

OPENING BIDS

1st & 2nd Seat

- Pass 0-4 HCP Any, or 5-6 HCP (not vul) or 5-7 HCP Bal (vul), or 15-20(21) HCP Bal or Minor(s) with no biddable 5 card Major
- 1C (10)11-20 HCP 5 Hearts or 4/4 Maj 3 suited, or Any Game Force
- 1D (10)11-20 HCP 5+ Spades, or (21)22-23 HCP Bal (May be any 5332)
- 1H 5-10 HCP Hearts or Diamonds Unbalanced, or 7-10 HCP (not vul) or 8-10 HCP (vul) Balanced or any 4441
- 1S 5-10 HCP Spades or Clubs Unbalanced but not 4441
- 1NT 11-14 HCP Balanced (May be any 5332). Occasionally singleton or off-shape
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- 2C (10)11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144)
- 2D (10)11-14 HCP 5+ Diamonds Unbalanced
- 2H (3)4-7 HCP 5+/5+ S&D or H&C (Odd)
- 2S (3)4-7 HCP 5+/5+ S&C or H&D (Colour)
- 2NT (3)4-7 HCP 5+/5+ S&H or (5)6-9(10) HCP D&C (Rank)
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- 3C/3D Std Preempt – may be a six card suit with good suit quality
- 3D/3H Std Preempt – may be a six card suit with good suit quality
- 3NT 4 Level minor Preempt
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- 4C Namyats - A good 4H opening (8/9 PT)
- 4D Namyats - A good 4S opening (8/9 PT)
- 4H Preemptive
- 4S Preemptive
- 4NT Specific Ace ask

3rd / 4th Seat

- P 0-4 HCP
- 1C 5-17 HCP Unbalanced (can be 8-10 HCP with a 6 card suit or a 5/5 with stuff Outside suits)
- 1D 5-17 HCP Balanced (may have any 5332)
- 1H (3)4-7 HCP “Comic” Either 6+ card suit, or any 5+/5+ Unbalanced
- 1S 17+ HCP, Either a) Any GF (9+PT), b) Strong Two Suiter
- 1NT (17)18-20 HCP Balanced (May be any 5332). Occas. Singleton or off-shape
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- 2C “Benji” 8 PT in any Suit or 21-23 Bal
- 2D (7)8-10 HCP Six card suit in either major (non-forcing – esp nv)
- 2H 8-10 HCP 5+/5+ Odd (S&D or H&C)
- 2S 8-10 HCP 5+/5+ Colour (S&C or H&D)
- 2NT 8-10 HCP 5+/5+ Rank (S&H or D&C)
-
- 3C/D 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
- 3H/S 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit
- 3NT 4 Level minor Preempt
-
- 4C Namyats - A good 4H opening (8/9 PT)
- 4D Namyats - A good 4S opening (8/9 PT)
- 4H Preemptive – Good Suit
- 4S Preemptive – Good Suit

RELAY BIDDING PRINCIPLES

Relay Process

- a) Shape
- b) Controls
- c) Parity Cue Bidding (PCB) or Denial Cue Bidding (DCB)

Shape Types

EHML over Single Suiters

HEL over Two Suiters (5/4, 6+/4)

RSA over 5/5s (specified) - 12, 21, 03, 30

RSA over 5+/5+ (ie-unspecified) – HS, ES, 21, 30, 20H, 20L, then over ES, 11H, 11L

RSA over 6+/5+ (ie 6 card suit known) – 02, 11, 20, 01, 10

RSA over 6+/5+ (unspecified) – HS, ES, 20H, 20L, 10H, 10L then over ES, 11H, 11L

Three Suiters shown specifically where fitted in

Only flow past 3NT to complete shape when:

- a) Last Shape Relay and asked
- b) RSA
- c) 7/4 - incl when 3NT = 3064

1st Ask at 4 level is always controls unless RSA (unless over 2NT Mode)

Show higher ranking suits before lower – except GF Mode

7411 shapes come before 5422s unless at 3NT

74s flow controls to two steps before the seven card major to allow sign off in the 7 bagger when second suit is known.

Controls

- Always flow into controls on last exact shape, except stop at 3NT unless 74 two Suiter
- When R = Shape, R+1 = PCB Controls, R+2 = DCB Controls
- At 3/4 level, When R = PCB Controls, R+1 = DCB Controls
- Over Fert relay, at two level, R+1 = non-forcing

Normal Relay Controls (A3, K2, Q1):

0.6 x HCP, Truncated. 0-20 HCP, 0.6 Rounded for 21+ HCP hands

5-10 HCP=0-3, 7-10 HCP=0-4, 8-10 HCP=0-4, 11-15 HCP=0-6, 1NT = 0-6

15-17 HCP=0-9, 18-20 HCP = 0-10, 21-23 HCP=0-13, 24+HCP=0-14

Ace / King Controls (A2, K1) = 0.25 X HCP, Std Rounding

Parity Cue Bidding AKQ Controls (All relays except Fert or R+1)

- a) Longest suit first, all ties highest ranking first. If 4 suited then show 1st three suits only, If Shape unknown, then SHDC.
- b) Whenever you have a singleton, then sweep 1st two longest suits – then singleton – then sweep 1st two suits only. Pass on Singleton if even, stop if odd. With a void, then sweep 1st two longest suits only.
- c) 1st Ask: Stop = Even AKQ controls, Pass = Odd Controls
2nd Ask: With Odd controls Stop = 1 honour, Pass = 2 honours
With Even controls, Stop = 0 or 4 Ctrls, Pass = 2 or 6 Ctrls
3rd Ask: Stop = No Jack, Pass = Jack
- d) Last Relay Ask is 5NT
- e) Jump to 4NT = RKCB in 1st DCB Suit

RELAY BIDDING PRINCIPLES

Denial Cue Bidding AK Controls (Fert Relay or R+1)

a) Longest suit first, all ties highest ranking first. Next suit continues. Don't show Singletons. If two suits excluded (eg 7411) then Aces & Kings Separately (stop shows don't have)

- b) 1st Pass: 3+ Cards, Stop = No A or K or AKQ
1st Pass: 2 Cards: Stop = No A or K or AK, AQ
2nd Pass: Stop = No Q (or J if AKQ Shown and 5+ Suit)
3rd Pass Stop = No J if Suit = 5+

c) Last Relay Ask is 5NT

d) Jump to 4NT = RKCB in 1st DCB Suit

Interference:

Over All Relays:

- X & XX by Controller = Penalties, Next Step (incl Pass) = Relay
- Interference of more than two bids, puts us out of relay. i.e. 2S = R (3C) still in relay, (3D) Out of relay – Natural

Over Any Balanced Relay, 1NT & 2NT Relay:

- Over double then XX by Responder = Penalty Invite. Other Steps remain same but down one step. If show their suit, then poor trumps
- Over a next suit bid, then X by Responder = Penalty Invite. Other steps remain as normal. If show their suit, then poor trumps
- Over a two bid interference, then just all steps – no penalty double by responder

Over Pass, 1C, 1D, 1S Relay:

- All step responses

Over 1H Relay specifically:

- 1H (P) 1S (X) Pass = Min Balanced, XX = Max, Rest as normal
- 1H (P) 1S (1NT) Pass = Hearts Max, X = Pens, 2C = Bal Min
- 1H (P) 1S (2C) All steps ie Pass = Hearts Max, Double = Bal etc
- All other 1H situations as per Non-Balanced relays or as per Balanced Relays (over 2C response)

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with no biddable 5 card Major)

Responses

| | | |
|---|------|---|
| P | P | 0-4 HCP |
| | 1C | 5-17 HCP Unbalanced (can be 8-10 HCP with a 6 card suit or a 5/5 with stuff outside suits) |
| | 1D | 5-17 HCP Balanced (may have any 5332) |
| | 1H | (3)4-7 HCP "Comic" Either 6+ card suit, or any 5+/5+ Unbalanced |
| | 1S | 17+ HCP, Either a) Any GF (9+PT), b) Strong Two Suiter |
| | 1NT | (17)18-20 HCP Balanced (May be any 5332), then 2C=Stayman or Relay, 2D/H=Trans, 2S=RF, 2NT=Invit 4H etc |
| | 2C | "Benji" 8 PT in any Suit or 21-23 Bal |
| | 2D | 7-10 HCP Six card suit in either major (NF) |
| | 2H | 8-10 HCP 5+/5+ Odd (C&H or S&D) |
| | 2S | 8-10 HCP 5+/5+ Colour (C&S or D&H) |
| | 2NT | 8-10 HCP 5+/5+ Rank (C&D or H&S) |
| | 3C/D | 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit |
| | 3H/S | 6-9 HCP, 7 card suit or 8-10 HCP Good 6 card suit |
| | 3NT | 4 Level minor Preempt |

4C Namyats - A good 4H opening (8/9 PT)
 4D Namyats - A good 4S opening (8/9 PT)
 4H Preemptive – Good Suit
 4S Preemptive – Good Suit

Rebids

P 1C P 0-4 HCP
 1D 15-17 HCP Unbal, or 18-20 HCP Bal
 1H 5-(6v)7 HCP Bal, then 1S=Nat NF, 1NT=To Play (denies 4S),
 2C=NF Stayman, 2D=Nat NF, 2H/S = Strong Invite,
 2NT=Nat Invite
 1S 18-20 HCP, Single Suited Minor or 3 Suiter
 1NT 15-17 HCP Balanced (May be any 5332), then 2C = Stayman
 or Relay, 2D/H = Transfers, 2NT=Invite 4H etc
 2C 18-20 HCP Diamonds & a Major
 2D 18-20 HCP Clubs & A Major
 2H 18-20 HCP Diamonds & Clubs
 2S 18-20 HCP 5+/5+ Minors
 2NT 18-20 HCP Clubs & Diamonds, High Shortage
 3C 18-20 HCP Clubs & Diamonds, Even Shortage
 3D 18-20 HCP 3145
 3H 18-20 HCP 2146
 3S 18-20 HCP 3046
 3NT 18-20 HCP 2047

P 1C
 1D 1H Relay, as per 1S+ 15-17 HCP (1NT=18-20 HCP, 2C=GF Relay)
 1S 5-6 HCP Natural 5+/4 another (1NT=To play)
 1NT 5-6 HCP 4 Spades, 5+ another (2C=P/C)
 2C 5-6 HCP Natural 5+/4 D or H
 2D 5-6 HCP Natural 5+/4 C or H
 2H 5-6 HCP Natural 5+/4 Minor

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with
 no biddable 5 card Major)

Rebids (Cont)

P 1D P 0-4 HCP
 1H 15-20 HCP, Inquiry
 1S 5-(6nv)7 HCP Bal, then 1NT=To Play, 2C=NF Stayman,
 2D/H/S=Nat, 2NT=Nat Invite
 1NT 15-16 HCP, Bal, Non-good, then 2C=Stayman or Relay,
 2D/H=Trans, 2S=RF, 2NT=Invite 4H
 2C 15-16 HCP, Clubs Single Suited then 2D=GF Relay
 2D 15-16 HCP, Diamonds Single Suited then 2H = GF Relay
 2H 15-16 HCP, 5/5 specific both minors, then 2S = RSA
 2S 15-16 HCP, 6D/5C minors, then 2NT = RSA
 2NT 15-16 HCP, 5D/6C minors, then 3C = RSA
 3C 15-16 HCP, 6+/6+ minors, then 3D = RSA

P 1D
 1H 1S 5-7 HCP, Bal, then 1NT=To Play, 2C=Stayman or Relay, 2D=Nat,
 2H/S = Nat 4 Card Bal, 2NT=Invite
 1NT 14-16(17) HCP Bal, then 2C=GF Relay
 2C 8-10 HCP Bal, with a 4+ card Major, then 2H=4+ Spades, etc
 2D 8-10 HCP Bal, no Major, then 2S=5 Diamonds etc
 2H 11-13 HCP Bal, 4+ Spades
 2S 11-13 HCP Bal, 4+ Hearts, Not Spades
 2NT 11-13 HCP Bal, 5 Diamonds
 3C 11-13 HCP Bal, 5 Clubs
 3D 11-13 HCP 2344
 3H 11-13 HCP 3244
 3S 11-13 HCP 3343

3NT 11-13 HCP 3334

Next Step over 8+ HCP specific is always relay.

P 1H Pass 0-(6nv)7 HCP, Pass or Correct
1S 15-20 Inquiry
1NT 15-16 HCP Bal non-good, then 2C/2D/2H/2S = Transfer
2C 0-(6nv)7 HCP, Pass or Correct
2D 0-(6nv)7 HCP, Pass or Correct
2H 0-(6nv)7 HCP, Pass or Correct
2S 0-(6nv)7 HCP, Pass or Correct

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s) with no biddable 5 card Major)

Continuations

P 1H
1S 1NT 5+/5+ any
2Suit Weak Two, then next suit asks as per normal wk 2, then RSA
3Suit Weak Three, then Relay (E (7222), H, M, 7231, 7330, 7321)

P 1H
1S 1NT
2C 2D 5+/5+ Odd, then 2S=S&D, 2NT=H&C High Shortage, 3C=H&C Even Shortage, 3D=2515, 3H=3505, 3S=2605, 3NT=2506
2H 5+/5+ Colour, then 2NT=S&C, 3C=H&D high shortage etc
2S 5+/5+ S&H, then 2NT=RSA etc
2NT 5+/5+ D&C, then 3C=RSA etc

R+1 = 321 Controls, DCB not PCB

P 1S 1NT 0-(6nv)7 HCP, Nothing To Say
2C-2S 5-(6nv)7 HCP, HMML 5332, (HCP in suit), then Relay
2NT+ 15-20 HCP (Bound to Come up!)

P 1S
1NT 2C 17+ HCP, 5+ Hearts & 4+Another or 24+ Balanced, Forcing
2D 17+ HCP, 5+ Spades & 4+ Another, Forcing
2H 17+ HCP, 4 Hearts & 5+ Card Minor, Forcing
2S 17+ HCP, 4 Spades & 5+ Card Minor, Forcing
2NT 17-23 HCP, Both Minors
3C/D GF, Single Suited, Nat
3H/S GF, Single Suited, Nat
3NT GF, Both Minors
4C GF, 5H&5S (11 PT), then RSA, Suit = to play
4D GF, 5H&5D (11 PT), then RSA, Suit = to play
4H GF, 5H&5C (11 PT), then RSA, Suit = to play

P 1S
1NT 2C
2D 2H 17-23 HCP, Hearts & Another. Then 2S=R HML for suits, 2NT=Wk Transfer to 2nd Suit, 3H=Slam Try, 3C/D = Nat
2S GF 5H & 4S, then Relay
2NT 24+ HCP Balanced, then as per 2NT Opening
3C GF Hearts & Diamonds, then Relay
3D GF Hearts & Clubs, then Relay

3H GF 6/4 Hearts & Spades, then RSA
 3S GF 6/4 Hearts & Diamonds, Then RSA
 3NT GF 6/4 Hearts & Clubs, Then RSA
 4C GF 6/5 Hearts & Spades (10 PT), then RSA, Suit = to play
 4D GF 5/5 Hearts & Diamonds (10 PT), then RSA, Suit = to play
 4H GF 5/5 Hearts & Clubs (10 PT), then RSA, Suit = to play
PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)
With no biddable 5 card Major)

Continuations

P 1S
 1NT 2D
 2H 2S 17-23 HCP, Spades & Another. Then 2NT=R HML for Suit, 3S=Slam
 Try, 3C=P/C, 3D/H = Nat
 2NT GF 5 Spades & 4 Hearts, then Relay
 3C GF 5 Spades & 4 Diamonds, then Relay
 3D GF 5 Spades & 4 Clubs, then Relay
 3H GF 6/4 Spades & Hearts, then RSA
 3S GF 6/4 Spades & Diamonds, Then RSA
 3NT GF 6/4 Spades & Clubs, Then RSA
 4C GF 5/5 Spades & Hearts (10 PT)
 4D GF 5/5 Spades & Diamonds (10 PT)
 4H GF 5/5 Spades & Clubs (10 PT)

P 1S
 1NT 2H/S 3C Pass or Correct
 2S/2NT Values

P 1NT Stayman or Relay, Transfers

P 2C 2D Inquiry 0-6(7) or 15+
 2H-3C 5-6(7) HCP, HMML 5332, (A or K in suit), then Relay

P 2C
 2D Suit 8 Playing Tricks, then natural
 2NT 21-23 HCP Bal, then 2NT relay

P 2D P/2H/S Pass or Correct (Free to pass non-vul with 0-6(7) HCP)
 2NT Inquiry, then 3C=Max Hearts, 3D=Max Spades,
 3H=Min Hearts, 3S=Min Spades, 3NT=AKQxxx, then R =
 EHML, R+1 (excluding 3NT, Sign off) = Controls

P 2H 2S/3C Pass or correct
 2NT Inquiry / RSA, 3C=S&D, 3D=C&H HS, 3H=C&H ES,
 3S=2515, 3NT=2605 etc

P 2S P/3C Preference
 2NT Inquiry / RSA as per above, 3C=S&C, 3D=H&D High
 Shortage etc

P 2NT 3C/D Preference
 3H Inquiry / RSA as per 2NT Opening

Rules: 1) When showing your suits, always bid HMML
 2) Don't go past 3NT unless specified suits and asked.

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)
With no biddable 5 card Major)

“Comic” Rule over interference:

- a) We pass and they open, then 1NT is comic
- b) We pass and we open 1C and they X or bid 1D then 1H is comic
- c) We pass and we open 1D and they X or bid 1H then 1S is comic

Over Interference (1st & 2nd hand Pass):

| | | | |
|------|--------|-----|---|
| Pass | (1C) | | Pass = 0-5(6) HCP Unbal, 0-13 HCP Bal X = 13+ HCP Unbal, 14+ HCP Bal, then 1D/1H/1S = Nat 0-6(7) HCP, 1NT=4-6 or 5-7 HCP Bal, 2Cue=15-20 HCP, Jump = Weak, 6 card suit etc 1D/H/S = (6)7-12 HCP, Nat then 1NT=15-17, Cuebid = 15-20 HCP, Raise = Weak, New Suit = 15-20 HCP Forcing 1NT = 6-11 HCP “Comic”(two suiter) then P/2C=NF Inq, (can Have clubs), 2D=Forcing Inquiry 2 Level = Weak Jumps 2 Cue = Strong 2 Suiter |
| Pass | (1C) | 1NT | (X) Bids by Opener (Passer) are natural, XX is 3+/3+ D&H Bids by Responder (1NT) are 5+ Lower & 4+ Higher, 2C= Any 5/5 then P/C, XX is 5+ Higher, 4+ Lower. |
| Pass | (1D) | | Pass = 0-5(6) HCP Unbal, 0-13 HCP Bal X = 13+ HCP Unbal, 14+ HCP Bal, then 1H/1S/2C = Nat 0-6(7) HCP, 1NT=4-6 or 5-7 HCP Bal, 2Cue=15-20 HCP, Jump = Weak, 6 card suit etc 1H/S/2C = (6)7-12 HCP, Nat then 1NT=15-17, Cuebid = 15-20 HCP, Raise = Weak, New Suit = 15-20 HCP Forcing 1NT = 6-11 HCP “Comic”(two suiter) then P/2C=NF Inq, (Can't have diamonds), 2D=Forcing Inquiry 2 Level = Weak Jumps 2 Cue = Strong 2 Suiter |
| Pass | (1D) | 1NT | (X) Bids by Opener (Passer) are natural, XX is 3+/3+ C&H Bids by Responder (1NT) are 5+ Lower & 4+ Higher, 2D=5/5 Majors then P/C, XX is 5+ Higher, 4+ Lower. |
| Pass | (1H/S) | | X = (14)15+ HCP then 1NT=4-6, 5-7 HCP Bal, 2Cue=15-20, Suit = 0-6(7) HCP, Nat Suits = (7)8-13 HCP Natural 1NT = “Comic” – One or Two Suiter then 2C = NF Inq, 2D = Forcing Inq |

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)
With no biddable 5 card Major)

Over Interference (1st hand Pass Only):

| | | | |
|------|---------------------|--|--|
| Pass | (Preempt) 2level | | X = Take-out (15+ish), 2NT=Nat (15-18) by both hands |
|------|---------------------|--|--|

Pass (Preempt) 2nd assumes Pass = 5HCP ie X = Take-out (15+ish), 3NT=Nat
 3level 4th X=15-20 Bal (defensive), Major = Canape, Minor = Nat

Over Interference (2nd hand Pass Only):

(Pass) Pass (Preempt) Pass = 0-4 HCP or 5-9 HCP no biddable suit, then over
 2C-2S Nat Reopening X, next non-major = 0-4 HCP, bid shows some values. A Major by both hands likely to be only 4 card suit.

X = Take-out 8-16 HCP with 4 card major or any 17+, then next bid=0-6(7), all other bids = 15+ F
 Bids = (5)6-9 HCP 5+ Biddable Suit, then Pass = 0-6(7), New Suit=15-17, Cue=Stopper ask or GF
 2NT=15-16 HCP, 3NT=To Play
 3NT = 10-13 HCP Bal, No 4 card Major
 3Cue = 10-13 HCP, 4 card major
 2NT = 14-16 HCP Bal (no 4 card maj), or 10-16 HCP Suit, then 3C=0-6(7) P/C, 3D=15-20 Inq with 3Cue=14-16Bal, 3NT=10-16 Minor, Major = 10-16 Nat

(Pass) Pass (Preempt) X = Take-out (15+ish), 3NT=Nat
 3level Reopening: X=15-20 Bal (defensive), Major = Canape, Minor = Nat, 3NT=Nat

Over Interference (Our 3rd hand opener):

Pass (Pass) 1C (X) Pass 0-6(7) HCP (Club Pref)
 1D 0-6(7) HCP (Diamond Pref)
 XX 15-17 HCP unbal or 18-20 HCP Bal, then Relay Mode)
 1H 0-4 HCP, "comic"- One or Two Suiter
 1S 18-20 HCP, Single Suiter minor or 3 Suiter, etc
 1NT 15-17 HCP Bal, then Stayman, transfers etc
 2C 18-20 HCP, Diamonds & a Major etc

PASS (0-4 HCP Any, or 5-7(6nv) Bal, or 15-20 HCP Bal or Minor(s)
 With no biddable 5 card Major)

Over Interference (Our 3rd hand opener):

Pass (Pass) 1D (X) Pass 0-6(7) HCP, (Diamond Pref)
 1H 0-6(7) HCP, (Heart Pref)
 XX 15-20 HCP Inquiry, then Relay Mode
 1S 0-4 HCP, "Comic" – One or Two Suiter, Then 1NT=Inq, 2D=Both Majors
 1NT 15-16 HCP, Non-Good, then Stayman, Transfers etc
 2C 15-16 HCP, Clubs SS then relay Etc

Pass (Pass) 1H (X) Pass 0-6(7) HCP, Pass or Correct
 1S/2C/etc 0-6(7) HCP, Pass or Correct
 XX 15-20 HCP, then Pass = Hearts, Hxx Mode, 1S=Spades & Minor, 1NT=Both Minors, 2 Level=SS, 2H = Hearts Vomit
 1NT 15-16 HCP, Non-Good, then 2C-2S = Transfers

| | | | | |
|---|---------|----|-----|--|
| Pass | (Pass) | 1S | (X) | Pass = 0-3 HCP XX = 4-7 HCP 5 Spades, or big 1NT = 4-7 HCP (not 5332) 2C-2H = 5-7 HCP (5332 MML – can't have spades) |
| P (P) | 1C (1D) | X | | 15-17 HCP Unbal or 18-20 HCP Bal 1H "Comic" 0-4 HCP, One or Two Suiter 1S 18-20 HCP Single Suited minor etc |
| P (P) | 1C (1H) | X | | 15-17 HCP Unbal or 18-20 HCP Bal 1S 18-20 HCP Single Suited Minor etc |
| P (P) | 1C (1S) | X | | 15-20 Take-out All bids Natural 15-20 |
| P (P) | 1D (1H) | X | | Relay, 15-20 HCP Unbal or 18-20 HCP Bal, with 1S=5-7 HCP, 1NT=14-16(17) HCP etc 1S "Comic" 0-4 HCP, One or Two Suiter 1NT 15-17 HCP Bal, then 2C=GF Relay 2C 15-16 HCP, Clubs SS then relay Etc |
| P (P) | 1D (1S) | X | | 15-20 HCP, then: Hxx Mode, No Relay 1NT 15-17 HCP Bal, then 2C=GF Relay, etc 2C 15-16 HCP, Clubs SS then relay etc |
| <u>1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)</u> | | | | |

Responses

| | | |
|----|-----|---|
| 1C | 1D | 0-7 HCP, Any, Transfer to 1H, or 8-11 HCP 6 Diamonds |
| | 1H | Relay, Invit + |
| | 1S | 8-12 HCP, 4+ Spades, Invit |
| | 1NT | 8-11 HCP, Bal or Semi-bal, denies 4+ S, 3+ H, or 6+ Minor |
| | 2C | 8-11 HCP, 6 Clubs, NF |
| | 2D | Puppet to 2H, Major suit Raise |
| | 2H | (6)7-10(11) HCP 3(4) Hearts |
| | 2S | 3-7 HCP, 6 Spades |
| | 2NT | 9-11 HCP, 6 Good Spades, Invit |
| | 3C | 4-7 HCP, (6)7 Clubs |
| | 3D | 4-7 HCP, (6)7 Diamonds |
| | 3H | Weak 4H |
| | 3S | 4-7 HCP, 7 Spades |
| | 3NT | 13-15 HCP 3433 |

Rebids

| | | | |
|----|----|------|--|
| 1C | 1D | 1H | 5+ Hearts, To play |
| | | 1S | 4H and 4S, 3 Suited |
| | | 1NT | (17)18-20 HCP with Hearts 5332, then 2C=Nat Weak, 2D=8-11 HCP, Diamonds |
| | | 2C/D | 5H/4+m, Raise freely |
| | | 2H | 8.5 / 9 Playing Tricks in Hearts or Strong 5/4 Hearts & Another |
| | | 2S | Spades & Another GF |
| | | 2NT | 24+ HCP Balanced, then Puppet Stayman |
| | | 3C/D | GF, then Nat – 4 card Maj |
| | | 3H/S | GF, Single Suiter |
| | | 3NT | Gambling Style, Minor or to play |
| | | 4C | GF 6H & 5S |
| | | 4D | GF 5H & 5D |
| | | 4H | GF 5H & 5C |

| | | | |
|----|----|-----|--|
| 1C | 1H | 1S | Any Max <u>or</u> Any Game Force |
| | | 1NT | Single Suiter <u>or</u> 5+ Hearts & 4 Spades, Min |
| | | 2C | 5+ Hearts & 4 Diamonds, Min |
| | | 2D | 5+ Hearts & 4 Clubs, Min |
| | | 2H | Three Suiter, Min |
| | | 2S | 8 / 9 Playing Tricks in Hearts or 17-23 5/5 Hearts & Another |
| | | 2NT | Bal 15-20 HCP, any 5332 |
| | | 3C | 6H & 5S, Min |
| | | 3D | 5H & 5D, Min |
| | | 3H | 5H & 5C, Min |
| | | 3S | 6+/5+ Hearts & Diamonds. Min |
| | | 3NT | 6+/5+ Hearts & Clubs, Min |

| | | | |
|----|-----|--------|---|
| 1C | 1H | | |
| 1S | 1NT | 2C | Max, Single Suiter or 5+Hearts & 4 Spades |
| | | 2D | Max, 5+ Hearts & 4 Diamonds |
| | | 2H | Max, 5+ Hearts & 4 Clubs |
| | | 2S | Max, Three Suiter |
| | | 2NT | 24+ HCP Balanced |
| | | 3Level | GF, Natural |

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

| | | | |
|----|----|------|---|
| 1C | 1S | 1NT | 15-17 HCP Bal 5332 |
| | | 2C | Nat Inquiry (3+) or Artificial GF Inquiry (then Relay with Unknown suits – ie Show PCB in Rank Order - Spades, Hearts, Diamonds – assume Clubs) |
| | | 2D | Nat Inquiry (3+), Forcing, then relay as above |
| | | 2H | 6H, NF |
| | | 2S | Raise, Min, can be 3 card. |
| | | 2NT | 18-20 HCP Bal 5332 |
| | | 3C/D | 5/5, Invit |
| | | 3H | 6H, Invit |
| | | 3S | Raise, Invit |
| | | 3NT | Gambling Style or To play |
| | | 4C/D | Splinter |
| | | 4H/S | To Play |
| | | 4NT | RKCB, Spades |
| | | 5C/D | Exclusion RKCB |

| | | | |
|----|-----|------|-----------------------------|
| 1C | 1NT | 2C | Relay (2H, 2NT=Signoff) |
| | | 2D/H | Natural NF |
| | | 2S | 3 Suiter, 4405, Min |
| | | 2NT | 15-16 HCP Bal 5332 |
| | | 3C/D | 5/5, Invit |
| | | 3H | 6H, Invit |
| | | 3S | 5 Spades & 6 Hearts, Invit |
| | | 3NT | To Play |
| | | 4C/D | GF That Suit – RKCB in suit |
| | | 4H | To Play (Min) |
| | | 4NT | Normal Blackwood |

| | | | |
|----|----|----|-----------------|
| 1C | 2C | 2D | Relay |
| | | 2H | Hearts, Minimum |
| | | 2S | 5H&4S, Forcing |

| | | | |
|----|----|-------|------------------------------------|
| | | 2NT | 15-16 HCP Bal 5332 |
| | | 3C | 5H&(3)4C Invit |
| | | 3D | 5/5 Invit |
| | | 3H | 6H, Invit |
| | | 3NT | To Play, Gambling |
| | | 3S/4D | Splinter |
| | | 4C | RKCB Clubs |
| | | 4S/5D | Exclusion RKCB |
| | | 4H | To Play |
| 1C | 2D | 2H | Accepting Puppet (Confirms Hearts) |
| | | 2S | GF 5+Spades & 4 Another |
| | | 2NT | 24+, Bal |
| | | 3C/D | Nat, GF, then Nat |
| | | 3H | Dogs Breakfast |
| | | 3S | GF Spades SS |
| | | 3NT | To Play, Gambling |
| | | 4C | 5/5 Spades & Diamonds GF |
| | | 4D | 5/5 Spades & Clubs GF |
| | | 4H | To Play |

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

| | | | | |
|----|----|----|--------|---|
| 1C | 2D | 2H | 2S | 7-8(9) HCP, No shortage |
| | | | 2NT | Splinter, 6-9HCP 8 loser or Slam try splinter |
| | | | 3C | GF spade Raise, Asks |
| | | | 3D | 9-10 HCP, Limit Raise |
| | | | 3H | 7-9 HCP, 3433 |
| 1C | 2D | 2H | 2S | Short Suit Try – Any Suit, then R=HML, R+1=LMH |
| | | | 3C | xxx(x) in Minor |
| | | | 3D | xxx(x) in Spades |
| | | | 3H | Minimum (but not Dogs Breakfast) |
| | | | 3S | Splinter |
| | | | 3NT | 18-20 HCP Bal |
| | | | 4C/D | Splinter |
| 1C | 2D | 2H | 2NT | 3C Asks HML, HML |
| | | | | 3D Asks LMH, LMH |
| | | | | 3H Minimum (but not Dogs Breakfast) |
| | | | | 3S 6H / 5S, Slam Try |
| | | | | 3NT 18-20 HCP Bal |
| | | | | 4C 5/5 H&D |
| | | | | 4D 5/5 H&C |
| | | | | 4H Natural |
| 1C | 2D | 2H | 3C | 3D Any Shortage (then after R - Min, HML Max, then CBM) |
| | | | | 3H No Shortage, 15+ HCP |
| | | | | 3S 6H / 5S |
| | | | | 3NT 12-14 HCP (any 5422) |
| | | | | 4C 5/5 H&D |
| | | | | 4D 5/5 H&C |
| | | | | 4H Min, but not Dogs Breakfast |
| 1C | 2D | 2H | 3D | Opener bids game unless poor |
| | | | 3S etc | CBM |

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

Rebids (cont)

| | | | |
|----|----|-----|---|
| 1C | 1D | | |
| 2H | 2S | 2NT | 5+ Hearts & 4 Spades, Forcing |
| | | 3C | Hearts & Clubs 5+/4 NF |
| | | 3D | Hearts & Diamonds 5+/4 NF |
| | | 3H | 8.5/9 PT Hearts |
| | | 3S | 6/5 H&S GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd |
| | | 3NT | 5/5 H&D GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd |
| | | 4C | 5/5 H&C GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd |
| | | 4D | 6/5 H&D GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd |
| | | 4H | 6/5 H&C GF, then Suit = Sign-off, 4NT=RKCB, Cue = 1st/2nd |

| | | | |
|----|-----|-----|---------------------------|
| 1C | 1D | | |
| 2S | 2NT | 3C | Spades & Hearts 5+/4 GF |
| | | 3D | Spades & Diamonds 5+/4 GF |
| | | 3H | Spades & Clubs 5+/4 GF |
| | | 3S | 5/5 S&H GF |
| | | 3NT | 5/5 S&D GF |
| | | 4C | 5/5 S&C GF |
| | | 4D | 6/5 S&H GF |
| | | 4H | 6/5 S&D GF |
| | | 4S | 6/5 S&C GF |

| | | | |
|----|----|-----|---|
| 1C | 2H | 2S | Any Game Try – Then 2NT=Spade Feature, 3C=Clubs etc |
| | | 2NT | 24+ Bal |
| | | 3C | GF Clubs then Nat |
| | | 3D | GF Diamonds then Nat |
| | | 3H | Law Raise |
| | | 3S | GF Spades SS |
| | | 3NT | 18-20 HCP Bal |
| | | 4C | GF 5/5 Spades & Diamonds |
| | | 4D | GF 5/5 Spades & Clubs |
| | | 4H | To Play |

| | | | |
|----|----|------|---|
| 1C | 2S | 2NT | Inquiry – then Min Shortage etc (can be GF) |
| | | 3C | Control Ask (Any GF) |
| | | 3D | GF Diamonds |
| | | 3H | To Play |
| | | 3S | Law Raise |
| | | 3NT | To Play |
| | | 4C | GF 6/5 Hearts & Diamonds |
| | | 4D | GF 6/5 Hearts & Clubs |
| | | 4H/S | To Play |

1C OPENING (11-20 HCP 5H or 4/4 Maj 3 suited, or Any GF)

| | | | |
|----|-----|------|--------------------------------|
| 1C | 2NT | 3C | Inquiry – Then EHML, can be GF |
| | | 3D | Control Ask – (any GF) |
| | | 3H | Sign-off |
| | | 3S | Sign-off |
| | | 3NT | To Play |
| | | 4C/D | Splinters, agreeing Spades |
| | | 4H/S | To Play |

Interference

| | | | |
|----|-----------|-----|---|
| 1C | (X) | P | 0-4 HCP, or 5-7 not 3H |
| | | XX | 5-7 HCP, 3H |
| | | 1D | 8-11 HCP, Nat, can be unbalanced |
| | | 1H | Relay |
| | | 1NT | 8-11 HCP Bal |
| | | 2D | Nat NF, Major Suit Responses revert to normal |
| 1C | (1D) | P | Nothing to Say 0-7 HCP |
| | | X | Negative – 4 Spades |
| | | 1H | Relay |
| | | 1S | (7)8-11 5+ Spades |
| | | 1NT | 7-10 HCP |
| | | 2D | Nat NF, Major Suit Responses revert to normal |
| 1C | (1H) | (X) | Relay |
| | Art | 1S | Natural, NF |
| | | 1NT | 7-10 HCP |
| | | 2D | Nat NF, Major Suit Responses revert to normal |
| 1C | (3level+) | P | P |
| | | | New Suit = GF |
| | | | X = T/O, Hearts |

Higher interference = No relay, Natural bidding, Take-out doubles up to 4H

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Responses

| | | |
|----|--------|---|
| 1D | 1H | 0-7 HCP, Any, Transfer to 1S or 8-11 HCP 5+ Hearts |
| | 1S | Relay, Invit + |
| | 1NT | 8-11 HCP Bal or semi-bal, denies 5+ H, 3+ S, 6+ Minor |
| | 2C | 8-11 HCP, 6 Clubs, NF |
| | 2D | 8-11 HCP, 6 Diamonds, NF |
| | 2H | Puppet to 2S, Major Suit Raise |
| | 2S | (6)7-10(11) HCP, 3(4) Spades |
| | 2NT | 9-11 HCP, 6 Hearts, Invit |
| | 3C | 4-7 HCP, (6)7 Clubs |
| | 3D | 4-7 HCP, (6)7 Diamonds |
| | 3H | 4-7 HCP, 7 Hearts |
| | 3S | Weak, 4S (enough to make 3NT opp 21-23 HCP) |
| | 3NT | 13-15 4333 |
| | 4level | Splinters |
| | 4S | To Play |

Rebids

| | | | |
|----|----|------|--|
| 1D | 1H | 1S | 5+ Spades, Min |
| | | 1NT | 17-20 HCP, 5332 then 2C/D = Nat, Weak, 2H = 8-11 HCP 5H, 3H=7-9 HCP 6H |
| | | 2C/D | 5S/4m, 11-16 HCP |
| | | 2H | 5S/4H, 11-16 HCP |
| | | 2S | Spades, Single Suiter, 8.5 / 9 Playing Tricks |
| | | 2NT | 21-23 HCP, Bal |
| | | 3C/D | 5S/5m, Invit |
| | | 3H | 5S/5H, Invit |
| | | 3S | 6/5 Spades & Diamonds |
| | | 3NT | 6/5 Spades & Clubs |

| | | | |
|----|-----|-------|---|
| 1D | 1H | | |
| 1S | 2H | | 8-11 HCP, 5+ Hearts |
| 1D | 1S | 1NT | Any Max or 21-23 HCP, Bal |
| | | 2C | Single Suiter, or 5+ Spades & 4 Hearts, Min |
| | | 2D | 5+ Spades & 4 Diamonds or 3 Suiter, Min |
| | | 2H | 5+ Spades & 4 Clubs, Min |
| | | 2S | 8 / 9 Playing Tricks, in Spades or 17-23 5/5 Spades & Another |
| | | 2NT | Bal 15-20 HCP, any 5332 |
| | | 3C | 5+S & 5+H, 10-16 HCP |
| | | 3D | 5S & 5D, 10-16 HCP |
| | | 3H | 5S & 5C, 10-16 HCP |
| | | 3S | 6+/5+ Spades & Diamonds, 10-16 HCP |
| | | 3NT | 6+/5+ Spades & Clubs, 10-16 HCP |
| 1D | 1NT | 2C | Relay (2S, 2NT = Sign-off) |
| | | 2suit | Natural NF |
| | | 2NT | 15-16 Bal 5332 Invit |
| | | 3C/D | 5/5 Invit |
| | | 3H | 5/5 Invit |
| | | 3S | 6S, Invit |
| | | 3NT | To Play |
| | | 4S | To Play |

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Rebids (Cont)

| | | | |
|----|----|-------|--------------------------------------|
| 1D | 2C | 2D | Relay |
| | | 2H | 5S&4H |
| | | 2S | 6S, Min |
| | | 2NT | 15-17 Bal any 5332 |
| | | 3C | 5S&(3)4C, Invit |
| | | 3D/H | 5/5 Invit |
| | | 3S | 6S, Invit |
| | | 3NT | To Play |
| | | 4C | RKCB Clubs |
| | | 4D/H | Splinter |
| | | 5C/5D | Exclusion RKCB |
| | | 4S | To Play |
| 1D | 2D | 2H | Relay |
| | | 2S | 6S, Min |
| | | 2NT | 15-17 Bal any 5332 |
| | | 3C | 5S&5C, Invit |
| | | 3D | 5S&4D, Invit |
| | | 3H | 5S&5H, Invit |
| | | 3S | 6S, Invit |
| | | 3NT | To Play |
| | | 4C/H | Splinter |
| | | 4D | RKCB Diamonds |
| | | 5C/H | Exclusion RKCB |
| | | 4S | To Play |
| 1D | 2S | 2NT | (15)16-17 HCP Bal |
| | | 3C | Short Suit Try – then R=HML, R+1=LMH |
| | | 3D | xxx(x) Minor or 21-23 HCP Bal |
| | | 3H | 4 Hearts Forcing |

3S Law Raise
 3NT 18-20 HCP

1D 2NT 3C Inquiry – EHML etc
 3D 5 Spades & 5 Diamonds Invit
 3H To Play
 3S To Play
 3NT To Play

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Rebids (Cont)

1D 2H 2S Accepting Puppet
 2NT 21-23 HCP, Bal
 3C 5/5 S&H, GF, then CBM
 3D 5/5 S&D, GF, then CBM
 3H 5/5 S&C, GF, then CBM
 3S Dogs Breakfast

1D 2H 2S 2NT 7-8(9) HCP, No shortage
 3C Splinter, 6-9HCP 8 loser or Slam try splinter (6 loser)
 3D GF spade Raise
 3H 9-10 HCP, Limit Raise
 3S 4333 7-9 HCP

1D 2H 2S 3C Short Suit Try – Any Suit, then R=HML, R+1=LMH
 3D xxx(x) in Minor
 3H 4 Hearts, Forcing
 3S Minimum (but not Dogs Breakfast)
 3NT (17)18-20 HCP Bal
 4C/D Splinter

1D 2H 2S 3C 3D Asks HML, HML
 3H Asks LMH, LMH
 3S Minimum (but not Dogs Breakfast)
 3NT (17)18-20 HCP Bal
 4C 5/5 S&H
 4D 5/5 S&D
 4H 5/5 S&C
 4S To Play

1D 2H 2S 3D 3H Any Shortage (then after R - Min, HML Max, then CBM)
 3S No Shortage, 15+ HCP
 3NT No Shortage 12-14 HCP, any 5422
 4C 5/5 S&H
 4D 5/5 S&D
 4H 5/5 S&C
 4S Minimum, but not Dogs Breakfast

1D 2H 2S 3H 3S Opener bids game unless poor
 4C etc CBM

1D OPENING (11-20 HCP 5+Spades or 21-23 HCP BAL)

Interference:

| | | | |
|----|------|-----|--|
| 1D | (X) | P | 0-4 HCP |
| | | XX | 5-7 HCP, 3S |
| | | 1H | 4+ Hearts, Natural Non-Forcing |
| | | 1S | Relay |
| | | 1NT | 8-11 HCP Bal, denies 4H |
| | | 2H | Nat NF, Major Suit Raises revert to Normal |
| 1D | (1H) | P | Nothing to Say 0-7 HCP |
| | | X | Negative – 8-11 HCP no H stop |
| | | 1S | Relay |
| | | 1NT | 8-11 HCP – H stop |
| | | 2H | Nat NF, Major Suit Raises revert to Normal |
| 1D | (1S) | X | Relay |
| | Art | 1NT | 8-11 HCP Bal |

Higher interference = No relay, Natural bidding, Take-out doubles up to 4H

1H (5-10 HCP Hearts or Diamonds Unbalanced, or (7nv)8-10 HCP Bal or any 4441)

Responses

| | | |
|----|--------|--|
| 1H | 1S | Inquiry – usually 15+ HCP Bal or 12+ HCP Unbal |
| | 1NT | To Play, may be off shape, (10)11-14(15)HCP, NF, then Natural NF |
| | 2C/D | Natural NF, Raiseable |
| | 2H/S | Natural NF, Raiseable |
| | 2NT | Pass or Correct style for Hearts & Diamonds |
| | 3Level | Natural, Weak, NF |

Rebids

| | | | |
|----|----|-----|---|
| 1H | 1S | 1NT | SS Hearts or H&A Max |
| | | 2C | (7)8-10 Bal (may be any 5332) or any 4441 then 2D=GFRelay |
| | | 2D | 6 Diamonds min or 5 Diamonds & Another min |
| | | 2H | 5 Hearts & Another Min |
| | | 2S | 5 Diamonds & Another Max |
| | | 2NT | 3 Suited Any 5440 with 5 Hearts |
| | | 3C | 3 Suited Any 5440 with 5 Diamonds |
| | | 3D | Diamonds Single Suited Max then R= EHML |
| | | 3H | 6/5 H&S Max then RSA |
| | | 3S | 5/5 H&D Max then RSA |
| | | 3NT | 5/5 H&C Max then RSA |

| | | | |
|----|-----|--------------------------------|--|
| 1H | 1S | | |
| 2C | 2D | GF Relay | |
| | 2H | 4 Card, Nat, NF, Invit | |
| | 2S | 4 Card, Nat, NF, Invit, not 4H | |
| | 2NT | Invit, No major | |

| | | | |
|----|----|---------|--------------------|
| 1H | 1S | | |
| 2C | 2D | 2H | Spades or any 4441 |
| | | 2S | Hearts |
| | | 2NT etc | Normal |

| | | | |
|----|----|-----|------------------------|
| 1H | 1S | | |
| 2C | 2D | | |
| 2H | 2S | 2NT | 4/4 Majors or any 4441 |

3C 5 Spades
 3D etc Normal

1H 1S
 2C 2D
 2H 2S
 2NT 3C 3D 1444 or 4144
 3H 4423 or 4414
 3S 4432
 3NT 4441

1H (5-10 HCP Hearts or Diamonds Unbalanced, or (7nv)8-10 HCP Bal or any 4441)

Interference:

1H (X) Pass 3+ Hearts, Pass or Correct, or Big, X=T/O
 Bids (Including 1S & 2D) are Natural, To play
 XX 4S & 5m or 4S and both minors, or Big
 Pens interest (Hxx at two-level, Pens at 3 level)
 1NT Both Minors (5+/4+)

1H (X) P (P) P 4+ Hearts
 XX 4S & 5D or 4S & 4/4 Minors
 1S 4+ Spades Bal, (Can have 4H)
 1NT Minors – 2344 or 3244 or xx54 or 5+/5+
 2C 5 Clubs Bal
 2D Natural

1H (1S) X Inquiry – at least invit. Relay responses if poss.
 1NT To play
 Bids Natural, NF

1H (1NT) X Penalty Interest – then Hxx Mode
 Bids Natural NF

1H (2C/D) X=T/O, then 2NT=Two Suits
 Bids=Nat
 2NT=Good Int Jump

1H (P) 1NT (X) Pass (7)8-10 HCP, then X = Take-out by both
 2D/H Weak to Play
 XX 5/4 Weak, then P/C

1H (P) 1S (X) Pass Min Balanced
 XX Spades
 1NT SS Hearts or Max H&A
 2C Max Balanced

1H (P) 1S (1NT) Pass SS Hearts or Max H&A
 X Penalty interest
 2C Balanced Min

1H (P) 1S (2C) Pass SS Hearts or Max H&A
 X Balanced

Over 1H – 1S Relay interference, Relay bids stay same with extra steps for penalties etc.
 No relay higher than interference of two bids more.

| | | | | | |
|----|-----|---|-----|-----|--|
| 1H | (P) | P | (X) | P | 3+ Hearts |
| | | | | XX | 4S & 5D or 4S & 4/4 Minors |
| | | | | 1S | 4+ Spades Bal |
| | | | | 1NT | Minors – 2344 or 3244 or xx54 or 5+/5+ |
| | | | | 2C | 5 Clubs Bal |
| | | | | 2D | Natural |

| | | | | | |
|----|-----|---|------|------|------------|
| 1H | (X) | P | (1S) | 1NT | Two Suiter |
| | | | | X | Take-out |
| | | | | Bids | Natural |

1S (5-10 HCP Spades or Clubs is best suit Unbalanced but not 4441)

Responses

| | | |
|----|--------|--|
| 1S | 1NT | Inquiry – not necessarily GF, usually 12+HCP |
| | 2C | Pass or Correct |
| | 2D/H | Natural, NF, Raiseable |
| | 2S | Natural, Invit |
| | 2NT | Pass or Correct style for S&C |
| | 3Level | Natural, Weak, NF |

Rebids

| | | | |
|----|-----|-----|--------------------------------------|
| 1S | 1NT | 2C | 6 Clubs Min or 5 Clubs & Another Min |
| | | 2D | SS Spades or Max Spades & Another |
| | | 2H | 5 Clubs & Another Max |
| | | 2S | 5 Spades & Another Min |
| | | 2NT | 3 Suiter 5 Spades |
| | | 3C | SS Clubs Max, then EHML |
| | | 3D | 3 Suiter 5 Clubs |
| | | 3H | 5/5 Majors, then RSA |
| | | 3S | 5/5 Spades & Diamonds. then RSA |
| | | 3NT | 5/5 Spades & Clubs, then RSA |

1S (5-10 HCP Spades or Clubs is best suit Unbalanced but not 4441)

Interference:

| | | | |
|----|-----|------|---|
| 1S | (X) | Pass | 2+ Spades, Pass or Correct |
| | | Bids | (Including 2C) are Natural, To play |
| | | XX | 4H & 5m or 4H & Both Minors, (or Big), 2C = P/C |
| | | 1NT | Both Minors (5+/4+) |

| | | | | | |
|----|-----|---|-----|-----|-----------------------|
| 1S | (X) | P | (P) | P | 5 Spades |
| | | | | XX | 5+ Clubs, 4+ Hearts |
| | | | | 1NT | 5+ Clubs, 4+ Diamonds |
| | | | | 2C | 6+ Clubs |

| | | | |
|----|-------|------|--|
| 1S | (1NT) | X | Penalty Interest – Then Hxx Mode (Ripping = Relay) |
| | | Bids | Nat, NF |
| | | 2NT | P/C |

| | | |
|----|----------|---------------------------|
| 1S | (2C/D/H) | X=T/O, then 2NT=Lebensohl |
| | | Bids=Nat |
| | | 2NT=Good Int Jump |

1S (P) 1NT (X) Relay down two ie:
 Pass Min SS Clubs or C&A
 XX SS Spades or Max S&A
 2C Max C&A

1S (P) 1NT (2C) Relay down one ie:
 Pass Min SS Clubs or C&A
 X SS Spades or Max S&A
 2D Max C&A

1S (P) 1NT (2D) Normal Relay ie:
 Pass Min SS Clubs or C&A
 X SS Spades or Max S&A
 2H Max C&A

Over 1S – 1NT Relay, Go down steps, ie no penalty steps. Higher than two bids puts us out of relay.

1S (P) P X Pass 5+ Spades
 XX 5 Clubs & 4 Hearts
 1NT 5 Clubs & 4 Diamonds
 2C 6+ Clubs

1NT OPENING (11-14 HCP Balanced (may be any 5332
 Occas. Singleton or Off-shape)

Responses

1NT 2C Stayman or Relay
 2D,H Transfers
 2S Invitational in NT or Minor(s)
 2NT 4 Hearts, Invitational
 3suit Weak
 3NT To Play
 4m Transfer To Tied Major
 4M To Play
 4NT Quantitative

Rebids

1NT 2C 2D No Major
 2H 4 or 5 Hearts
 2S 4 or 5 Spades, Not 4 Hearts

1NT 2C
 2D 2H Pass or Convert
 2S GF Relay
 2NT Invitational with 4 Spades
 3C To Play with a 4 card Major
 3D Bid A 3 Card Major
 3M GF, Singleton, 4 of other major
 3NT To Play

1NT 2C
 2H 2NT Invitational with 4 spades
 3m 5+m with 4 card M, to play
 3H Invitational, scattered values
 3S Splinter
 3NT To play (does not show 4 spades)
 4C/4D Splinter

| | | |
|-----|-----|------------------------------------|
| 1NT | 2C | |
| 2S | 3m | 5+m with 4 card M, to play |
| | 3H | 4+S, xxxx or (J)xxx in a side suit |
| | 3S | Invitational, scattered values |
| | 3NT | To play (does not show 4 hearts) |
| | 4C+ | Splinter |

1NT OPENING (11-14 HCP Balanced (may be any 5332
Occas. Singleton or Off-shape)

Super Accepts

| | | |
|-----|-------|---|
| 1NT | 2D/2H | Accept = 2or3 of suit then new suit or 2NT = Nat Invite |
| | | Accept+1 = 4+ support, short suit trial, then R=HML |
| | | Accept+2 = 4+ support, xxx(x) in a suit, R=HML, R+1=LMH |
| | | Accept+3 = 4+ support, game try with ruffing value |
| | | Accept+4 = (3)4+ support, 4333 (may hold AKx,AQx) |
| | | Accept+5 = 4+ support, minimum |

| | | |
|-----|-------|--|
| 1NT | 2D/2H | Accept or Accept+1 then new suit = Natural |
|-----|-------|--|

| | | | |
|-----|----|------|--|
| 1NT | 2S | 2NT | Minimum |
| | | 3C | Maximum, poor clubs, now 3m, 3M as above |
| | | 3D | Maximum, good clubs, poor diamonds |
| | | 3H/S | Maximum, good minors, no stop in M |
| | | 3NT | Maximum, to play |

Rangefinder

| | | | | |
|-----|----|-----|-----|-----------------------------|
| 1NT | 2S | 2NT | 3m | 6+ suit, 2 of top 3 honours |
| | | | 3M | 5+/4+ minors, short M |
| | | | 3NT | 5/5 minors |

| | | | |
|-----|-----|-------|------------------------------|
| 1NT | 2NT | Pass | Minimum, no 4 Hearts or 3433 |
| | | 3m | Short suit trial in suit |
| | | 3H/4H | To Play, 4+ hearts |

Relay

| | | | |
|-----|----|-----|---------------------------------------|
| 1NT | 2C | | |
| 2D | 2S | 2NT | 5D then R=HML Doubleton, R+1=Controls |
| | | 3C | 5C then R=HML Doubleton, R+1=Controls |
| | | 3D | 2344, then R = Controls |
| | | 3H | 3244, then R=Controls |
| | | 3S | 3343, then R=Controls |
| | | 3NT | 3334, then R=Controls |

| | | | |
|-----|----|-----|---------------------------------------|
| 1NT | 2C | | |
| 2H | 2S | 2NT | 5H then R=HML Doubleton, R+1=Controls |
| | | 3C | 44M then R=HL Doubleton, R+1=Controls |
| | | 3D | 4D then R=HL Doubleton, R+1=Controls |
| | | 3H | 2434, then R = Controls |
| | | 3S | 3424, then R = Controls |
| | | 3NT | 3433, then R = Controls |

1NT OPENING (11-14 HCP Balanced (may be any 5332
Occas. Singleton or Off-shape)

Relay (Cont)

| | | | |
|-----|-----|----|---------------------------------------|
| 1NT | 2C | | |
| 2S | 2NT | 3C | 5S then R=HML Doubleton, R+1=Controls |
| | | 3D | 4D then R=HL Doubleton, R+1=Controls |

3H 4234, then R = Controls
 3S 4324, then R = Controls
 3NT 4333, then R = Controls

1NT (P) 2C (X)
 XX = Both Majors, then 2D = Relay, 2H=4423, 2S=4432 min controls etc
 2D = 5D 2S = Relay - HML
 2M = 4+suit, Normal Relay applies but no 4/4 Major option
 Pass = 4D or 4/5C, 2S = Relay, with steps: 5D, 5C, 2344, 3244, 3343, 3334

1NT (P) 2C (2suit)
 X = 5 (if D) or 4+ (if M)
 2 Suit = 4+, normal developments
 Pass = No convenient response (usually 4m) Still Relay – Responses
 Modified accordingly for 2D/2H Intervention, but no relay after 2S

1NT (P) 2C (P)
 2X (bid or x) X or XX = Penalties if at 2 level, Take-out if above the normal
 Relay bid. 3 Suit = To play if take-out X or Relay Available,
 Otherwise forcing

Interference

1NT (bid Nat 4+) X Take-out, with 2NT by opener = 2 Suits

1NT (bid Art) X Suit or Penalty Interest, Hxx Mode

1NT (2C Pott, Landy) X = Hxx Mode, Clubs invit, or GF Relay

1NT (P) 2D/H (X) Pass = 2 cards in transfer suit, then XX = T/O
 XX Max, 3 Card Support
 Other bids as per 1NT 2D/2H

1NT OPENING (11-14 HCP Balanced (may be any 5332
 Occas. Singleton or Off-shape)

Interference (Cont)

1NT (bid) 2suit=5+ suit competitive, or if cue of known suits then take-out
 X followed by 3 of a suit = 5 card suit with a stop
 3 suit< theirs = 5+ suit, game forcing
 3 suit> theirs = 5+ suit, game forcing, no stop
 3 cue = 4 card major(s), no stop
 3NT = No 4M, No stop
 2NT = Lebensohl: Transfer to 3C. Then:
 Pass or 3<Suit = to play
 3>Suit=6+, Invitational
 3cue = 4M with stop
 3NT = no 4M with stop
 Pass then X is 100% Penalties
 X then X= Hxx.
 If two anchor suits are available the bid suit asks

1NT (X) Pass Forcing, Happy or Two Suits Touching
 XX Two Suits, Non-touching (Includes C&S) then 2 minor=P/C,
 2 Major = Suit
 2Level 5+ Card Suit
 2NT Both Minors
 3Level Weak

1NT (X) P P Suit 5 Card Suit
 XX As Requested

| | | |
|---------------|---------------------------------------|---|
| 1NT (P) P (X) | XX=4 clubs, then | 2C=Clubs or Diamonds & a M 2D/H = Natural 5+ 2S = 4S & 5+ Clubs |
| | Pass=2/3 C, then | XX = Minor Single Suit 2C = Clubs and Another 2D = Diamonds and a Major 2H = Natural, 2S=4S and both m |
| 1NT (P) P (X) | | |
| P (P) 2C | After X, Pass = Clubs, XX=D&S, 2D=D&H | |

2C OPENING (11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144))

Responses

| | | |
|----|------|----------------------|
| 2C | 2D | Inquiry |
| | 2H/S | Natural, 5+, Forcing |
| | 2NT | Natural Invite |
| | 3C | Law Raise |
| | 3D | Natural, 6+, Forcing |
| | 3H/S | Natural, 6+, Invite |
| | 3NT | To Play |
| | 4C | RKCB |
| | 4D | Splinter |
| | 4H/S | To Play |
| | 4NT | Specific Ace Ask |

Rebids

| | | | |
|-----|----|-------|---|
| 2C | 2D | 2H/S | 4 Card, not Extreme Shape, then natural |
| | | 2NT | 6C, Max, Single Suited, then relay |
| | | 3C | 6C Min or 5+C&4D Min, then Stopper showing |
| | | 3D | 4 Card, 6/4 or similar, then stopper showing, 4C=Controls (0-6) |
| | | 3H/S | 4 Card, 6/4 or similar, then R=RSA, R+1=Controls 1 st step=0-6 |
| | | 3NT | Max, One Loser Suit, then 4C = Controls 1 st step = 0-6 |
| 2C | 2D | | |
| 2NT | 3C | 3D | 6 Clubs, Max, Even Shortage, then R |
| | | 3H | 6 Clubs, Max, High Shortage, then R |
| | | 3S | 6 Clubs, Max, Middle Shortage, then R |
| | | 3NT | 6 Clubs, Max, Low Shortage, then R |
| 2C | 2H | 2S | Nat, Forcing |
| | | 2NT | Nat, NF |
| | | 3C | Nat, NF |
| | | 3D | Nat, Forcing |
| | | 3NT | Max, One Loser Suit, then 4C = Controls |
| | | 3H | Nat, Min |
| | | 4H | Nat, Max |
| | | 3S/4D | Splinter |
| | | 4C | Six Solid Clubs, 4 trumps (can be poor) |

Responder's Continuations

- Rebidding Major is Suit Set Slam-Try
- 4C is controls, agreeing major (except 2C-2x-3NT when 4C agrees Clubs)

2C OPENING (11-14 HCP 5+ Clubs Unbalanced (Can be 4 if 1444 or 4144))

Interference:

| | | | | |
|------|-------|-----|--|-------------------------------------|
| 2C | (X) | XX | Values, Hxx Mode | |
| | | 2D | Inquiry | |
| 2C | (Bid) | X | Take-out | |
| | | 2NT | Good / Bad | |
| 2C | (P) | 2D | (X) | |
| Pass | | | Min Diamonds or Clubs, then X = Take-out | |
| XX | | | Diamonds Max | |
| 2H | | | Hearts Min | |
| 2S | | | Spades Min Can be 3 Suited | |
| 2NT | | | Clubs Max, then EHML etc | |
| 3C | | | Clubs Min | |
| 3D | | | Max Looking for a stopper | |
| 3H | | | Max Hearts | |
| 3S | | | Max Spades | |
| 3NT | | | Max 7C, 1 loser suit etc | |
| 2C | (P) | 2D | (2H/2S) | Relay: Pass = A step, X = that suit |
| | | | (2NT) | No Relay |

2D OPENING (11-14 HCP 5+ Diamonds Unbalanced)

Responses

| | | | |
|----|------|------------------------|--|
| 2D | 2H | 4+ Natural, Forcing | |
| | 2S | 4+ Natural, Forcing | |
| | 2NT | Natural, Invit | |
| | 3C | GF Inquiry (denies 4M) | |
| | 3D | Law Raise | |
| | 3H/S | 6 card, Invit | |
| | 3NT | To Play | |
| 2D | 2H | 2NT | Nat, NF |
| | | 3D | Nat, NF |
| | | 2S | Nat, Forcing |
| | | 3C | Forcing – may be prepared, Normally 3 card support |
| | | 3H | Always 4 card support, Min |
| | | 4H | 4 Hearts, Max |
| | | 3S/4C | Splinter |
| | | 3NT | Max, One Loser Suit, then 4C = Controls 1st step = 0-6 |
| | | 4D | Six Solid Diamonds, 4 trumps (can be poor) |

Rebids

| | | | |
|----|----|------|---|
| 2D | 3C | 3D | Good Six Diamonds SS or 5+ Diamonds & 4+ Clubs, then 3H asks with 3S=Diamonds, 3NT=Diamonds & Clubs |
| | | 3H/S | Natural with poor other Major |
| | | 3NT | To Play (everything else) |

Responder's Continuations

- Rebidding Major is Suit Set Slam-Try
- New Suit shows 5 of Major, Forcing
- 4C is controls, agreeing major (except 2D-2x-3NT when 4C agrees Diamonds)

Interference:

| | | | |
|----|-------|-----|-------------------------------|
| 2D | (X) | XX | Relay – asks for 4 card major |
| | | 2H | Nat NF |
| 2D | (Bid) | X | Take-out |
| | | 2NT | Good / Bad |
| 2D | (P) | 2H | (Bid) X = Penalties |

2H OPENING ((3)4-7 HCP 5+/5+ Odd Suits)

Responses

| | | | |
|----|------|------------------|--|
| 2H | 2NT | Inquiry | |
| | P/2S | Pass / Correct | |
| | 3new | Nat, Non-Forcing | |
| 2H | 2NT | 3C | Clubs & Hearts Min, then 3D=RSA, 3H=Sign off, 3S = F |
| | | 3D | Diamonds & Spades Min, then 3H=RSA, 3S = Sign Off |
| | | 3H | Hearts & Clubs Max, then 3S =RSA, 3NT = To play |
| | | 3S | Spades & Diamonds Max, then 3NT = To play, 4C=RSA |

Interference

| | | | |
|----|----------|-----------|----------------------------------|
| 2H | (X) | XX | Penalty Mode – All Doubles Blood |
| | | P/2S | Pass / Correct |
| | | 2NT | P/C Minors |
| | | 3new | Own Suit or lead direct NF |
| 2H | (O-call) | X | Blood – All Doubles Penalties |
| | | 2NT | Inquiry |
| | | Next Suit | Pass / Correct |
| | | 3new | Own Suit or lead direct NF |
| | | 3Cue | Forcing Inquiry |

2S OPENING ((3)4-7 HCP 5+/5+ Colour Suits)

Responses

| | | | |
|----|------|------------------|--|
| 2S | 2NT | Inquiry | |
| | P/3C | Pass / Correct | |
| | 3new | Nat, Non-Forcing | |
| 2S | 2NT | 3C | Clubs & Spades Min, then 3D=RSA, 3H=F, 3S = Sign Off |
| | | 3D | Diamonds & Hearts Min, then 3H=Sign Off, 3S = RSA |
| | | 3H | Hearts & Diamonds Max, then 3S =RSA, 3NT = To play |
| | | 3S | Spades & Clubs Max, then 3NT = To play, 4C=RSA |

Interference

| | | | |
|----|----------|-----------|----------------------------------|
| 2S | (X) | XX | Penalty Mode – All Doubles Blood |
| | | P/3C | Pass / Correct |
| | | 3new | Own Suit or lead direct NF |
| 2S | (O-call) | X | Blood – All Doubles Penalties |
| | | Next Suit | Pass / Correct |
| | | 3new | Own Suit or lead direct NF |
| | | 3Cue | Forcing Inquiry |

2NT OPENING ((3)4-7 HCP 5+/5+ Majors or (5)6-9(10) Minors)

Responses

2NT 3C/3D P/C
3H Forcing Inquiry
3S Nat, Non-Forcing

2NT 3H 3S Majors, then 3NT=To Play, 4C=RSA
3NT Minors, then 4C=RSA

Interference

2NT (X) XX Penalty Mode – All Doubles Blood
Ps/3C Pass / Correct
3new Own Suit or lead direct NF

2NT (O-call) X Blood
3C/3D Pass / Correct
3new Own Suit or lead direct NF
3Cue Forcing Inquiry

3 SUIT OPENING

Responses

3suit New = Nat, Forcing
Pass then new suit = non-forcing
X = Penalties

3NT OPENING

4C Pass/Correct
4D Shape ask – 4H/S = 0/1, 4NT=7222

4C/4D OPENING

Next Suit = Transfer back
4NT = Keycard
New Suit = Natural

2NT MODE (21-23 HCP Balanced may be any 5332
Occas. Singleton or Off-shape)

Responses

2NT 3C Major Suit Inquiry
3D/H Transfer
3S 5S&4H Forcing or D/H/S Slam Try
3NT To Play
4C Clubs Slam Try
4D 5+/5+ Majors, Game only, or Very Strong
4H 5+/5+ Minors, Game only, but Opener can cue 4S, or bid 4NT with
Nothing in Spades if Very Suitable
4S 5+/5+ Minors, Slam Try. Opener 4NT=Pick a suit
4NT Quantitative – If Max then Gerber Responses

Rebids

2NT 3C 3D 5 Card Major, then Relay
3H 4 Hearts, then Relay

| | | | |
|-----|-----|------|--|
| | | 3S | 4 Spades, not 4H, then Relay |
| | | 3NT | No Major, then Relay |
| 2NT | 3D | 3H | No Super Accept, then New Suit = Natural 5+ |
| | | 3S | 4+H Max Cuebid |
| | | 3NT | 5233 |
| | | 4C/D | 4+H Max Cuebid |
| | | 4H | 4+H Not Max, or 3H Max |
| 2NT | 3H | 3S | No Super Accept, then New Suit = Natural 5+ |
| | | 3NT | 2533 |
| | | 4C/D | 4+S Max Cuebid |
| | | 4S | 4+S Not Max, or 3S Max |
| 2NT | 3S | 3NT | 23 Majors, then bid = Nat Slam Try |
| | | 4C | Fits a Major, then 4D=Bid It, 4H/S=Nat Slam Try, 4NT=Diamond Slam Try |
| 2NT | 3C | | |
| 3D | 3H | | Relay - Slam Interest if Opener has Spades (or Expectation) |
| | 3S | | Relay - Slam Interest if Opener has Hearts (or Expectation) |
| | 3NT | | Both Majors, at least 3/3 |
| | 4C | | Starts CBM if Opener has Hearts, 4S=Spades |
| | 4D | | Starts CBM if Opener has Spades, 4H=Hearts |

2NT MODE (21-23 HCP Balanced may be any 5332
Occas. Singleton or Off-shape)

Relay

| | | |
|-----|----|---|
| 2NT | 3C | |
| 3D | 3H | |
| 3S | | 5233 then 3NT=To Play, 4C=Controls, 4S=Sign Off, 4NT=RKCB S |
| 3NT | | 5H, then 4C=HML Doubleton, 4D=Controls, 4NT=RKCB H |
| 4C | | 5323 then 4D=Controls, 4S=Sign Off, 4NT=RKCB S |
| 4D | | 5332 Min Controls, 4H=DCB, 4S=Sign Off, 4NT=RKCB S |
| 4H | | 5332 Min Controls +1, 4S=Sign Off, 4NT=DCB |
| 2NT | 3C | |
| 3D | 3S | |
| 3NT | | 5S, then 4C=HML Doubleton, 4D=Controls, 4NT=RKCB S |
| 4C | | 2533 then 4D=Controls, 4H=Sign Off, 4NT=RKCB H |
| 4D | | 3523 then 4H=Sign Off, 4S=Controls, 4NT=RKCB H |
| 4H | | 3532 Min Controls, 4S=DCB, 4NT=RKCB H |
| 4S | | 3532 Min Controls +1, 4NT=DCB |
| 2NT | 3C | |
| 3H | 3S | 4 Spades or Relay |
| 3NT | | Not 4S, then 4C=Relay, 4D=Controls |
| 4C | | 4423 then 4D=Controls, 4H/S=Sign Off, 4NT=RKCB S |
| 4D | | 4432 Min Controls, 4H/S=Sign Off, 4NT=DCB |
| 4H | | 4432 Min Controls +1, 4S=DCB, 4NT=RKCB S |
| 2NT | 3C | |
| 3H | 3S | |
| 3NT | | 4C Relay |
| 4D | | X44X, then 4H=Sign Off, 4S=Controls, 4NT=Sign Off, 5C=Shape Ask |
| 4H | | 2434 then 4S=Controls, 4NT=Sign Off |
| 4S | | 3424 then 4NT=Sign Off, 5C=Controls |
| 4NT | | 3433 then 5C=Controls, 5D=Shape Ask |
| 2NT | 3C | |

3S 4C Relay
 4D 4X4X, then 4H=Controls, 4S=Sign Off, 4NT=Sign Off, 5C=Shape Ask
 4H 4234 then 4S=Sign Off, 4NT=Sign Off, 5C=Controls
 4S 4324 then 4NT=Sign Off, 5C=Controls
 4NT 4333, then 5C=Controls

2NT 3C
 3NT 4C Relay
 4D 5 Diamonds then 4H=Controls, 4S=Shape Ask, 4NT=Sign Off
 4H 5 Clubs then 4S=Controls, 4NT=Sign Off, 5C=Shape Ask
 4S XX44, then 4NT=Sign Off, 5C/D = Sign Off, 5H=Controls
 4NT 3343 or 3334, then 5C=Controls, 5D=Shape Ask
2NT MODE (21-23 HCP Balanced may be any 5332
Occas. Singleton or Off-shape)

Relay (Cont)

Rules:

- 1) If R is at 4 level, Priority is controls, then HML, 4NT=Sign Off
- 2) If HCP>29, Flow into shape past 3NT
- 3) 4NT is to play after 4 level Relay
- 4) If 3NT=R, then extend out 44xx Shapes

Interference

2NT (3C) X Major Suit Inquiry, then Pass = Good Clubs, Others as Above
 For 2NT 3C

2NT (3suit) X Take-out by both

2NT 3C (X) XX = 5C now 3D=Relay
 Bid = As above for 2NT 3C
 Pass = No 4+M or 5C, now X = Pens, 3D=R with
 3H=5D, 3S=44m, 3NT=3343 or 3334

2NT 3C (Bid) X = Penalties
 Pass = 5 Card Major (over 3S, Pass = 4+H)
 Bid = As Above for 2NT 3C

In a competitive auction, 4 below trump suit by responder is always transfer back

SLAM BIDDING

Roman Keycard Blackwood

4NT is RKCB unless a waiting bid in CBM (any splinter starts CBM) or Quantitative if the NT Point range is not specified to a 1 point range.

4C/D is RKCB when bid in support of the minor as a jump or in a slam try sequence

| | | |
|--------------------|---------------------|-----------|
| Agreed suit rules: | Suit Raised | That suit |
| | Opening Bid | That suit |
| | XY | Y |
| | X Y X | X |
| | X Y NT | Y |
| | X Y Z | Z |
| | X Y Z 4th suit ...Y | Y |
| Any 6+ suit | That suit | |

| | | |
|-------------------|-----|-------------------------------------|
| Responses to 4NT: | 5C | 0 or 3 |
| | 5D | 1 or 4 with no Q Trumps, unless 23+ |
| | 5H | 2 No Q |
| | 5S | 2 with Q |
| | 5NT | 4 with Q or 5 no Q (23+) |

6C 2 with Club Void, or 5 with Q (23+)
 6D 2 with Diamond void

Over Interference:

4NT (X) P = 0 or 3
 XX = Keen to Play
 5C = 1 or 4, etc

4NT (5C) P = 0 or 3
 X = Penalties
 5D = 1 or 4, etc

4NT (5D) P = 0 or 3
 X = 1 or 4
 5H = 2 No Q etc

4NT (5H) P = 0 or 3
 X = 1 or 4
 5S = 2 Fit In

Then after 5C Response: 5D Asks for trump Q,
 5H = no Q, Next step (not key Suit) = Specific king ask
 5S= Q No kings (if Spades trumps), 5S= Q and KS (if Hearts or Clubs Trumps)
 5NT= Q and missing king (or) 2 kings

Then after 5D Response: 5H (if not key suit) Asks for Q, 5S (if H key suit) Asks for Q
 After 5H/5S Response, Next step (not key suit) asks for specific kings

5NT (in all cases) specific king ask (not trump K)
SLAM BIDDING (Continued)

Roman Keycard Blackwood (Continued)

In all King asks: Show specific outside kings:
 Suit bid Specific king
 6 trump suit No outside king
 5NT 2 outside kings or king that can't be shown
 If 5S = Queen Ask, 5NT = 0 or king that cannot be shown, 6C asks, 6H = no
 Q, 6D= King & Queen Trumps

Same step responses apply over 4m when RKCB
 A void-showing-splinter initiates Exclusion RKCB - only 4 key cards

Cue Bidding

Cue bids begin after suit agreement, including splinters.
 4nt is always a waiting bid in cue bidding and flow cues are used above the waiting bid.
 3NT is a waiting bid only when a 5-3 major fit is established in an unbalanced hand, when
 there are 9 or more trumps or when in CBM

If a hand is known to be less than 10 HCP, then it shows 1st or 2nd round controls as Cue
 bids.

Grand Slam Force (5NT)

Step responses are 0, Q, A or K, A or K + Extra Length, 2 of 3, All 3
 If steps unavailable they are compressed to:
 Spades 0, Q, A or K, A or K + Extra Length
 Hearts 0 or Q (6D Asks), A or K, A or K Extra Length
 Diamonds 0 or Q, A or K

Trump Asks / Control Asks in Competition

A raise of the trump suit to the five level is usually a trump ask asking for good trumps.
 As RKCB is often available, it is looking for the J10 as well.

If the opposition have bid a suit, and our suit is lower than theirs, then 5 of our suit asks

for 1st/2nd round control of their suit. A 5NT response shows 1st.

If the opposition have bid a suit that is lower than ours, then cueing their suit ASKs for 1st or 2nd round control, not SHOW with 4NT = RKCB if available.

DEFENSIVE BIDDING

1 Level Double - Responses

Jump to 2 major = 4 card suit 9-11 HCP

Jump to 3 major = 5 card suit 8-10 HCP

Cue = Usually 2 suited, 1 Round Force. Followed by New suit = Forcing

1NT = (7)8-11 HCP

2NT = 12-13 HCP

3NT = 14-15 HCP

Jump Cue = Directional ask

1 Level Double – Rebids

1NT = 19-20 HCP

2NT = 21-22 HCP

Cue = Near GF, Responder rebids suit (5 card) or 2NT (weakest) when weak

New Suit = 17-21 HCP, too good to overcall

Jump Suit = Seriously Good, Strong Jump Overcall

2 Level Take-out Double

2NT = Lebensohl Style, shows 4333 or 2 suits 4/4+

Responsive Doubles

At 1 level X Shows 4/4 Majors after 1C (1D)

At 2 level, after (1m) X (2m) X = 4/4 M or Major Invite, After (1M) X (2M) X = 4+/4
Minors, 2NT = Lebensohl or Major Invite (H over 2S)

At 3 level, X = Take-out, at least one 4 card Major

At 4 level, X shows 4 cards in every unbid Major

Balancing

X=8+ HCP

1NT = 11-14 Bal (no comic) then stayman & transfers

2NT = 19-21 Bal

Good Intermediate Jumps

Michaels

DEFENSIVE BIDDING (Continued)

Doubling Style

1) Take-out up to and including 4H on the first round of bidding and in immediate bid and support situations by opponents (except at 3 level & higher by passed hand = 15-20 Bal, defensive)

2) Penalties at any level if opponents balance after we have found a fit and stopped. (except when balance suit is the one beneath ours, when double by responder only is game try)

3) At the 2/3 level after XX, A double has been passed for penalties, or the following auctions a) 1NT (X) P, b) (1NT) X (P/XX) then X is Hxx(x) sitting over the trumps and Take-out when sitting under. Pass sitting over is a trump stack or poor trumps.

4) Take-out at 1, 2, or 3 level, in all other situations. After Opposition bid and support, all doubles are take-out up to and including 3H unless an immediate jump up to 4H (overrides 2)

5) Shows 3 card support for responder's Major by opener, but no extra strength (similarly

XX over X)

- 6) If 3NT bid by opponents, X= Hearts (No suits bid), Dummy's first bid suit (only opponents bidding) or NOT our suit
- 7) Double by passed hand (15-20 HCP) is penalties of all game bids. Bids are natural with a major being canape style.
- 8) Penalties if the same suit is rebid after an initial pass
- 9) Penalties in the sequence (1m) X (1M) X when 1NT= 4Hearts over 1S. After a two level response by opponents, X denies a 4 card Major.
- 10) Doubling an Opponents Cue of MY suit, At 2 Level, Shows extras, Competing Opposite a passed partner. At 3 level, says Do lead my suit. If partner has bid a suit, it says lead yours, not mine.
- 11) Doubling an Opponents Cue of Partner's suit, Lead Directional if unsupported, or don't lead this suit if supported.
- 12) After a double of a multi 2C/2D or a weak 2H/2S, Standard Lebensohl applies except a) 3C/3D is the cue bid after multi, b) If X shows a 4 card Major (eg (2H) X 2NT) or 3cue show 3 card support.

DEFENSIVE BIDDING (Continued)

Lebensohl / Good/Bad 2NT

After a double of opponents' 2D, 2H, 2S, then 2NT = 2 places to play or a long weak suit (but see below)

If opponents intervene 2D, 2H, 2S then 2NT by Responder = Strong support action or a weak transfer to a lower ranking suit. 2NT by opener is natural over a major suit response and a good hand over a minor response unless disturbed.

1st priority by responder is Lebensohl, then 2 suits if limited

1st priority by opener is good/bad, then 2 suits if limited

Non-Jump Overcall - Responses

New suit = 1 Round Force (unless passed hand, = Natural with Tolerance)

Cue = Game try, Opener rebids suit with Min, then new suit by cue bidder is 1RF

1NT = 9-11 HCP

3NT = To Play

2NT Over a Major = Same as over Opening Bid, Over Minor = Natural

New suit Jump = Same as over Opening Bid,

If in competition we have available 1) Jump Cue, 2) 2NT, 3) 3 Level Raise, then:

Jump Cue = Strong raise, 2NT = Middle raise, 3 Suit = Weak raise

Pre-balancing occurs in the auction (1x)-p-(2x)

Bid = Competitive

X= Take-Out

2NT = Good Intermediate Jump

Jump Overcall – Weak

If next hand Passes, then over a major, same responses as per weak two openings, or over a minor, Law Raises, New suit = Stoppers, Cuebid = Forcing

Michaels Cue bids – Constructive (10/11) 12+

| | | |
|-----------|------|------------------------------|
| Over 1C/D | 2C/D | Majors 5+/5+ |
| | 2NT | Lowest Two Unbid Suits 5+/5+ |
| | 3C/D | Two Odd Suits |

Over 1H/S 2H/S Other Major + Minor 5+/5+, Now 3C = P/C, 2NT asks for

Minor Invite, then 3C/D = Min, 3H/S = Tied Minor Max
 2NT Minors 5+/5+
 3H/S Directional ask, gambling style with minor

If second suit unknown, then 2NT or 1st cue asks for suit, if both suits known then 2NT or 1st cue = RSA (HS, ES, 21, 30, 02H, 02L, 10)

Over (1X) P (1/2Y) Low cue = 5/5 Other suits
 Mid cue = 6/5 Long in Lowest suit
 High cue = 6/5 Long in Highest suit
 2NT bid included as a cue

DEFENCE TO 1NT

Immediate Position With Passed Partner

Pass Natural. Assumes Partner is 0-6(7)
 X Penalties
 2C Both Majors, Assumes Partner is 0-6(7)
 2Bid Natural, Assumes Partner is 0-6(7)
 2NT Big Two Suiter - GF
 3Bid Preemptive, Can be anything opposite 0-6(7)

Any Position by Passed Hand

Pass 0-6(7)
 X 15-20 HCP Penalty Suggestion
 2C/D 15-17 HCP Natural Unbalanced – No 4 card major
 2H/S 15-17 HCP 4 Card Major plus Longer Minor Unbal
 2NT Big Two Suiter - Minors
 3Bid Invitational Single Suiter

Immediate Position With Non-Passed Partner

(1NT) X P
 P Natural or Balanced
 2C Clubs & Spades, Unbalanced
 2D Diamonds & Spades, Unbalanced
 2H/S Natural, Usually 6 card suit, limited
 2NT Good Intermediate Jump, Then Neg Inf
 3Bid Preemptive

(1NT) X (P) 2C Asking for 2nd Suit, Non-forcing
 2D At Least Invitational, Relay
 2H 3+Hearts, Non-Forcing
 2S Natural, Non-Forcing
 2NT 4 Hearts Mini-Splinter, then HML, LMH
 3C 4 Hearts GF, then as per 1C Opener
 3D 4 Hearts Limit Raise, Balanced
 3H Law Raise
 3S+ Splinter

(1NT) 2C (P) 2D At Least Invitational, Relay
 2H Natural, Non-Forcing
 2S Preference, Non-Forcing
 2NT 4 Spades, 7-9 No Shortage, then Long/help Suit Tries
 3C 4 Spades, Mini-Splinter, then HML, LMH
 3D 4 Spades, GF, then as per 1D Opener
 3H 4 Spades, Limit Raise, Balanced
 3S Law Raise

(1NT) 2D (P) 2H At Least Invitational, Relay
 Rest, as per 2C

DEFENCE TO 1NT (Continued)

- (1NT) X (P) 2C
(P) Pass Clubs & Hearts
2D Diamonds & Hearts
2H Hearts & Spades, Longer Hearts
2S Hearts & Spades, Equal Length or Longer Spades
- (1NT) X (P) 2D
(P) 2H 5+ Hearts, Minimum, Now 2S = P/C 2nd Suit (2NT=Both Minors)
2NT= Inq for 2nd suit
2S 5+S, 4H Minimum
2NT 5+Minor, 4+H Minimum then 3C = P/C
3C/D 4+Minor, Max, then R, Steps 5H, 4H, 44(3C)
3H 5+H, 4S Maximum
3S 5+S, 4H Maximum
3NT 44 Majors, Maximum
- (1NT) 2C (P) 2D
(P) 2H Min 4 Spades, 5+ Clubs
2S Min 5+ Spades, 4+ Clubs
2NT Min 4/4 Spades & Clubs
3C Max 4 Spades, 5+ Clubs, Then R = HEL
3D Max 5+ Spades, 4+ Clubs (0-1 Hearts)
3H Max 5+ Spades, 4+ Clubs (0-1 Diamonds)
3S Max 5224
3NT Max 4/4 Spades & Clubs
- (1NT) 2D (P) 2H
(P) 2S Min 5+ Spades, 4+ Diamonds
2NT Min 4/4 Spades & Diamonds
3C Max 4 Spades, 5+ Diamonds, Then R = HEL
3D Min 4 Spades, 5+ Diamonds
3H Max 5+ Spades, 4+ Diamonds (0-1 Hearts)
3S Max 5+ Spades, 4+ Diamonds (0-2 Clubs)
3NT Max 4/4 Spades & Diamonds

DEFENCE TO 1NT (Continued)

Balancing Position by Non-Passed Hand

- X 8+, Unbalanced, 10+ Balanced
2C Both Majors
2Suit 5-7 Balancing or no intention of defending
2NT Big 2 Suiter GF
3Suit Intermediate with no defence

- (1NT) P P X
P Happy to defend
2C 4+/4+ in two suits, then if next opponent X, Pass = 3+ Clubs,
XX = 0-2 Clubs, Responder now bids Pass 4+ Clubs
2D/H = 4+ Suit, XX = Choose a suit
2Suit Natural

4th Chair by Non-Passed Hand

- (1NT) P (2C) X Lead Direct or Good Hand
Bid Natural
2NT Good Intermediate Jump
Jump Weak

- (1NT) P (2D) X Diamonds or Good Balanced Hand

Pass then Double = Balancing, Take-out
 Cue Good take-out or any GF
 Bid Natural
 2NT Good Intermediate Jump
 Jump Weak

1NT OVERCALL

Balancing Position, 11-14 HCP

Stayman, Transfers, No Relay, 2S=Invitational, 2NT = Both Minors
 Transfer to their suit = Transfer to other major intermediate strength

Other Positions: 15-18 HCP Bal. OR "Comic"

"Comic" Options are: (1C) All 4 suits including Clubs
 (1X) Other 3 suits

2C = 8+ HCP, Non-forcing

2D/H = Transfers, Then New suit = Trial bid Forcing. Only super accepts are 2NT/3M

2S = Forcing Inquiry, Then 2NT= 2 Suits Comic, Suit = Comic, 3NT=15-18

(1X) 1NT (P) 2C
 Pass Comic in Clubs
 2New Comic in Suit
 2Cue 15-18 HCP, 4 other Major, then 2NT/3M Invites with Short Suit Tries
 2NT 15-16 HCP, No Major
 3m Comic, Good suit
 3M 17-18 HCP, 5M
 3Cue 17-18 HCP, No Major

(1C) 1NT (P) 2C
 2NT 15-16 HCP, Now 3C= Stayman
 3C/D 17-18 4 of Tied Major
 Rest as Above

(1D) 1NT (P) 2C
 (P) 2D 2H 4H Inuit, Now Pass = Min 4H, 2S = Min 4S, 3H = 4H
 Max. 3S = Max 4S. New suit = Trial Bid
 2S 4S Inuit, Now Pass = Min 4S, 2NT = Min 4H, 3S = 4S
 Max, New suit = Trial Bid
 2NT Inuit, No Major
 3C/D 4 Card Tied Major GF
 3H/S 5 Card Major GF

Rest as Above

Interference

(1X) 1NT (X) Pass = 0-7 HCP or nothing to say
 XX = 5+ HCP, Support for Lowest two suits
 Cue = 3+ Support for all Lower unbid suits and tolerance for higher suits
 2NT= 3+ Support for all unbid suits(44+ in two suits)

1nt bidder now Passes with 15-18 HCP or a suit (Comic) or Redoubles to show a comic with two suits with no clear preference. Partner bids the better of the two unbid suits or cues with equal length where possible

After X in 4th seat bids by 1NT Over-caller are as above.

SPECIFIC DEFENCES

Multi 2D

Immediate Position Suit = Good Overcall
 2NT = (15)16-18(19) HCP, Balanced
 X = 16+ Unbalanced, or 19+ balanced

After (2D) P (2H) Suit = Standard Overcall
2NT = 16-18 HCP, Balanced
3H = Hearts, Good Overcall
3S = Good Intermediate
X = 4 card Major or V. Good. Then X = T/O

After (2D) P (2H) P
(P or 2S) Suit = Balancing, moderate hand
2NT = 13-15 HCP, Balanced
X = Take-out, with 4 of other Major

Two Level – 5+ Suit Opened & Another

X = Take-out
2NT = (15)16-18(19) Balanced

Two Level - Submarine 5 Card & Another

X = Take-out
2NT = (15)16-18(19) Balanced
Overcall of their Suit = Michaels

Two Level – Submarine 4 Card Suit Openings

X = Take-out
2NT = (15)16-18(19) Balanced
Overcall of their Suit = Natural

Pass or Correct Bids by 2 Level Opener's Partner

Eg (2H) Pass (4C) X = Values, Take-out of Opener's Suit – Multi Style

(2H) Pass (4C) Pass
P/4D X = Penalty Pass of 2H

SPECIFIC DEFENCES

CRO Twos

One suit specified X = Suit Opened
(but not bid) 2Suit = Natural
2Cue = Take-out

No suit specified X = Take-out
2Suit = Normal Overcall

Above principle applies to correctable bids by responder.
Bids of 2NT and above are as for Multi 2D above in both seats

2NT Opener (Two Suits)

X = 15+ HCP, Penalty suggest. Hxx Mode in BOTH Seats
3Low / 3High = T/O Tied Suit Principle

2NT Overcall (Two Suits)

X = 10+ HCP, Penalty suggest or 3 card Support if Major
Rest = As Above

Weak 2 Opening

X = Take-out Then Lebensohl
New Suit = Natural
2NT (15)16-18(19) Bal, Then 3D/H/S show the other Major with 3 Transfer =
Minimum, 3Suit = Suit Set 6+, 3other = Intermediate.

Weak 3 Opening

X = Take-out or Big Hand
X followed by Suit = Natural, Strong

X followed by 4NT is RKCB for Responder's suit.
3NT = To Play
New suit = Natural
Cue = 5+/5+ in Any two suits
4NT = Normal Blackwood

Transfer Preempts

Double = (15)16+ Balanced-ish then Hxx Mode
Cue = Take-out, Pass then Double = Penalties

SPECIFIC DEFENCES

Precision and Polish Club

X = Clubs and Hearts, 1D = Diamonds & Hearts, 1H = Hearts & Spades,
1S = Spades & Clubs, 1NT = Diamonds and Spades, 2C = Minors,
2Suit = Weak Destructive, Pass then bid shows a good hand 14+

After (1C) P (1D) X and 1NT are reversed with 2D = Diamonds and Hearts

Precision (short) Diamond

(1D) 2D Natural
(1D) P (Bid) Subsequent Diamond bids = Natural
(1D) P (P) 1H
(P) 2D = Un-Assuming cue. Becomes a cuebid if only one available.

Submarine Opener

1 Minor X = 12-15 Balanced or 16+
1Cue = Distributional Take-out
1Suit = Std Overcall
1NT = 15-18 Bal, or "Comic"
2Cue = Michaels

1 Major X = That Suit or 16+
Rest as above

1NT 15-18 Bal Only

X = Penalties (8)9 HCP+
2 New suit = Non-forcing
2NT over 1C/D = 7-9 points, 4+minor support
3 New suit over 1C/D = Splinter
2NT and above over 1H/S a per normal but no Mini-Splinter over 1H opening)
Law Raises as per normal over interference

1NT 15-18 Bal or "Comic"

X = Penalties (8-11 Tricks, or 12+ Bal over Comic)
2 New suit = Forcing
Rest as above

Cue Showing Two Suits

X = 4+ support, 6-9 HCP or Values, Hxx Style
2NT = 4+ support, 10+ HCP or Lebensohl
3 Raise = 4+ support, 0-6 HCP
New suit = Natural, forcing
Lowest cue = Take-out X (if available)
Highest cue = Game Force
Pass then X = Penalties

DEFENSIVE METHODS

Leads vs NT

Attitude – Smaller it is, the more you like it (normally lead lowest from 5 to 2 honours), then contribute or reverse count. After contribution = standard present count.

A/Q asks for reverse attitude, if dummy wins trick, reverse count

King asks for Unblock (incl 10s) or Reverse Count

Jack shows no higher honour, then Contribute or reverse attitude

10 Shows an interior sequence unless from shtge, then contribute or reverse attitude

9 Shows one higher card unless from shortage, then contribute or reverse attitude

In partner's suit, count (3/5) if unsupported, but attitude if supported.

Leads vs Suits

1st/3rd/5th. After contribution = standard present count

A/Q asks for reverse attitude, if dummy wins trick, reverse count

King asks for reverse count

Jack promises 10, can be interior sequence, then reverse count

10 Denies Jack, Promises 9 unless from shortage, then reverse count

9 Shows shortage or one higher card (not 10)

Signal Priority vs Suits

- a) Reverse count
- b) Reverse attitude
- c) Normal suit preference

Switches

Always attitude, unless doesn't matter

Discards

Reverse count with very high encouraging

If even choice between 2 suits, then suit don't want

Trump signals

High/low is standard with 3+

Other ordering may be suit preference, smith peter, ruff request, or standard false card