 HCP, no other bid possible
- ❑ 2NT: Invitation to 3NT
- ❑ 3H/S: Preempt with a good playing suit (i.e. QJ109876) but generally weaker than a 3H/S opening
- ❑ 3NT: Sign off, no interest in slam
- ❑ 3D over 1C: Both minors, competitive
- ❑ 4C over 1D or 4D over 1C: Long broken suit
- ❑ 4H/S: Sign off

Responses after opponent's Takeout DBL

- ❑ Simple raise: Inverted
- ❑ Jump raises: Pre-emptive
- ❑ 1NT: 3+ fit constructive or limit; Not forcing, denies a 4 card major
- ❑ 2NT: 5+ fit limit or stronger; Round forcing
- ❑ 3NT: 5+ fit, balanced, game; Not forcing
- ❑ 1/1: Natural, forcing
- ❑ 2/1: Natural, non-forcing
- ❑ RDBL: 9+ HCP, denies 4-card fit
- ❑ Jump shift: Weak
- ❑ Others: un-changed

Responses after opponents natural overcall

- ❑ Simple raise: Inverted
- ❑ Jump raises: Pre-emptive
- ❑ DBL: Negative up to 4D
- ❑ New suit: Natural, round forcing
- ❑ Cue-bid: Asking for a stopper or 4+ fit, limit+
- ❑ Jump cue-bid: Splinter
- ❑ Jump shift: Good suit and good fit
- ❑ NT: Stopper, limit