

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp, 4+♦s 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-10 hcp bal, no major 2♣ 10+ hcp, 5♣s, no major other Other 4 level to play	2♦ 9-11, 5+♣s, prob unbal 2♥ 6♥s, 3-7 hcp 2♠ 6♠s, 3-7 hcp 2NT 11-12, bal, no major 3♣ 6-9, 5+♣s, prob unbal	3♦ Splint, 12-14, 5+ solid 3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Pre-emptive
1♦ 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-11 hcp, no major 2♣ 4+♣s, GF 2♦ 10+ hcp, 4+♦s, no M other Other 4 level to play	2♥ 6♥s, 3-7 hcp 2♠ 6♠s, 3-7 hcp 2NT 11-12 bal, no major 3♣ 5+♦s, 9-11, no M 3♦ 6-9 hcp, 4+♦s	3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Splint, 12-14, 5+ solid 4♦ Pre-emptive
1♥ 1♠ 5+ hcp, 4+♠s 1NT Semi-force, 6-11 or 3-5 2♣ 4+♣s, GF or 3cd limit+ 2♦ 4+♦s, GF other 4♣, 4♦ are splinters, 12-14 hcp, 4♠ to play	2♥ 6-9, 3♥s 2♠ Weak, 6+ suit, 3-7 hcp 2NT GF, 4+♥s 3♣ 10-12 hcp, 4♥s	3♦ 6-9 hcp, 4♥s 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp 3NT 13-15, 4333, 3cd supp
1♠ 1NT Semi-force, 6-11 or 3-5 2♣ 4+♣s, GF or 3 cd limit+ 2♦ 4+♦s, GF 2♥ 5+♥s, GF other 4♦, 4♥ are splinters, 10-12 hcp	2♠ 6-9 hcp, 3♠s 2NT GF, 4+♠s 3♣ 10-12 hcp, 4♠s 3♦ 6-9 hcp, 4♠s	3♥ Weak, 3♥ opening 3♠ 0-5 hcp, 4+ support 3NT 13-15, 4333, 3cd supp 4♣ Splinter, 12-14 hcp
1NT 3♣ Slam try broken suit 3♦ Slam try broken suit 3♥ Slam try broken suit other 4NT is quantative, 4333 shape	3♠ Slam try broken suit 3NT To play 4♣ Transfer to♥s	4♦ Transfer to♠s 4♥ Transfer to♣s 4♠ Transfer to♦s
2♣ 2♦ Kokish, waiting 2♥ 5+ suit, 8+ hcp 2♠ 5+ suit, 8+ hcp other	2NT N/A 3♣ 5+ suit, 8+ hcp 3♦ 5+ suit, 8+ hcp	3♥ N/A 3♠ N/A 3NT N/A
2♦ 2♥ To play 2♠ To play 2NT Enquiry - see notes other 4NT = RKCB in♥s, 4NT after 2NT enquiry = RKCB in♠s	3♣ Natural, non forcing 3♦ Natural, non forcing 3♥ To play but raisable	3♠ To play but raisable 3NT To play 4♣ N/A

Notes After 2NT enquiry to 2♦ 3♣ = poor hand, then 3♦ is further ask.

Responses with non-poor hands in steps: 5/5 no void, ♥s longer, ♠s longer, 3NT = 4/4

4m = 5/5, void in bid suit. After 3♦ ask, M is longer, 4m is shortage 5/5, 3NT = 4/4

2♥ 2♠ Nat, nf, constructive 2NT Enquiry - see below 3♣ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♦ Nat, nf, constructive 3♥ To play, but raisable 3♠ N/A	3NT To play 4♣ N/A 4♥ To play
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2♠ 2NT Enquiry - see below 3♣ Nat, nf, constructive 3♦ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♥ Natural, non forcing 3♠ To play, but raisable 3NT To play	4♣ N/A 4♥ To play 4♠ To play
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2NT 3♣ Puppet Stayman 3♦ Transfer to♥s 3♥ Transfer to♠s other 4NT is quantative. After Puppet Stayman, 3♥ denies 4 or 5M. 3NT = ♥s	3♠ Tfr to 3NT, or set minor 3NT 4/4 ms, values for 5m 4♣ Transfer to♥s	4♦ Transfer to♠s 4♥ Transfer to♣s 4♠ Transfer to♦s
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9. CONVENTIONS

Unusual NT: Highest & Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback, Major length priority

Defence to 3NT opening X with values, otherwise natural

Defence to Opening Twos 2NT = 16-18, X for takeout

Multi 2♦ X = 16+, 2NT = 16-18 bal, leaping Michaels, otherwise natural

RCO style 2-s 2NT = 16-18 bal, X = values, leaping Michaels, otherwise natural

Other 2-s As above

Defence 1♣ : X = Majors, 1 & 2NT minors including after 1♣ - 1♦

to All else natural. Jump bid weak.

strong

♣ Same over strong 2♣, including after 2♦ response

Over 1NT Interference X=T/O or values if artificial, 2NT = minors, bids up to 3♦ nat & nf

Lebensohl - other uses N/A

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

Notes on 1NT Opening: After response to 2♣, 2NT is baron, 3 suit is shortage.

NS after transfer & no super accept is natural & GF. If m, NS nat, super accept or not.

After response to 2♣, 2♠ shows 4 with longer m & weak.

If they X, XX says bid 2♣, bid is lower of non-touching suits, pass asks for XX to play or then bid touching suits, 3 level pre-empt, 2NT GF 2 suiter, 4 level transfers.

System on after 1NT overcall. Respond to 2NT overcall same as for 2NT opening.

If they X 2♣, bid shows stopper, pass denies. If tfr X, accept shows 3 cd support