

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ NAT	2♦ INV ♣ raise	3♦ SPL 15+
1♥ NAT	2♥ 6+H 9-11ish	3♥ SPL 15+
1♠ NAT	2♠ 6+S 9-11ish	3♠ SPL 15+
1NT NAT	2NT NAT	3NT to play
2♣ GF ♣ raise	3♣ 4-8 C raise	4♣
other		
1♦ 1♥ NAT	2♥ 6+H 9-11ish	3♥ SPL 15+
1♠ NAT	2♠ 6+S 9-11ish	3♠ SPL 15+
1NT NAT	2NT NAT	3NT to play
2♣ GF 2+♣	3♣ INV ♦ raise	4♣ SPL 15+
2♦ GF ♦ raise	3♦ 4-8 D raise	4♦
other		
1♥ 1♠ usually 5+♠ NAT	2♥ NAT	3♦ 4♥ INV
1NT see 'other' below	2♠ 3♥ INV	3♥ weak
2♣ GF 2+C	2NT 4+♥ GF	3♠ any minimum SPL
2♦ GF 4+♦	3♣ 4♥ 5-8ish	3NT ♠ void
other 1H-1NT: NF, up to 12 HCP, can have 4♠, can have 3♥ if weak		
1♠ 1NT NF up to 12 HCP	2♠ NAT	3♥ 3♠ INV
2♣ GF 2+C	2NT 4+♠ GF	3♠ weak
2♦ GF 4+♦	3♣ 4♥ 5-8ish	3NT any minimum SPL
2♥ GF 5+♥	3♦ 4♠ INV	4♣ void
other		
1NT 3♣ TRF to ♦	3♠ 13(54)	4♦ TRF to ♠
3♦ minors GF (3H ask sh)	3NT to play	4♥
3♥ 31(54) or 4144	4♣ TRF to ♥	4♠
other		
2♣ 2♦ negative or waiting	2NT	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3♦ NAT good suit	3NT
other 2C 2D 3C 3D = stayman		
2♦ 2♥ to play	3♣ NAT NF	3♠ NAT INV
2♠ to play	3♦ NAT INV	3NT to play
2NT ENQ	3♥ NAY INV	4♣ ♥ slam try, short ♠
other 4D ♠ slam try, short ♥		

Notes

2♥ 2♠ NAT, NF if NV	3♦ NAT, NF if NV	3NT to play
2NT ENQ (O bids shortage)	3♥ to play	4♣ mini KC (01122)
3♣ NAT, NF if NV	3♠	4♥
other		
2♠ 2NT ENQ (O bids shortage)	3♥ NAT, NF if NV	4♣ mini KC (01122)
3♣ NAT, NF if NV	3♠ to play	4♥
3♦ NAT, NF if NV	3NT to play	4♠
other		
2NT 3♣ stayman	3♠ minors GF	4♦ ♠
3♦ TRF to ♥	3NT to play	4♥ ♣
3♥ TRF to ♠	4♣ ♥	4♠ ♦
other		

9. CONVENTIONS

Unusual NT: LUBS 5/5+, strength depends on vulnerability

4th Suit Forcing One round Game force

NT Checkback Priorities: 2C forces 2D to play or INV, 2D GF, 2NT clubs

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X values (next X takeout), Leaping Michaels

RCO style 2-s

Other 2-s

Defence (1♣): X majors, NT minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference transfer lebensohl

Lebensohl - other uses (2x) X (p)

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

2NT in comp is rarely NAT