



## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦, 1♥ 5+, 4+♥, 1♠ 5+, 4+♠, 1NT 6 - 11, no major 2♣ 12+, 5+♣, almost GF other 4♦/♥/♠ voidwood	2♦ 8 - 11, 5+♣ 2♥ 3 - 7, 6♥ 2♠ 3 - 7, 6♠ 2NT 11 - 12 bal, no major 3♣ 5+♣, preemptive	3♦ 5+♣, splinter 3♥ 5+♣, splinter 3♠ 5+♣, splinter 3NT 13 - 15 bal, no major 4♣ preemptive
1♦ 1♥ 5+, 4+♥ 1♠ 5+, 4+♠ (2♣ = Gazzilli) 1NT 6 - 11, no major 2♣ 5+♣, GF unless rebid 3♣ 2♦ 12+, 4+♦, almost GF other 4♥/♠/5♣ voidwood	2♥ 3 - 7, 6♥ 2♠ 3 - 7, 6♠ 2NT 11 - 12 bal, no major 3♣ 8 - 11, 4+♦, 3♦ 4+♦, preemptive	3♥ 4+♦, splinter 3♠ 4+♦, splinter 3NT 13 - 15 bal, no major 4♣ 4+♦, splinter 4♦ preemptive
1♥ 1♠ 5+, 4+♠ (2♣ = Gazzilli) 1NT 6 - 11, nf (2♣ = Gazzilli) 2♣ multi purpose, see notes 2♦ 4+♦, GF unless rebid 3♦ other In 3rd/4th seat 2♣ = Drury, 2NT = 10- 12 bal with 2♥, jumps = fit showing	2♥ 6 - 11, 3♥ 2♠ 3 - 7, 6♠ 2NT 4+♥, GF Jacoby 3♣ 6 - 8, 4♥, Bergen	3♦ 9 - 11, 4♥, Bergen 3♥ 0 - 5, 4♥ 3♠ 4+♥, splinter 3NT 12 - 14, 3♥ any 4333
1♠ 1NT 6 - 11, nf (2♣ = Gazzilli) 2♣ multi purpose, see notes 2♦ 4+♦, GF unless rebid 3♦ 2♥ 5+♥, GF other In 3rd/4th seat 2♣ = Drury, 2NT = 10- 12 bal with 2♠, jumps = fit showing	2♠ 6 - 10, 3♠ 2NT 4+♠, GF Jacoby 3♣ 6 - 8, 4♠, Bergen 3♦ 9 - 11, 4♠, Bergen	3♥ 4+♠, splinter to 3+♠ 3♠ 0 - 5, 4♠ 3NT 12 - 14, 3♠ any 4333 4♣ 4+♠, splinter
1NT 3♣ 5+♣, short ♦ 3♦ 5+♦, short ♣ 3♥ 3♥, short ♠ other	3♠ 3♠, short ♥ 3NT to play 4♣ Gerber	4♦ TFR ♥ 4♥ TFR ♠ 4♠ minors 5/5
2♣ 2♦ neg, <2K, <7 with A, <8 2♥ Pos, no good 5 card suit 2♠ Pos, 5+ ♠ other 4♣/♦/♥/♠ suit below a long 1 loser suit	2NT pos, 5+♥ 3♣ pos, 5+♣ 3♦ pos, 5+♦	3♥ 8 PT in ♥, nf 3♠ 8 PT in ♠, nf 3NT long solid suit
2♦ 2♥ natural, forcing 2♠ natural, forcing 2NT ask for shortness/strength other 4♥/♠/5♣/♦ voidwood	3♣ natural, forcing 3♦ preemptive 3♥ splinter	3♠ splinter 3NT to play 4♣ splinter

**Notes** Gazzilli: After 1♥ - 1♠ or 1M - 1NT, 2♣ = 3 card limit raise or 4+♣ GF or 8 - 10 6+♣ or any 11+ bal

2♥ 2♠ natural, forcing 2NT ask for shortness/strength 3♣ natural, forcing other 4♠/5♣/♦ voidwood	3♦ natural, forcing 3♥ natural, forcing 3♠ preemptive	3NT to play 4♣ splinter 4♥ to play
2♠ 2NT ask for shortness/strength 3♣ natural, forcing 3♦ natural, forcing other 4♣/♦/♥ splinters, 5♣/♦/♥ voidwood	3♥ natural, forcing 3♠ preemptive 3NT to play	4♣ 4♥ 4♠
2NT 3♣ puppet Stayman 3♦ TFR ♥ 3♥ TFR ♠ other 4♦ 6+♦ slam int	3♠ 4+♣ & 4+♦ slam int 3NT to play 4♣ 6+♣ slam int	4♦ 4♥ 4♠

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  GF unless after reverse  Game force

**NT Checkback**  Priorities: cheapest first

**Defence to 3NT opening** 4♣ = 2 suited TO

**Defence to Opening Twos** X = TO, leaping Michaels

Multi 2♦ X = TO of ♠

RCO style 2-s X = values, next X = TO

Other 2-s X = TO of known suit(s) else values

**Defence to**  
**strong ♣**

1♣ : Aspro, X = ♥ + other, 1♦ = ♠ + minor, 1♥/♠ = natural, 1NT = minors, jumps weak

2♣ : Aspro, X = ♥ + other, 2♦ = ♠ + minor, 2♥/♠ = natural, 2NT = minors, jumps weak

**Over 1NT Interference** reverse lebensohl

**Lebensohl - other uses** normal lebensohl after (weak 2) X

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X, 4NT = minors 4♠ X, 4NT = 2 suiter

## 10. OTHER NOTES