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# Precision and Superprecision Bidding

by Belladonna and Garozzo

## 1C Opening Bid - (almost) any 16+ HCP hand

### Response Summary

1D = 0-7 HCP

1H/1S/2C/2D = 8+ HCP, 5+ suit (longest suit, or higher of equals)

1N = 8-13 HCP balanced (if contains 5m, it is weak one)

2H/S = 4-7 HCP, 6-7 cards, 2 of 4 top honors (not AK)

2N = 14+ HCP balanced

3C = 8-13 HCP, 1444 or 4441 (black singleton)

3D = 8-13 HCP, 4144 or 4414 (red singleton)

3H = 14+ HCP, 1444

3S = 14+ HCP, 4441

3N = any solid 6/7-card suit and 1+ side controls (A or K) (if 7-order maybe no side ctrl)

4C = 14+ HCP, 4414

4D = 14+ HCP, 4144

### After 1C-1D

#### Opener's rebids

1H/S = 5+ cards, or 4-card with side 5+ minor, or maybe 4441, NF

1N = 16-19 HCP

2C/D = 5+ cards, NF

SJS = GF, <4 losers, 4+ cards if M

2N = 20-22(-) HCP

3H/S = one-suiter, 8.5-9 tricks

3N = 25-27 HCP bal

#### A. 1C-1D-1N-

Pass = 0-5

2C = 6-7 HCP, either 4441 or balanced

2D = 16-17 HCP, no 4-card major

2H = 1444, 2S = 4144, 2N = to play

2H = 16-18(-), 4H

Pass = 4H min, 2S = 4S not 4H, 2N = to play, 3H = invit

2S = 16-18(-), 4S

Pass = 4S, 2N = to play, 3S = invit

2N = 18 HCP, no major

Pass/3NT = to play

3C = 18-19 HCP, at least one major, GF

3D = Stayman (promises a major), 3N = no major interest

3D = 19 HCP, no major, GF

3H = 1444, 3S = 4144, 3N = to play

(continuations for bids below just like after opening 1N)

2D = xfer to 2H

2H = xfer to 2S (may be 4S-5m invite)

2S = 6-7 HCP, 5-5 in touching suits

2N = weak minor, or 6-7 HCP 5-5 in non-touching suits

3m = invit

3M = invit

B. 1C-1D-2N (see opening 2NT for developments)

Pass = 0-3 HCP

3C = Stayman with a major

3D = no major (3M = 5M-4oM)

3H/S = natural

3D/H = xfer (new suit rebid = 5-4-[3-1] dist)

3S = 5-5 touching suits, GF

3N = to play

4m = 5-5 non-touching suits, GF, lower of pair

C. 1C-1D-3N

Pass = to play

4C = interest in majors, or slam-going unbal hand

4D = no major

4M = 5-cards, no slam (4N to play)

4N = slam invite, 5-4(+) unbal dist. (5m = 4m333, 5M = 3M-4c-4d)

5m = 6-cards, min, side major

5M = nat, slamtry in suit

6m = to play, with side major

4H = 4-cards

Pass = to play

4S = 5S, slam interest (3N = 3433, 4m = 4-cards)

4N = slam try (demands bid second suit or 5H)

5m = 6m-4S, min

5H = TAB

6m = to play, with 4S

4S = 4-cards (4N = as above, 5m/6m as above, 5H = slam try H, 5S = TAB)

4D = slam try, D or both minors

new suit = natural with good D supp.

4N = min, no fit (Pass = min, 5C = 2-suiter min, 5D = max 1-suiter, 6C = max 2-suiter)

4M = to play

4N = 7 HCP bal (if opener max, bid up-the-line)

5any = 6-7 HCP, 6-card suit

D. 1C-1D-1M

Pass = 0-2 HCP, 2-3 cards

1S = 4-7 HCP 4+ cards, or 3 HCP 5+ cards

1N = 4-7 HCP (denies spades)

2lower = 4-7 HCP 5+ cards, may hold 3-card supp.

raise = 3-5 HCP, 3-4 cards

3m = 6-7 cards, 2 of 3 top honors

double-raise = 6-7 HCP, 4+ cards

2S/1H or 3H/1S = 7-cards

4m = 6-7 HCP 2 ctrls (at least one of which is in m bid), any splinter

E. 1C-1D-2m

Pass = worthless hand

2 suit = 5-7 HCP, 4+ cards

2N = 5-7 HCP, bal

3M = 7-card suit

raise = 5-7 HCP, Hxx supp. , no 5M

4C/D = 4+ support, 2 cntrls, any splinter (4om shows cue, 4m denies that cue)

F. 1C-1D-SJS

2M = < 4 losers, 4+ cards (2S denies 4H), begins GAB's

### GAMMA ASKING BIDS

1-step = xx(x)    2-step = x/--    3-step = H(x)    4-step = Hxx

5-step = xxxx    6-step = Hxxx    7-step = HH(x)    8-step = HHxx

(over interference, responder bids normal if not stolen, else passes, and bids original steps over opener's X)

- After a GAB showing 0-3 cards, new suit (NT = the response suit) is same GAB.
- After a GAB showing 4+ cards, a fit is found, and new suits are cue-bids.
- After responder shows equal holdings in 2 GAB's, if opener bids a third suit, it asks responder to choose the his stronger of original two asked suits.
- After 2 GAB's, opener can rebid an asked suit to show an extra card (5, usually), which negates the possibility of playing in the second-asked suit, which was probably a fragment.

3m = < 4 losers, 5+ cards, no side major

3D = 4+ D, no 5M

3H = 5+H (4H = to play, 3N = 0-1H, 3S = cue with good H fit, 4m = doub H, 4om = natural)

3S = 5+ S (3N = 0-1S, 4m = 2S or cue with 4S, 4S = to play, 4om = natural)

3N = 6-7 HCP natural (may be weaker over 3D)

4m = Hxx+, at least one side cntrl (cue or sign-off)

### G. 1C-1D-3M

Pass/4M = to play

3NT = rare = to play

cue = 2 ctrls, good trumps, and any side shortage

## 1C-1H/1S/1N/2C/2D continuations

### 1C-1H/S

1N = CAB (control asking bid)

1-step = 0-2 ctrls, 2-step = 3 ctrls.... 5-step = 6+ ctrls (after 1-step, 4C asks 0/1/2)

exceptional responses:

- 3N = solid 6-card suit (4C asks 0, 1, 2... outside ctrls)
- 3H = semi-solid 6-crd suit (4C asks 0-2, 3, 4, ... total ctrls)
- 4H = broken 7-crd suit, no side A/K
- SJS = 6-5 or 6-6, 2+ honors in the 2 suits

simple new suit = OMEGA (or SUPPORT) ASKING BID (SAB)

(supp. = Hxx or xxxx; min = 8-10HCP <4 ctrls; max = 11+HCP 4+ ctrls)

1/2-step = no supp min/max, 3/4-step = supp min/max; 5-step = 4-crd supp max

(3H = 6-7 crds no supp., SJS = 6-5+ 2-suiter no supp.)

Following the SAB:

re-ask = REPEAT SAB

(if denied supp, steps are x/xx/xxx/H/Hx/HH)

(if showed supp, steps are Hxx/Hxxx(x)/HHxx/HHH(x))

raise = TAB

4C = MODIFIED CAB

(if responder is min 0-1/2/3 ctrls, if max 3/4/5... ctrls)

raise = TAB (0, 5crds 1, 5crds 2, 6crds 1, 6crds 2)

May ask again, in a REPEAT TAB. If shown:

1 honor: 1<sup>st</sup> step = honor + jack, 2/3/4 steps = Q/K/A

2 honors: 1<sup>st</sup> step = 2 + jack, 2/3/4 steps = KQ/AQ/AK

If show jack, REPEAT REPEAT TAB asks other honor(s) as above

double raise = 18-19+ balanced, good trumps (xxxx or HHx)

game raise = minimum bal, 4-crd fit

DJS = 16-18 splinter

SJS = DELTA ASKING BID (DAB) -

steps are : -/x, xx, xxx, 1-honor, 2-honors, 3-honors(!)

4C = CAB (even when bid late in an auction), unless clubs is nat. suit, then 4D is CAB

4N = BLKWD

### 1C-2C

2H/S/N(=D) = SAB

SJS = DAB

3C = TAB

3N = 4441 16-18 HCP

2D = relay (2H/S = nat, 2N = D, 3C = 6C, 3D = 6-4, 3H+ = 3325 0-2/3/4... ctrls)

Principles in auction following 2D relay:

1-step = a) if 2-suiter with major, asks for distrib. [ b) else = CAB], specifically:

2H-2S - (2N = 4405, 3C = 6C, 3D = 1435, 3S = 3145, 3H/N = 2425 min/max

4C = 6C-5H, 4D = 0445)

2S-2N - (3C = 6C, 3D = 4135, 3H = 4315, 3S/N = 4225 min/max, 4C = 6C-5S,

4D = 4045)

2N-3C - (3H = 1345, 3S = 3145, 3D/N = 2245 min/max, 4C = 6C-5D)

After distrib. shown:

cheapest non-suit = CAB, responder's suit below game = TAB

2-step = CAB always (used when 2-suiter shown)

raise or raise after CAB/dist ask = TAB

game bid = to play always

others = natural, start a dialogue

### 1C-2D

2S/N(=D)/3C = SAB

3M = DAB

3N = 4414 16-18 HCP

2H = relay (2S/N/C = S/H/C, 3D = 6D, 3H = 6-4, 3S+ = 3352 0-2/3/4... ctrls)

Principles of auction following 2H relay:

1-step = dist. ask if 2-suiter (else normal CAB), specifically:

2S-2N - (3C = 4153, 3H = 4351, 3D = 6D, 3S/N = 4252 min/max, 4C = 4054,

4D = 6D-5S)

2N-3C - (3D = 1453, 3S = 3451, 3H/N = 2452 min/max, 4C = 0454, 4D = 6D-5H)

3C-3D - (3H = 1354, 3S = 3154, 4C = 5-5, 4D = 6-4, 3N = 2254 min, 4H/S = 2254

max 3/4+ctrls, 5C/D = 6-5 min/max)

2-step = CAB always

raise or raise after CAB/dist ask = TAB

game bid = to play always

others = natural, dialogue

### 1C-1N

2D/H/S/3C = 5+ suit, SAB

2C = asking relay (normal hands, slam hands, 5-4M's)

2D = 8-10 HCP, 4H

2H = 4H, 16 HCP (pass = bad 8, 2N = 3433 good 8, 2S = good 8 any 4432, 3H = 9 HCP

4333, 3N = 10 HCP any 4432)

2S = 16-20, 4S, not 4H (2N = 8 no fit, 3/4S = min/max fit, 3N = 9-10 no fit)

2N = slammish, but no M (3C/D/S = nat, 3H = 3433, 3N = weak 5-crd minor [this

last case, 4C asks minor, 4D = D, 4H = C])

after this, opener may raise 4C/D/S as trump-asking

3C/D/S = BETA-ASKING BIDS (BAB), 5+ cards

1-step = xx/xxx, 2-step = Hx, 3-step = Hxx, 4-step = HH, 5-step = HHx

3H = slammish Trump Asking (3S+ = 0/1/2/3 top H honors)

3N = to play, 20-21 no major

4C = CAB  
 4H = to play  
 4N = BLKWD  
 2H = 8-10 HCP, 4S, denies 4H  
     2S = 16-18, 4S (2N = 4333 8 HCP, suit = doubleton 8 HCP, 3S = 4333 9 HCP,  
         3N = 4333 10 HCP, 4S = non-4333 max)  
     2N = 16 HCP, no fit, NF  
     3C = slammish relay (3D = 4D, 3H = 4C, 3S = 4333, 3N = weak 5m[4C asks minor:  
         4D = D, 4H = C])  
     3D/H = BAB, as above, 5+ cards  
     3S = slammish, Trump-Asking (0/1/2/3 top honors)  
     3N/4S = no slam  
     4C = CAB  
     4N = BLKWD  
 2S = 8-10 HCP, no major  
     2N = 16 HCP, NF  
     3C = slammish relay (3D = 4m333[3H asks D/C], 3H/S = (23/32-44), 3N = 5m [4D  
         asks C/D])  
     3D/H/S = BAB, 5+ cards  
     3N = no slam  
     4C = CAB  
     4N = BLKWD  
 2N = 11-13, any 4333 or 5D  
     3C = asks which suit (if 3D, then 3H asks 4/5 D), then  
         game = sign-off, 4m if has shown suit = TAB, new suit = cue (asking to cue  
         if holding 3+ ctrls, else return to suit)  
     3D/H/S = nat  
     3N = to play  
     4C = CAB  
     4N = BLKWD  
 3C = 11-13, 4C and 4-higher  
     3D = relay for other suit (N=D) (game = to play, 4C = CAB, 4D = TAB if shown, new  
         suits cue-bids asking to cue if 3+ ctrls)  
     4C = TAB  
     4D = CAB  
     4N = BLKWD  
 3D = 11-13, 4D-4H  
     3H/4D = TAB  
     3S = cue (cue if 3+ ctrls, else 3N)  
     3N/4H = to play  
     4N = BLKWD  
 3H = 11-13, 4H-4S  
     3S = TAB, 4C = CAB, 4M = to play, 4N = BLKWD, 4D = cue (asking cue if 3+ ctrls)  
 3S = 11-13, 4S-4D  
     3N/4S = to play, 4C = CAB, 4D = TAB, 4N = BLCWD, 4H = cue inviting cue (above)  
 3N = 11-13, bad 5C (4C = CAB, 4N = BLKWD)

## 1C-2NT continuations

3C = usually balanced  
 (developments after these bids same as 1D-2N-3C.. developments)  
 3D = 14-16, 4333/3433/44(32)  
 3M = 14-16, M + minor  
 3N = 14-16, no M  
 4-any = 17-19

4-any = 20+  
3D/H/S/N(C) = SAB  
4C = CAB  
4N = BLKWD

## Special Response continuations

### 1C-2M

Pass/4M = to play  
new suit = 5+ cards, F1 (raise = 3+ crds, 3NT = max no fit, rebid M = min no fit, cue = max fit)  
raise = invit  
2N = relay (3C = QJ in suit, 3D = AJ/KJ in suit, 3H = AQ/KQ in suit)

### 1C-3N

4C = asks for outside ctrls (0/1/2... if 0, then 7-crd suit) then,  
4N (or 5C/4N) = asks shortage (suit = sing, JS = void [if lower, bid it, else just 6 of own suit])  
4D = asks suit (N = D)  
4N = BLKWD

### 1C-3m

relay = asks l/h sing., then  
4C = nat (unless sing, then is CAB)  
4D = CAB (unless sing is C, then TAB)  
sing M = TAB (??)  
3H/4D (over 3C), or 3S/4C (over 3D) = TAB, then  
Game in NT or suit = to play  
4C (or else lower of 2 possible sing's if taken, else 4NT) = CAB  
4H/S (over 3C/D respectively) = to play, NF

### 1C-3M/4m

sing = CAB (3/4/...), then can re-cue sing to ask # queens (0/1/...)  
suit below game = TAB (0/1...)  
game = to play (16+ may cue continue)  
NT = to play, wasted values

## Handling Interference

### 1C-(X)-

Pass = 0-5  
if passed round to opener - normal rebid  
if RHO bids - pass = min, 1N = 19-20, bids = non-crap, X = takeout  
1D = 6-7 HCP (see above)  
1M/2m = as normal  
if RHO bids, X = heavily suggestive (trap-pass with stack), NT = non-min with stop,  
cue = max, asks stop or advance cue for slammish raise  
XX = 8-13 balanced (South bids as over 1M/2m above)  
1N = 14+ bal  
2M = 3-7 HCP pree. (NS = F1)  
3Y/4m = normal 3-suiters

### 1C-(1D/H/S)

Pass = 0-6 (1N = 19-20, cue = real good hand)  
Dble = 7+ HCP, 0-2 ctrls (cue suggests bal no stop or splinter or strong 1-suiter, JQ = self-sufficient  
1-suiter, bids normal)  
1N = 3 ctrls + stopper (cue = expose psyche, X = pen)

2C = 3 ctrls, no stopper (2N = bal[3C = baron, 3else = 5+], cue = nat!, bids = 4+ cards)  
2D = 4 ctrls, as above  
2N = 5+ ctrls (3C = baron, else = 5+ suit)  
1M = 8+ HCP, as if undisturbed  
2M (even non-jump) = 6-crd suit, 2 top honors, 3-7 HCP (even if cue)  
3m = KQ or AQ 6<sup>th</sup>  
3M = KQ 7<sup>th</sup>  
3N = solid 6-crd suit and outside ctrl (or 7-crd suit and maybe no outside ctrl)

#### 1C-(1N->2S)

Pass = 0-6 HCP (Dble = strong bal with a 4M(hmm), 2N = 21-22, suit = nat, cue = GF, JQ = nat self-sufficient exposing psyche)  
Dble = 7+ HCP 0-3 ctrls (as over 1-level X)  
2N = 3 ctrls + stopper, or any 4 ctrls (same as over 1-level)  
cue = 5+ ctrls (nat bidding)  
2suit = 6 to 2 top honors, 3-7 HCP  
JS = KQ 7<sup>th</sup>  
3N = solid 6/7 crder, as before

#### 1C-(2N->3S)

Pass = 0-6 (as above)  
Dble = 7+ with 0-4 ctrls, bal  
3N = 3-4 ctrls with stopper  
cue = 5+ ctrls  
suit = GF

#### 1C-1D-(bid)

Dble = non-min, bal with a 4M  
NT = 20-22 HCP  
suit = nat  
cue = GF  
JQ = exposes psyche, excellent suit and hand

#### 1C-pos-(bid)

Dble = penalty  
bids = natural

### **1D Opening Bid (2+ cards, 11-15)**

#### Responses

Pass = 0-5 HCP, preferably with 4 diamonds or a major to run to later  
1M = 5+ HCP, 4+ suit  
1N = 8-11 HCP, no major  
2m = 11+ HCP, 4+ cards  
2N = 16+ HCP balanced  
2H/S/3C/D = 12+ HCP, good suit (5+M, 6+m)  
3M/4m = preemptive  
3N = 13-15 HCP bal, no major

### **1D-1H continuations**

1S = 4S, not 4H  
1N = 8-11 HCP, no 4S  
2m = 6-10, 4H-5m or 5H-4m, NF  
2H/3H/4H = to play/invit/to play



2S/3S/4S = 8-10/invite/to play  
 2N/3N = invite/13-15  
 3m = GF, 5+H, 3+m, can be cheaper stopper  
 4m = slamtry in S, good trumps, cheapest cue  
 4N = RKC  
 1N = 11-14(-) HCP bal  
 2m = 6-10, 4H-5m or 5H-4m, NF  
 2H/3H/4H = to play/invite/to play  
 2S = 4<sup>th</sup> suit forcing or nat, GF  
 2N/3N = invite/to play  
 3m = GF, 5+H, 3+m  
 3S = 6H-5S GF  
 4N = BLK  
 2C = unbal, 5/6C, 2+ D  
 2D/2H/3H/4H = to play/to play/invite/to play  
 2S = semi-natural, GF  
 2N/3N = invite/to play  
 3C = invite  
 3D = 5+ H, 3+D, GF  
 3S/4C/4D = slam try in clubs, cheapest cue  
 4N = RKC  
 2D = 5+ D, may have 4C  
 2H/3H/4H = to play/invite/to play  
 2S = semi-natural, GF  
 2N/3N = invite/to play  
 3C = 5+ H, 3+C, GF  
 3D = invite  
 3S/4C/4D = slam try in D, cheapest cue  
 4N = RKC  
 2H = 4H, not max  
 suit = feature, invite+  
 2N = asks for sing or doubl (3H = 4333 min, 3N = 4333 max)  
 3H = power invite  
 3N = c.o.g.  
 3S/4C/4D = slammish, cheapest cue  
 4H = to play  
 4N = RKC  
 2S = 14-15 HCP, 5+D, 4S, 4-5.5 losers, NF  
 2N = 8-9 HCP, NF  
 3C = artif force: nat, or asks stop, or advance cue  
 3D/3H/3N/4H/4S = to play  
 3S = invite  
 4C/D = slam try spades/diamonds  
 4N = RKC  
 2N/3D = 14-15, solid D, with/without stoppers  
 3C/2N = checkback or advance cue  
 3D/3H/3N/4H = to play  
 3S = GF, 6H-5S or advance cue for D  
 4C/D = cheapest cue, slammish for D  
 4N = RKC  
 3C = 14-15, 5+D, 5C, 4-5.5 losers  
 3D/3H/3N/4H = to play  
 3S = GF, stopper-ask or 6H-5S or advance cue for a m  
 4C = slam try, no S cue  
 4D = slam try in D, no S cue  
 4N = RKC

3H = 14-15, unbal (cue, or 3NT/4H to play, RKC)

3S = 4-5.5 losers, 6D-5S

3N/4D/4H/4S = to play

4C = advance cue for D or S

4N = RKC

3N/4C/4D = max 2-suiter, 4+ H, 4-5 losers (3N denies A/-- of either minor, 4m is A/--)

## 1D-1S continuations

### Opener's Rebids

1N = 12-13 bal, or unbal 11-13

2C = nat, NF (maybe canape)

2D/H/S = to play

2N/3S = invit

3C/D = GF, seminat or checkback or waiting

3H = GF, 5-4+

4N = BLKWD

2C = 11-15 longer clubs, or 11-13 5-5 minors

2D/2H/2S/3N/4S = to play

2N/3S/3S = invit

3D/3H = GF, semi/natural, 5+S

4m = cheapest cue, slam try C

4N = BLKWD

2D = 5+ D (may have 4C)

2H/2S/3N/4S = to play

2N/3D/3S = invit

3C = GF, seminat, 5+S

3H = 5S-4+H, GF

4m = cheapest cue for D, slamtry

2H = 14-15 reverse

2S/3D/3N/4H/4S = to play

2N/3H/3S = invit

3C = 3+ crds, GF

4C = slam try H, cue

4D = slam try D, no C ctrl

2S = raise, not max (2N = asks sing or doub[3S/N = 4333 min/max], suit = feature, 3S = lim, cue = slam)

2N/3D = solid diamonds, max, with/without stoppers

3C/2N or 3H/3D = GF checkback or natural

3D/3N/4S = to play

3S = invit

3H/2N = GF, nat 5-5+, or cue for D without C cue

4m = cheapest cue, slamtry D

3C = 14-15 HCP, 5+D-5C, 4-5.5 losers

3D/3N/4S = to play

3H = GF : nat, or asks stop, or advance cue

3S = limit

4C/D = slamtry, no H cue

3H = 6D-5H, 4-5.5 losers

3S = lim

3N/4D/4H = to play

4C = cue for either suit

3S = max unbalanced (3N to play, 4S to play, else cue or RKC)

3N = 4-5 losers, good S fit, no first-rd of either minor

4C/D = 4-5 losers, good S fit, first-rd ctrl

## 1D-1N continuations

2C = 2-suited with minors, or unbal 3D-5+C

2D/3N = to play

2H = 10-11, D fit with H stopper, F1 (2S = 6C-3/4D[2N asks stoppers: 3C no S stop, 3D S stop and 3N both D+S stoppers], 2N/3N = min/max + S stop, 3 longer suit = no S stop)

2S = 10-11, D fit, S stop no H stop, F1 (2N/3N = H stop min/max, longer suit = no H stop)

2N = 10-11, both M's stopped

3C = 9-11 nat

2D = 5+D

2H = 10-11, H stop, F1 (2S = S stop no C stop max, 2N = S stop min[3C asks C stop: 3D/N = no/yes], 3C = C stop max no S stop, 3D = no black stop or min with C stop, 3N = max both black stops)

2S = 10-11, S stop no H stop, F1 (2N = H stop min[3C asks C stop: 3D/N = no/yes], 3C = H stop max no C stop, 3D = no H stop, 3N = both stops max)

2N = 10-11, all stops

3C = to play

3D = 9-11 invite

2H = max reverser

2S = 9-11, no H fit, F1 (2N = S stop, 3C = C stop, 3D = 6-4, 3N = all stops)

2N = 9-11, black stops

3C/D = to play

3H = 3-crd invite, sharp black cards

2S = max reverser

2N = 9-11, F1 (3C = C stop, 3D = 6-4, 3H = H stop, 3N = both stops)

3C/D = to play

2N = 15 HCP bal, 4-4 majors (necessarily) (3m = invit with 6+ suit, 3N = to play)

3C = 14-15, 4-5.5 losers, 5-5 or 6D-4C

3D/N = to play

3H/S = 10-11, stop or advance cue for a m

4m = 9-11 invit

3D = max, semi-solid or better suit, bad stoppers

3H/S = 9-11, F1, stop or advance cue

3N = to play

4D = invit

3H/S = 6-5, 4-5.5 losers

3S/3H = 10-11, F1, stop or advance cue

3N = 9-11, 2M support, and stoppers

4C = advance cue for a suit (no S ctrl if 3S bypassed)

4D = invit, no black cue

4H = to play if raise; cue for a suit if not

3N = max, solid D, and stoppers (4D = long clubs weak NF, new suit = cue in unbal hand)

## 1D-2C continuations

### Opener's Rebids

2D = 6+D, or 11-13 5D-4M, or 11-13 5D missing stopper(s) in M(s)

2H = 5C-4H, or fragment waiting, or cue for good D raise

2S = 5C-4S, or cheapest stopper, or cheapest cue for good D raise

2N = 11 HCP, invit

3C = 10-11, good 6-crd suit, invit

3D = limit

3M = 6C-5M GF

3N = to play

4C = slamtry D, C ctrl

2H = 4H: bal min, or max with 5D-5H or 4H-4S

2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)  
 2N/3C = limit  
 3D = F1: 5C-4D or asks S stop or advance cue for H  
 3H = 5C-4H GF  
 3S = 6C-5S GF  
 3N/4H = to play  
 4C = slam cue for H  
 4D = slamtry H: either first-rd both minors, or second-rd D and any C cue  
 2S = 4S: bal min, or max 5D-4S  
 2N/3N/4S = invit/to play/to play  
 3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)  
 3D = GF: nat, or advance cue for S, or asks H stop  
 3H = GF: nat, or advance cue for S, or asks D stop  
 3S = GF, 5C-4S  
 4C = slam cue for S  
 4D = slamtry S: either first-rd both minors, or second-rd D and any C cue  
 2N = bal min, no major, stoppers (3C = 6C limit, 3D = GF both minors, 3M = GF 6C-5M, 3N to play)  
 3C = 5-6C, or both minors, or 5C-4M, 2-3D  
 3D/H/S = GF, cheapest stopper or advance cue for C  
 3N = to play  
 3D = 14-15 solid D, missing a M stop  
 3M = GF: cheapest stopper or 6C-5M or cheapest cue for D  
 3N = to play  
 4C = nat  
 4D = forcing, no M controls or stoppers  
 3H/S = 6D-5M, 4-5.5 losers (advance cue, or bid a game)  
 3N = 14-15, solid D, both M stops (cues)  
 4C = 4 losers, good minor 2-suiter (cue or sign-off)

## 1D-2D continuations

2H = 4H bal, or 5m-4H, or 4441  
 2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)  
 2N/3D = limit  
 3C = F1: 5D-4C or stopper for 3NT, or advance cue for H  
 3H = 5D-4H GF  
 3S = 6D-5S GF  
 3N/4H = to play  
 4C = 2<sup>nd</sup> rd C cue, 1<sup>st</sup> rd D cue for H  
 4D = slamtry H, cheapest cue  
 2S = 4S bal, or 5m-4S  
 2N = 11 HCP invit  
 3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)  
 3D = limit  
 3H = F1: either 6D-5H, or H stop, or advance cue for S  
 3S = GF 5+D-4S  
 3N/4S = to play  
 4C = slamtry S, 1<sup>st</sup> rd D cue, 2<sup>nd</sup> rd C cue  
 4D = slamtry S, D cue, no C cue  
 2N = min bal, no M, stoppers in M's  
 3C = GF, nat  
 3D = limit  
 3M = 6D-5M  
 3N = to play  
 3C = 5C-4D or 4C-5D, or 6 bad C, or 5C missing M stop

3D = limit  
 3M = 6D-5M or cheapest stop or advance cue for C  
 3N = to play  
 3D = one-suiter, or missing a M stopper (3M = stopper or advance cue, 3N = to play)  
 3M = 6D-5M (cue or sign-off)  
 4C = 4 losers, good D, cue (4D = min, cue = max)

## 1D-2M continuations

2N = min bal or semi-bal  
 3C = 2-suiter  
     3D = slam relay (3H = 5C-4D min, 3S = 5D-4C min, 3N = 5-5 min, 4m = 5m-3om max)  
 oM = 2-suiter  
 3D = 6+ crds  
 raise = Hxx(+), bal or slightly unbal  
 JoM = 6D-5oM  
 3N = bal 1-suiter, non-minimum, with side-stoppers  
 4C = 5-5 max  
 4D = 6+ solid suit

### Responder rebids:

3 own suit = 12-14 HCP, usu. no stopper in 4<sup>th</sup> suit  
 3N = min, with stoppers  
 new suit = cue, some slam interest for opener's suit or own suit, or asking stopper if 4<sup>th</sup> suit  
 4D = good trump support, slammish, denies C cue

## 1D-2N continuations

3C = bal, or 4441  
     3D = 16-18, 4H-4S or 4M333  
         3H = Stayman (3S/N = 4S/H-333, 4C = 4423, 4D = 4432)  
     3H = 16-18, 4H-4m  
         3N/4H = min, to play  
         3S = max, relay (3N = 2443, 4C = 2434, 4D = 3442, 4H = 3424)  
         4C = CAB  
     3S = 16-18, 4S-4m  
         4N/4S = min, to play  
         4C = max, relay (4D = 4243, 4H = 4234, 4S = 4342, 4N = 4324)  
         4D = CAB  
     3N = 16-18, no major  
         4N = max, 4-4 minors (Pass = 16-17, 5m = 5crds 18 HCP)  
         4C = 4441 max (4D = a 4-crd m[4H asks D/C], 4H = 2344, 4S = a 5m  
             [5C asks D/C])  
     4C = 19-21, 4C-4higher (4D asks: 4M = M, 4N = D)  
     4D = 19-21, 4D-4H  
     4H = 19-21, 4H-4S  
     4S = 19-21, 4S-4D  
     4N = 19-21, any 4333 or 5m (5C asks: 5suit = 4333, 5N = 3334, 6m = 5m)  
     5Y/5N = 22+ HCP, same as 4-level bids  
 3D = D or C-D ..... 3H = relay, then  
     3S = 5D-4C min  
     3N = 5C-4D min  
     4C = 5-5 min  
     4D = 6D min  
     4H = 5C-4D max

4S = 5D-4C max  
 4N = 6322 min, solid suit  
 5C/D = 6D-5C min/max  
 3M = 5D-4M  
 4C = CAB  
 3S/3H = relay for strength (3N = min, 4C = max)  
 4D/3S = relay for strength (5C = min, 5D = max)  
 3N = 5m332, or min 6C bal (4C = CAB, 4D asks [4H = 5/6 clubs, 4S = 5D])  
 4C = 5-5 max  
 4D/5D = 6D max, not/solid  
 4M = 6D-5M  
 4N = 6C(322) max, not good suit  
 5C = 6C(331) min, or medium 6C(322)

## 1D-3m continuations

### 1D-3C

3D = 6D  
 3M = 5D-4M  
 3N = min bal, or max with doubleton C  
 4C = max bal (4H-4S, thus), or unbal with 3+ C  
 4D = solid 6+ suit  
 4M = 6D-5M

### 1D-3D

3H = bal with H stop, not some other stop  
 3S = bal with S stop, no H stop  
 3N = bal, stoppers  
 4D = 3+ D (max bal, or 5D min, or unbal)

Responder rebids NT with 12-14, stoppers/cue, cue with slammish own suit or support. 4 own suit shows slammish, excellent suit, starts cues. Raise shows good D support, slam interest. 4N = BLKWD.

## **Opening 1M (11-15, 5+ cards)**

### Responses

1S/1H = 6+ HCP, 4+ crds  
 1N = 11-13 bal  
 2m = 6-11 NF  
 2M = 6-10 NF  
 2N/3M/3N/4M = lim/lim/to play/to play  
 3m = GF, 4+ crds usu.  
 4m = slamtry H, cue  
 2m = 4+ cards  
 2D/2C or 3C/2D = F1, nat or checkback or waiting  
 2M = NF  
 2N/3M/3N/4M = lim./lim/to play/to play  
 m-raise = lim  
 3D/2C = GF, 5-4+  
 4m = slamtry  
 4om = slamtry cue for H  
 2H = 6+ cards, or 14-15 w/ 5-crds  
 2S = NF  
 2N = relay (3m = 6-4, 3H = 6H min, 3S = 5H-3S max, 3N = 5H-2S max, 4H = 6H max)  
 3S = lim

3H = 8-9, 3H  
 3N/4M = to play  
 4m = cue for H  
 2S/3S = 4S non-max/max (occ. 3S for simple raise)  
 2N/3H = nat, 4S, lim  
 3m = slam cue for S, or shows stopper  
 3S/3N = lim/to play (correctable with 4S)  
 4m = slam cue for H  
 2N/3H = solid 6 crds, max, stoppers/no stoppers  
 3m = cue or nat  
 3H/S/N/4M = to play  
 4m = cue for H  
 3m = 4-5.5 losers, 5-5  
 3D = cue or stopper-ask  
 3H/3S/3N/4M = to play  
 raise = sets suit  
 4om = cue for H  
 3N = 4 losers, 4S, no first-rd minor cue  
 4m = 4 losers, 4S, first-rd cue  
 1N = 6-11, NF  
 2m = 4+ suit  
 om = to play  
 2M pref = 2+ crds to play  
 2S/1H = invit relay, S stop, no stop om (2N = min, 3 new suit = max frag, 3M/N =  
 5422 without/with om stop, 3m = min 5-4+ unbal)  
 2H/1S = invit, good 5 or any 6-crds  
 2N = lim  
 raise = invit in m, no S stop (3M = 5422 no S stop, 3oM = frag, 3N = S stop)  
 3M = invit, HH or xxx  
 rebid M = 6M 11-15, or 5M 14-15  
 2S = F1 oM stop, missing some m (2N = 14 HCP 5H, 3m = 6-4, 3H/4H = 6H min/max,  
 3oM/N = 15 HCP no/yes C stop)  
 2N = F1, no oM stop (3lower = 6-4, 3M/4M = 6crd min/max, 3oM/3N = no/yes oM stop)  
 3m = to play  
 raise = 9-10, HH or xxx  
 2S/1H = max (2N/3m/3H/3N = to play, 3S = 9-10 3S)  
 2N/3M = max, solid 6-crd suit, stoppers/no stoppers  
 3m = sing M, to play  
 3M = pref, to play  
 3oM = F1 with oM stopped  
 3N = to play  
 3m = 4-5.5 losers, 5-5  
 3D/3C = to play  
 3M = pref, to play  
 3oM = GF, shows stop, denies 4<sup>th</sup> suit stop  
 3N/4M = to play  
 4m = invit in m  
 4om = great m fit, cue  
 3S/1H = 4-5 losers, 6-5 (4M to play, cue = good fit for one suit)  
 2lower = 11+ HCP, 4+ cards (2H promises 5+ crds)  
 2M = min, 5-6 crds  
 2S = nat, stopper, or advance cue, F1  
 2N/3 own suit = invit  
 3 higher = GF, nat, or stopper, or advance cue  
 3N/4M = to play  
 4m = Blue Team Style cue for M (if same 2m-4m, denies 1/2 rd in om; if 2D...4C, shows

1<sup>st</sup> rd D and 2<sup>nd</sup> rd C; if 2C...4D, shows all other combinations)

2-lower = 5-4+, any strength  
 2M pref = 3+ cards, mild invite with conc. in 2 suits  
 4<sup>th</sup> suit = GF, nat ask stopper or advance cue for one of opener's suits  
 2N/3N = invite/ to play  
 3oM = 6-5 GF  
 raise = highly invit.  
 3M = mild slam try (less than jump to 4m though), good trumps  
 4m = slam try, good trumps (if raise, then in that suit; if not, then for M [if both M's bid, H agreed, with 4m denying any om ctrl, and 4om showing 1<sup>st</sup> rd m-ctrl and 2<sup>nd</sup> rd om-ctrl])

2N = max, 5332  
 3own suit = GF, but min  
 3 new suit = slammish, nat, or advance cue for own or opener's suit  
 3M = choice between M and NT  
 3N/4M = to play  
 4m = cue for M, good trumps, serious slam try, rules as before

2S/1H = max, 5-4  
 2N/3m = GF, but min  
 3om = GF, nat or advance cue or stopper-ask  
 3M = NF, highly invitational  
 3N/4M = to play  
 4C/D = slamtry H/S

raise = 4-crd supp., 11-15  
 3M pref = highly invit  
 3-new suit = cue or stopper-ask  
 4-new minor = cue, slamtry  
 3N/4M = to play

3 non-jump = strong 5-4, or medium+ 5-5  
 3-own = NF, min  
 3-oM = 6-5 or stopper-ask or advance cue for either opener's suits  
 3M = limited, but GF  
 3N/4M = to play  
 4m raise = sets suit, slam interest  
 4D/3C = slamtry opener's M

3 jump new suit = 5-5+, 4-5.5 losers  
 3oM = GF, 6-5 or stopper-ask or advance cue  
 3M = xxx supp.  
 3N = to play  
 4C = cue, Hxx(+) supp. for one of opener's suits, slamtry  
 4D/3D = good hand and fit, but no cue in 4<sup>th</sup> suit

3N/3M = 4-5.5 losers, solid 6crd suit, stoppers/ no stoppers  
 3S = stopper-ask or advance cue  
 4m = nat, good suit, GF  
 4om = cue for M  
 4M = to play

3S/1H = 6-5, 4-5 losers (3N/4M = to play, else = cue)  
 4m = cue, slamtry partner's suit (if 4D, sign-off denies C cue and cue shows C cue; cues above game promise extra stuff)

raise = 6-10, 3+ support  
 2N = asks for shortage or doubleton (bid it with non-min, rebid M with min, 3N = 4333 max)  
 suit = trial-suit gametry (if raise oM, shows 4-cards for c.o.g.)  
 re-raise = power gametry

2S/1H = 12+ HCP, good suit, only min if responder would have a rebid problem  
 2N/3N = min/max, 5332 usu.  
 3m = nat



1-step = relay (min 5-4 / max 5-4 / min 5-5)  
 3S = min, no stopper 4<sup>th</sup> suit (now sign-off or cue for S)  
 3N = min, with stopper  
 4 om = cue for opener or own solid S suit  
 raise H = slammish (if 3H, opener must cue)  
 4m = slamtry raise  
 3H = 6crds  
 3S = Hx or Hxx, forcing and constructive (always raise with raise)  
 4m = 5-5 max  
 4H = solid 6+ crds  
 3JS = 12+ HCP, good 5+ crds, one-suited, or with support for partner  
 3 own suit = 6crds, or 5crds max (may have 4-crds in lower suit)  
 3 new suit = 5-4, or min 5-5 (relay asks 5-4 min, 5-4 max, 5-5 min)  
 3N = min, 5M, may have 4 lower suit  
 4 lower = 5-5+  
 JS = 5-5+ max  
 raise = slam interest  
 4M = solid 6-crd suit  
 (General Rebids by Responder over any of these)  
 3N = 12-14, stoppers  
 new suit = 3-level is stopper-ask or showing (3<sup>rd</sup> suit), 4-level is cue for any suit  
 4 own suit = self-sufficient suit, slammish, denies side ctrls  
 4 opener's suit = slammish, but denies side ctrls  
 2N = 16+ bal (may contain 3-crd supp.)  
 double raise = limit  
 3N = 13-15 bal, 3-4 crd support, two top honors (or A/K-xxxx)  
 DJS = splinter (except 1S-4H), two top honors (or A/K-xxxx) (forces cues below game since unlimited)

### **1NT Opening (13-15 HCP, not both 4-card majors, unfav is 14(+)-15 HCP)**

#### Responses:

2C = Stayman (may be weak with majors or short clubs)  
 2D = xfer, 5+ H, or 4H-5m invite  
 2H = xfer, 5+ S, or 4S-5other invite  
 2S = either: 5-5 minors 11-12 HCP, or slammish 5-5 touching suits  
 2N = either: sign-off in a minor, or 5-5 minors invite, or slammish 5-5 non-touching suits  
 3m = 7-9, 6+crds, good suit  
 3M = 6+ crds, invit.  
 3N = to play  
 4m = South African xfer to corresponding M (forces M)  
 4M = to play  
 4N = 18 HCP, any 4333 (bid up-the-line, or jump to slam, or pass)

### **1N-2C continuations**

2D = no major  
 2H = both majors, weak  
 2S/3D = GF, 5+ cards (BAB: xx/xxx, Hx, Hxx[Hxxx in D], HH, HHx[HHxx in D])  
 2N = invite, may not have major  
 3C = slam relay, 16+ (3D = 4m333[3H asks D/C], 3M = 3M-2oM-4-4, 3N = 5m  
 [4D asks C/D])  
 3N = to play  
 2H = H, not S  
 2S/3D = GF, 5+ cards, BAB as above  
 2N/3H = invite, may not have S

3C = slam relay, 16+ (3D = 4D[3H asks S/C frag], 3H = 4C[3S asks D/C frag],  
     3S/N = min/max 3433)  
 3N = to play  
 4C = CAB (1-2, 3, 4...) and 4N = RKC  
 2S = S, not H  
     2N/3S = invite  
     3D/3H = GF, 5+ cards, BAB as above  
 3C = 16+ slam relay (3D = 4D[3H asks C/H frag], 3H = 4C[3S asks D/H frag],  
     3S/N = 4333 min/max)  
 3N = to play  
 4C = CAB and 4N = RKC

## 1N-2D continuations

Pass = to play  
 2S = 4H-5S invite (Pass/3H = min pref, 3S = max fit, 4M = to play, 2N asks [3m = frag, 3H = 5422])  
 3m = 4H-5m invite (3H/3N/4H = to play, 3D/3C = gametry H, 3S = max no om stop, raise = max m fit)  
 2N = 5H no sing, invite (3H = pref, 3N = to play, 3m = game-try H)  
 3N = c.o.g.  
 3H = 5H-4+m unbal invite  
 3S = 5H-5S invite

## 1N-2H continuations

Pass = to play  
 2N = 5S invite (3 new suit = game try S, 3S = pref)  
 3lower = 4S-5suit invite (3D/H = gametry S, 3S = pref, 3N/4M = to play)  
 3S = 5S-4+m invite  
 3N = c.o.g.  
 4H = 5H-5S no slam

## 1N-2S continuations

2NT = forced  
     3suit = 5-5 lower of touching (S = S + C), slammish  
         relay (even 3N) = asks top honors in 2 suits (2, 3, ...)  
             game = sign-off if <4 honors shown  
             4N = BLKWD  
         relay = asks side voids/aces (void, no void or ace, one ace, both aces)  
             if side void shown, relay asks:  
                 1/2 = lo/hi void, no side Ace  
                 3/4 = lo/hi side Ace, and void in other  
                 5/6 = lo/hi side Ace, void in other, a K in bid suit  
                 7 = side Ace and void, and an A in bid suit  
                 8 = side Ace and Void, and an A-K in a bid suit  
             if no void, but at least one ace, relay asks side kings (0, 1, 2)  
         3N(if not relay) = min misfit  
         new suit (if not relay) = cue with a good fit somewhere  
         game = to play, min  
         4N = BLKWD  
 3N = 5-5 minors 11-12 HCP (4m/5m = to play)

## 1N-2N continuations

3C = forced

Pass/3D = 6+ C/D, weak

3H = C + H, slammish (continuations as 1N-2S-2N-3suit above)

3S = D + S, slammish (ditto)

3N = 5-5 minors, 9-10 HCP (4m/5m = to play)

## 2C Opening (11-15 HCP, 5+ clubs [if 5, then side 4-crd major])

### Responses:

2D = strong asking relay, F1

2M = 6-11, 5+crds, invit but NF

2N = 10-11 bal, no M, invit

3C/4C = pree, less than invite

3 new suit = GF, 5+crd solid suit (3N = weak misfit, raise = weak fit, 4C = misfit no stop, suit = cue or 6-5)

## 2C-2D continuations

2M = 6-4 with 5+ losers, or any 5-4

new suit = stopper (NT = 4<sup>th</sup> suit stopped [if pulled then suit was 5+ crds], cheap C = min no stop, cue = max no stop)

3C = to play, quite minimal, was looking for major fit

2N/3M = invit

4M = to play

JS new suit = cue, slamtry H

4C = artif: asks to cue side ctrl, or 4N with both side ctrls (promises supp. for some suit)

2N = 6+ C or 5C-4D, 2 suits stopped

3C = quite minimal, to play (with solid C & max, 3H = red stops, 3S = D+S stops, 3N = M stops)

3D = artif: asks stops (3H = reds, 3S = S+D, 3N = M's)

3M = GF, 5+ cards (game, or cue with good supp)

3C = 6+ crds, or 5C-4D, 2 suits stopped

3D = asks stopper (N = D)

3M = GF, 5+ cards (game, or cue with good supp)

3suit = 4.5-5 losers, 5-4 or 6-4 (or 5-5 minors) (new suit = cue for a suit, 4C asks to cue a D ctrl)

3N/4C/4D = 6C and 5D/H/S, with at least 2 aces

new suit = cue

4 opener's major = no cheap cue, but promises values

5C = minimal, to play

4N = D.I. (except over 3N, then is BLKWD)

4M = 6-5, but only one ace (new suit = cue, 5C = to play, 4N = D.I.)

## 2D opening (11-15 HCP, 4414 or 4405 or [34]15)

### Responses:

2H/2S/3C = to play (2S over 2H = 4315, 4C over 3C = max 4405)

2N = 10+ HCP, asking

3C = 3415 (3D asks min/max, 3H = to play)

3D = 4315 (3H to play, 3S/4C invite)

3H/S = 4414 min/max

3N/4C = 4405 min/max (may instead insert 3N = sing H in D, and 4m as 4405's over max's,

4C = asks top C honors (0/1/2...)

4D = CAB (0-2/3/...)

3D = slammish relay, does not need opener's exact dist (3H = 1-2 ctrls, 3S = 3, ...)  
then, 4D asks Q's (0, 1...) but not sing D queen  
3M = 5+ crds, invite  
4C = invite  
4M/5C = to play

## **2M Openings (weak twos)**

### Responses:

Pass/raises = to play  
3m = to play  
2S = 5+ crds, F1 (2N = 0-1S, 3S = any raise, 3H = min no fit, 3m = max no fit, 3N = solid H,  
4m = splinter with Hxx S, 4H = max with Hx S)  
3H over 2S = 5+ crds, F1 (3S = min no fit, 4H = fit, 3N = max no fit and m stops, 4m = feature no fit)  
2N = 11+ HCP, invit+ (3M = min, 3N = solid suit, 3 suit = feature max, 4M = max not solid)  
then cues and RKC  
4m = slamtry for M, cheapest cue

## **2NT Opening (22[+]-24 balanced)**

3C = Staymanic or slam in own suit  
3D = 4-4 majors, or 4M333  
3H = relay  
3S/N = 4333/3433  
4m = slam cue (demands cue, then will support M or bid own suit)  
4M = to play if opener's suit, else is just cue  
4N = BLKWD  
4m = 4S-4H-3m-2om  
4D over 4C = cue for M  
4M = to play and 4N = quant  
3S/4C/4D/4H = slam try, BAB's  
3N = 8-9 HCP no fit, mild slam try  
3H = 4H-4m  
3S = relay  
3N = 2443, 4C = 2434, 4D = 3442, 4H = 3424  
3N = to play, was hoping for S fit  
4C/D/S = good 6-crd suit, BAB's  
4H = to play  
4N = BLKWD  
3S = 4S-4m  
3N/4S = to play  
4C = relay  
4D = 4243, 4H = 4234, 4S = 4342, 4N = 4324  
4D/H/5C = slam try in bid suit, BAB's  
4N = BLKWD  
3N = no major  
4C = relay  
4D = 4m333 (4H = relay for D/C, 4S = cue for a minor)  
4H/S = 3M-2oM-4-4 (4S = cue for a minor, 4N over 4S = mild slamtry)  
4N = 5m332 (5C = relay for D/C)  
4D/H/S/5C = good suit slam interest, BAB's  
3D = xfer to H, no slam possible, then  
Pass/4H = to play  
3S = 5H-4S GF  
3N = c.o.g.

4m = 5-5, or 5-4 unbal (4N to play)  
 3H = xfer to S, no slam possible, then  
     Pass/4S = to play  
     3N = c.o.g.  
     4m = 5-5 or 5-4 unbal (4N to play)  
     4H = 5-4+  
 3S = 5-5 touching suits, slamtry (forces 3NT, then  
     suit = lower of touching (S = S+C)  
 4C = 5-5 C+H, slam interest  
 4D = 5-5 D+S, slam interest  
     over all these 5-5 hands, opener bids as over 1N-2S and 1N-2N continuations, but 1 level higher

### **3C Opening (6-7 semi-solid C's, 7 tricks, one outside stopper)**

#### Responses:

Pass/4C = to play  
 3D = NT probe, or C slamtry  
     3M/N = stopper (N = D)  
     3N/4C/5C = to play  
     4D = artif slamtry (cue shortage or ace in stoppered suit, else bid 5C)  
     4H = cue for C, no D cue  
 3H = F1, 5+H, sound opening bid  
     3S/N = S/D stopper no fit  
     4C = Ax or Kx H, no side stopper  
     4D = 3H + side stopper  
     4H = Hxx support, no side stopper  
         over these, responder can sign-off, bid 4D as good 2-suiter, or 4S as cue  
 3S = F1, 5+S, sound opening bid  
     3N = no fit, side stopper  
     4C = Ax or Kx S, no side stopper  
     4D/H = 3-crd support, stopper in bid suit  
     4S = Hxx support, no side stopper  
         over these, responder can sign-off, bid 4red as 2-suiter if no fit, or cue if fit  
 3N = to play  
 4D/H/S = 15+ HCP, 5+ solid or semi-solid suit, slam interest  
     Game = abs. min.  
     new suit = cue and 4N = BLKWD  
 4N = BLKWD

### **3D Opening (any solid 7+ suit, with no more than a side Queen)**

Developed by Omar Sharif.

#### Responses:

3H = p/c, no game (3M = M, 3N/4C = xfer to suit)  
 3S = artif near-GF  
     3N = 7+ minor  
         4C = p/c with 7, or bid shortage with 8  
         4D = GF relay for shortage (4N = none, 5m = om)  
             over these, if shortage shown, relay asks sing (1) or void (2)  
     4C = H + singleton (relay asks to cue void, else bid 4M with sing [rel asks which])  
     4D = S + singleton (as over 4C above)  
     4M = 7M-222  
         after shortage info, relay asks to cue a Q or 8<sup>th</sup> trump(bid shortage) if possible

## Slam Bidding - Primer

### Asking Bids

1. 4N and 5N. Almost always Blackwood (except when defined as quant, a response to an asking bid, or as a D.I. cue (see later). In response, 5C = 0/3, 5D = 1/4, 5H = 2, 5S = 2A + trump K. Over this, a new 5-level suit is a transfer to 5NT. *Special Case: If 4NT is used after a 2C or 3C opening bid by responder, the responses are: 5C = 0-1, 5D = 2 no sing, 5H/S = 2 with sing in suit, 5N = 2 with sing D, 6C = 3.*

2. 5H or 5S. When they follow a previous bid in the same suit, they ask to bid 6 with 2 top trumps.

3. Jump to 5NT. GSF. Responses depend on trump suit: Spades (6C = J or less S, 6D = Q high S, 6H = A or K S and no extra length, 6S = A or K and extra length, 7S = 2 of top 3), Hearts (6C = Q or less H, 6D = A or K and no extra length, 6H = A or K and extra length, 7H = 2 of top 3), Diamonds (6C = Q or less, 6D = A or K, 7D = 2 of top 3, or Clubs (6C/7C = 0-1/2 top honors.

If the jump asks about an already-defined semisolid or better suit, with Spades (6C = 6-crđ suit AQJ or KQJ, 6D = 6-crđ suit AKJ, 6H = 7-crđ suit AKJ, 7S = solid suit), Hearts (6C = 6-crđ suit AQJ or KQJ, 6D = 6-crđ suit AKJ, 6H = AKJ 7<sup>th</sup> or AK 8<sup>th</sup>, 7H = solid suit), Diamonds (6C = AQJ or AKJ or KQJ 6<sup>th</sup>, 6D = AKJ 7<sup>th</sup> or AK 8<sup>th</sup>, 7D = solid suit), or Clubs (6C = nonsolid, 7C = solid).

4. 6 in suit immediately underneath trump suit. When it isn't possible to jump to 5NT, this substitutes for GSF. For clubs, this is impossible, though 6S in this case asks to bid 6N without solid clubs, and 7C with solid clubs.

### Cue Bids

1. The first cue bid always shows a maximum for previous bidding, unless it is made below game in response to a strong bid by partner. E.g. 1H-2C-2D-3H(slam invite)-4D is a cue of ambiguous strength. But 1H-3H-3S guarantees a max since partner's bid was NF.

2. If partner has made a cue bid and you are able to cue-bid in return below game, you MUST do so, regardless of strength. The only exception to this rule is when partner has already limited his hand, and you KNOW slam is impossible. E.g. 1H-2C-2H-4C(cue, slamtry, if opener has a D cue [A/K/x/--] he MUST show it, even with min). But 1S-2C-2H-4C (cue slamtry for H)-4S( opener's cue shows extra values since he is going beyond game).

3. Skipping a suit which is possible to cue-bid denies any control in that suit. It follows that if partner continues to probe for slam, he promises a control in the suit you skipped.

4. If you skip a suit, then cue-bid it, you promise the Queen.

5. 4NT as a general cue-bid: When 4NT is neither BLKWD nor a response to an asking bid, it serves as an all-purpose cue-bid. Here are the cases in which it is used:

- To show control in a suit cue-bid by partner, but usually not a very strong hand (e.g. 1H-2C-2H-4D-4H-4S(cue)-4N(shows S ctrl, but less than max, since opener didn't cue bid 4S over 4D).
- Sometimes it is used to deny control in a particular suit, but at the same time encourage slam if partner can control that suit. E.g. 1H-2C-2H-4D-4H-4N denies S control but asks partner to bid slam with S control. 1H-2S-3C-3H-4H-4N (here responder obviously has a S control; opener now rebids 5H = no S control, 5C with S and C control, 5D with S and D control, 5S with 1<sup>st</sup> rnd S control and no other control, 6H with 2<sup>nd</sup> rd S control and no other.
- When S are trumps, it serves as a general cue bid, to find out about partner's hand (1S-2C-2S-4D-4S-4N wants to see if opener can cue-bid 5C). It's also a general cue bid when a suit in which a control has been implicitly promised is skipped over (1H-2S-3C-3H-4H-4N

responder has a S control and is making a general cue-bid).

6. 5NT, when it is neither a response to an asking bid nor a continuation of BLKWD is always a grand-slam try. It is the same sort of bid as 4NT discussed previously.
7. Avoid, at all costs, cue bids of singletons and voids at the game level in a suit bid by partner (e.g. 1S-2D-3C-3H-4D-4S shows a Hx(x), not a short suit control since partner bid the suit).
8. If the opponents double one of partner's cue bids: Pass shows 2<sup>nd</sup> round control, XX shows first-round control, and bids show no control.