

1H/1S OPENING

Req's

- 12-14 balanced, 4 cards with no cheaper biddable suit
- 5+ cards
- 4S-4H-1D-4C

Response Summary:

- 1S = natural, NF
- 1N = semiforcing
- 2C = GF Relay
- 2D = Invit. Relay
- raise = 3+ trumps (not weak if 3 cards)
- 2N+ = artificial

1. NON-FORCING RESPONSES

1H

1S not-forcing

pass = balanced min, 3 spades

1NT = 12-16, maybe sing. S honor if other bids too flawed

2NS = nf, 2N/3any = invit (if spades, then mediocre)

[book: 2C = crowhurst (2D = 12-13 4H-2S, 2H = 12-14 5H maybe 3S,

2S = 13-14 3S, 2N = 14 catchall, 3m = values 15-16, 3H =

15-16 catchall, 3S = 15-16 3S-5H, 3N = 15-16 5hearts)

2 suit = NF, 3C = weak canape, 3D = invit 6D]

2C = 5+H, 4+C

2X = nf, 2N/3any = invit (if spades then mediocre suit)

2D = 5+H, 4+D

2X = nf, 2N/3any = invit (if spades then mediocre suit)

2H = 6+ suit

2S = nf, 2N/3any = invit (if spades then mediocre)

2S = 3+ spades, min (bids invit, JS void)

2N = 6 hearts balanced, max

3m = stopper, 3M nf, 4m splinter

3C = 5+H, 5C max

3D = stopper, 3M nf, 4C invit, 4D splinter

3D = 5+H, 5D max

3M nf, 4C Q, 4D invit

3H = 6H max

3S forcing, 4m cue

3S = max (4m cues)

3NT = solid heart suit, gambling (cues)

4m = void splinter for spades, max (cues)

4S = max

1NT semiforcing (same as 1H-1S except...)

2C 5+ h, 3+ c; or 4414 max (2D/H = nf, 2S = bal c raise f to 2NT, 2N/3C/3H = invit.,

3D/S = 5+ c with bid suit ace, 3H = invit)

2D 5+ h, 3+ d; (same as after 2C, but 3C nf)

2H 6+ h (2S = 5-5 minors or heart raise with dirty spades[rebid 3H], 2N/3H invit, 3m nf)

2S reverse dist, max (3m/H = nf, 2N/3S = invit)

2N 6 h, bal, max (3m/H = nf)

3C 5h-5c max (3D/H = nf, 3S = stopper, 4C = invit)
3D 5h-5d max (3H = nf, 3S = stopper, 4C = Q, 4D = invit)
3H 6 h, max (3S = stopper, 4m = suit with h support)
3S/4C/4D 7+ hearts, max, void (3N/4H = to play)
3NT Gambling

1S

1NT semiforcing (like 1H-1NT except...)

2m 5+ s, 3+ m (2suit = nf[2H shows 5], 2N/3raise = invit, 3C over 2D = nf,
3D over 2C = ace with 5+ c, 3H over 2m = ace with 5+ c)
2H 5+ s, 4+ h (2S/3m = nf, 2N/3M = invit, 3N = s splinter w/ 5+ h, 4m = 2s-5h-ace)
2S 6+ suit (3H = dirty values game try in s)
3H 5+ s, 5 h max (3S/NT = nf, 4m = Q)
4 new 7+ spades, void, max (4S = nf, 4NT+ = slam try)

2H 6 hearts, 5-9 HCP, nf

2S = 6+ suit nf, 2N = bal max, 3m = 5+ s- 5m nf, 3M = invit, 3NT = gamb, 4m = void
max splinter with 4h

1M-2M

relay sets up LSGT

relay = asks lo/mid/hi GT, bypassing relay shows 4 trumps with dirty values in lo/mid/hi

R+1/2/3 = splinter game try in lo/mid/hi suits, further bidding shows 4 trump with dirty val

3M = preemptive

4 NS = void

2. INVITATIONAL SEQUENCES

1. 2D (UPH)

- A. limit raise
- B. one-suited invite (if oM, good suit)
- C. 11-12 bal
- D. 5-5 minors (12 HCP)

Opener rebids:

2M = 5+ suit, min

P = min, NS = 6+ suit, 2N = bal, 3N = minors(4m,5m to play, 4oM cue, 4N both minor
aces slam try)

2oM = relay, QGF (that's GF to 3NT or 4m) or better

NS = 6+ suit, 2NT = bal, 3M = limit, 3NT = minors, 4C/D/M = splinter 4+ trumps

2NT = balanced, min

Pass = bal, NS = 6+ suit, 3M = limit, 3N = minors

3 NS = 5-5 or 6-4, max, GF (except H then S = S splinter with 6+ hearts)

NS = 6+ suit, 3M = balanced or limit, JS = spl for original major, 4M = 4+ crds no slam

3M = natural, invitational

3N/4M = to play, NS = 6+ suit

3NT balanced, 14 HCP, no 5 card suit

4NS = 6-5 max (now new suit natural else to play)

4M = to play (only cues or RKC)

2. Two-suiters (UPH)

1H-

2S = 5-5 with spades, inv, or 6s-3h inv

2NT relay

3C 5s-5c (now 4D artif strong, relay)

3D 5s-5d (now 3H inv, 4C artif strong relay)

3H/S 6s-3h normal/good spade suit

3m = 5-5 min

3H = min

3C = 6c-3h invit. (now 3NS shows stopper, 3H 5 crds to play)

3D = 6d-3h invit. (now 3H, games to play, 3S stopper, 4C slam try, 4D invit)

1S-

3C = 5h-5c

3D forcing and artif, 3S min 6+ suit, 4D artif strong relay

3D = 5h-5d (3-level and games NF, 4C artif strong relay, 4D invit)

3H = 6h-3s (3S and games to play, 4m Q strong,

After two suits known (5-5, 6-4?), **4th suit on 4-level** is slam try artificial:

Step 1: hi short Step 2: low short Step 3: 1-1

Then, relay in non-responder suit (even opener's suit) control asking in two suits:

Step 1: 2K Step 2: 3K Step3+: 4+K DCB

Then, DCB (ignore side kings)

To signoff, opener bids one of responder's suits

3. 3-level rebids by responder after 1H-1S:

After 1H-1S, responder's rebid of 3m, whether jump or not, shows a 4-6 canape 9-10 HCP.

3S rebid shows a mediocre suit, invite hand.

4. Other:

1S-1NT

2C

2NT balanced, 3C nat 3D/H ace, 5+c's, 3S invite

3/4NT S splinter 6+ c's 1/2 aces, 4C/D/H 6+ c's and 2 s's and ace of side suit

2D

2NT bal, 3C nf, 3D inv, 3H ace and 5+ d's, 3S invite

3NT+ as above

2H

2N bal, maybe 3 hearts

3C max (3D relay)

3H = 5-5, 3S = 6-4, 3NT = 5413 exactly

3D 5431max, 3H 5-5 min, 3S 5-5 min

3M invite, 3m nf, 3N s spl with 5+ h, 4C/D 2s-5+h ace in suit

1H-1NT (extra sequences from above)

2C

2N bal, 3H invit, 2S bal invite in clubs

2D

2S bal invite is diamonds

3. GAME-FORCING 2C RESPONSE

2C handles all GF hands. The rules are the same as after a 1C or 1D opening.

1M

2C GF relay response

2D no singleton or void, "balanced"

CHAIN BREAK AVAILABLE

2S clubs **2NT** diamonds **3C** oM **3D** void in opener's suit

3H minors **3S** C-oM **4C** D-oM **4D** acewood (0/3,1/4,2)

.2S 4333 or 5332 or (any 4432 except that exactly)

.3C 4333 or 4432

.3H 4333 or (4423 exactly)

.3N 4333 .4C 4423 exactly
.3S 4432 with clubs and 2 other major
.3N 4432 with clubs and 3 other major
.3D 5332 low doub
.3H 5332 mid doub
.3S/NT 5332 hi doub MIN/MAX
.2NT 6332
.3D low tripleton (.4C SSS MAX)
.3H mid tripleton (.4D SSS MAX)
.3S hi tripleton MIN .3N MAX (.4H/S SSS 4(max if h)/5(s only)K)
.3C 5422 with clubs
.3D 5422 with diamonds
.3H/S 5422 1S opener: other major MIN/MAX, 1H: 5-4/4432
.3N(Z to game) 7222 MIN or better if more steps
2H Common Singleton (5-4, 6-4, 6-5 unbalanced)
.2NT 6-4
.3D with clubs
STRENGTH ASK (3S) AVAILABLE:
3NT MIN 4C MAX hi sing 4D(Z) MAX low sing
.3S hi sing (.4C SSS MAX)
.3NT low sing (.4D SSS MAX Z to game)
.3H with diamonds
.3N hi sing (.4D max SSS)
.4C low sing (.4H SSS, max, and 4S if 1S opener with 5K)
.3S with oM hi sing (.4C SSS max)
.3NT with oM lo sing (.4D SSS max Z to game)
.3C 5431 with clubs
.3H hi sing .3S(NT) low sing min(max)
.3D 5431 with diamonds
.3S hi sing .3NT low sing
.3H 5431 other major hi sing
.3S(3NT) 5431 other major low sing min (max)
.4C 6511 reverser (h-s or d-h) minimum
.4D 6520 high shortage reverser
.4H 6520 low shortage reverser
.2S Rare Singleton (6331, 7411, 7321)
(.3C 7411 or 6331 **minimum**) else skip to 3H+ and with SSS skip to 4C+
.3H all except (6331 with 3 clubs) and the (SSS's)
.3NT 6331 low sing .4C/D 7411 with clubs/diamonds
.4H 7411 oM (with base/base+1 run-on if spades)
.3S 6331 mid sing (.4D SSS)
.3NT 6331 hi sing (.4H SSS, with a base/base+1 run-on if spades)
.4C 6331 low sing SSS
.3D 7321
STRENGTH/SING BREAK AVAILABLE (3S)
3N min 4C/D/H max lo/mid/hi sing
[book: see 1D opening (3S asks full dist)]
.3S low sing .3NT mid sing .4C(Z to game) oM sing min+
.2NT CommonVoid 5-4, 6-4, 5-5
CHAIN BREAK(3D) "Scared of void in other major"
3H club void, cont. relays 3S diam void 3NT-R 3NT void oM
.3D club void
.3S 6430
.4C 4d .4D 4oM ZtoG
.3NT 5440 .4C 5M-5d (run-on if hearts) .4D/H 5s-5h min/max
.3H diamond void

.3NT 6430
 .4D 4 clubs .4H 4 oM (min-max if spades)
 .4C 5440 .4D 5M-5c .4H 5-5 majors
 .3S void other major - 6430
 ..4D 4 clubs ..4H(Z) 4 diamonds
 .3NT void oM 5440 .4C void oM 5M-5c .4D(ZtoG) void oM 5M-5d
.3C Rare Void : 6-5, 7-4, 7-3
 .3H 6520
 .3NT 6M-5oM
 .4D hi void .4H low void (check out zoom notes?)
 .4C 6M-5c
 .4H hi void .4S(Z) lo void
 .4D 6M-5d hi void .4H lo void (min/max if spades)
 .3S 7420 with a minor
 .4C 7M-4c
 .4H hi void .4S(min-Z) lo void
 .4D 7M-4d hi void .4H(min-Z) lo void
 .3NT 7420 with oM
 .4D hi void .4H(min-Z) lo void
 .4C 7330 c void .4D d void .4H(min/max if s) hi void
.3D 5521 with clubs (then hi/lo shortages)
STRENGTH BREAK AVAILABLE (3S)
 3NT min 4C hi short max 4D(Z 4K) lo short max
 .3H 5521 with diamonds (then hi-lo with min-Z)
 .3S 5521 with oM hi short (or if 4414 exactly, 3S min 3N max)
 .3NT 5521 oM, lo short
 .4C 6511 with c .4D 6511 with d .4H 6511 other major (if reverser then max)

Strength-Showing Stage

After shape is known, opener may ask about strength and controls with a relay.

STRENGTH SHOWING RESPONSES

With balanced hands with only a 4-card suit, minimum is assumed so go straight to DCB.

With other hands:

Step 1 = min (12-14, 3-6 K)

K ask (3, 4, 5, 6Z)

Step 2+ = max(14-16) 4, 5, 6, 7Z

After Strength-showing, the next relay is DCB.

4. OTHER RESPONSES

A. 1M-2NT = GF splinter low controls (4+ trumps, 2K, 11+ HCP) or any weak jump shift

3C (semiforced)

pass/3D/3oM = WJS

3M = GF splinter singleton (relay for lo-mid-hi sing)

3N/4C/4D = GF splinter void low/mid/hi

3D (paradox anticipating WJS) cont like 3C

3M (nonforcing, rejects all WJS)

3oM (paradox) if 3M unavailable to show splinter, use 3NT then relay for short
 in comp: pass lets WJS bidder bid at 3-level, bids 5-5+ MAX, X = pens

- B. 1M-3M** is a weak limit raise (minisplinter??) [**book:** forcing unbal raise 11-13 AKQ, game spl]
- C. 1M-3(M+1)** = game singleton splinter, 3K, 4+ trumps, 9-12 HCP, R for sing then R for DCB
- D. 1M-(3M+2 or better)** = game void splinter as above (lo/mid/hi) [**book:** 14-16 AKQ for both bids]

5. PASSED HAND BIDDING

1. natural bidding
 2. 1M-2NT(nat?)- 3m = forcing to 3M, 3M = nf, 4X = void
 3. all splinters show VOIDS
 4. 1M-3M = shapely sublimit raise (mixed)
 5. Jump-shifts are fit-showing (except 3C)
 6. Jump-shift to 3C is 3s-3h-2d-5c 12-13
 7. 2/1 doesn't force beyond 2 of opener's suit
 8. **DRURY:** 2C without comp over 1M shows 10-13 unbal 3-card supp or 9-13 4-card supp
- 1S-2C**
- 2D opening or better
 - 2H forcing, 5 h (maybe dirty values with 4 s), then 2NT invit
 - 2S = minimum drury, 2N = 3s 11-12 HCP, 3 new = splinter w/ 4 s forcing to 3M
 - 3S = 4+ s, 11-12, invit (4X by opener nat slam try)
 - 2H 5+ s, 4+ h, opening or better, forcing to 2S
 - 3m = splinter forc to 3S, 3M = nat invit
 - 2S = subminimum (further 2NT = 3s tip top, 3m = splinter tip top)
 - 2NT = GF, 5 s, 15-16 HCP natural (3X = splinter)
 - 3 new = GF natural 5-4+
 - 3S = GF, good suit, invites 3NT
- 1H-2C** (same as 1S-2C except...)
- after 2D/H, 2S/3C/3D show lo-mid-hi splinters
 - 2S is natural forcing to 3H, opening or better (3m = spl)