



## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, or 2+♦ wk clubs	2♦ 5+♣, 11-12	3♦ SPL, 15+ HCP
1♥ 4+♥	2♥ 6+♥, 4-7 if vul	3♥ SPL, 15+ HCP
1♠ 4+♠,	2♠ 6+♠, 4-7 if vul	3♠ SPL, 15+ HCP
1NT 8-10	2NT 11-12 then 3x=shortage	3NT 13-15, to play
2♣ 4+♣, GF	3♣ 5+♣, 6-9	4♣ preemptive
other 4♥/4♠ to play; 1♣: 2♣ continuations same as Jacoby (Swap 2NT)		
1♦ 1♥ 4+♥	2♥ 6+♥, 4-7 if vul	3♥ SPL, 15+ HCP
1♠ 4+♠	2♠ 6+♠, 4-7 if vul	3♠ SPL, 15+ HCP
1NT 6-10,	2NT 11-12, then 3x = short	3NT 13-15, no 4cd M
2♣ 4+♣, GF, then 2♦ = 5+	3♣ 5+♦, 11-12	4♣ SPL 15+ HCP
2♦ 4(5)♦, GF	3♦ 5+♦, 6-10	4♦ preemptive
other 4♥/4♠ to play; 1♦ 2♦ continuations same as Jacoby (Swap 2NT)		
1♥ 1♠ 4+♠	2♥ 3(4)♥, 6-10	3♦ 4+♥, 10-12
1NT 5-12	2♠ 3c♥ raise, 11-12	3♥ 4+♥, 0-6
2♣ 2+♣, GF	2NT 4+♥, GF	3♠ SPL, 9-12
2♦ 5+♦, GF	3♣ 4+♥, 6-9	3NT 4333 shape, 12-15
other 4♠ and 5m to play		
1♠ 1NT 5-12	2♠ 3(4)♠, 6-10	3♥ 3c♠ raise, 11-12
2♣ 2+♣, GF	2NT 4+♠, GF	3♠ 4+♠, 0-6
2♦ 5+♦, GF	3♣ 4+♠, 6-9	3NT ♥ SPL 9-12
2♥ 5+♥, GF	3♦ 4+♠, 10-12	4♣ SPL 9-12
other 4♥ and 5m to play		
1NT 3♣ Puppet Stayman	3♠ 0-1♠, 3♥	4♦ trf to ♠ to play or KC
3♦ 5+♣ & 5+♦, GF	3NT to play	4♥ to play
3♥ 0-1♥, 3♠	4♣ trf to ♥, to play or KC	4♠ to play
other 1NT 2♣ 2♥ 2♠: nat inv; 1NT-3♣-3♦ = no 5c M		
2♣ 2♦ waiting	2NT	3♥
2♥ 7+, good 5+ suit	3♣ 7+, good (5)6+ suit	3♠
2♠ 7+, good 5+ suit	3♦ 7+, good (5)6+ suit	3NT
other 2♣-2♦-2NT: 22-23 2♣-2♦-2♥-2♠-2NT: 24+		
2♦ 2♥ Nat, F1	3♣ Nat, F1	3♠
2♠ Nat, F1	3♦ to play	3NT to play
2NT shortage inquiry	3♥	4♣ mini keycard
other 4M to play; 2NT resp: 3♣= SPL 3♥ & 3♠ non-min SPL; 3♦ min; 3NT max, no spl		

**Notes** After 1m-1M-2M- 2NT: Invite+ inquiry, 3 min, 3 max, 4 min, 4 max, 4x = SPL max 4  
Jacoby responses: 3♣ = min, 3♦ = non min no SPL, 3♥/3♠/3NT = LMH shortage

2♥ 2♠ Nat, F1	3♦ Nat, F1	3NT to play
2NT shortage inquiry	3♥ to play	4♣ mini keycard
3♣ Nat, F1	3♠	4♥ to play
other 4♠: to play		
2♠ 2NT shortage inquiry	3♥ Nat, F1	4♣ mini keycard
3♣ Nat, F1	3♠ to play	4♥ to play
3♦ Nat, F1	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ minor suit stayman	4♦ trf ♠ to play or KC
3♦ 5+♥, accept = 3+	3NT to play	4♥ trf ♣
3♥ 5+♠, accept = 3+	4♣ trf ♥ to play or KC	4♠ trf ♦
other 2NT- 4M - 4NT = to play		

## 9. CONVENTIONS

**Unusual NT:** two lowest unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ trf ♦: to play or INV; 2♦: ART GF

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ 1st double = values, double once their suit has been found = takeout

RCO style 2-s XXX

Other 2-s

**Defence** 1♣ or 2♣ : X majors, NT minors

**to** others = natural

**strong** Over precision 1♦: 2♦ = natural, 2♥ = Majors NF, 3♦ = Majors forcing

**♣** Over strong club, if partner overcalls, 1NT is a cue raise

**Over 1NT Interference**

**Lebensohl - other uses** after 1NT, weak 2s, 1m (2jump)

**Take out of 4 level pre-empts** 4♣/4♦ x = T/O

4♥ x T/O; 4NT: two places to play 4♠ x= t/o, 4NT: two places to play

## 10. OTHER NOTES

1NT (2X) 2NT 3♣: 3Y wk (or inv); 3X stay no stopper; 3NT stayman with stopper;

1NT (2X) 3X: stopper ask

1♣ 1♦ 1♥ 1♠: Nat GF; 1♣ 1♦ 1♥ 2♠: SPL

1m (X) 2m: 6-9; 1m (X) jump om: limit+ 1m (X) 2NT = 0-6 with 5+m

1X 1Y 2NT 3♣ = checkback