



OPENING	TICK IF PARTIAL	MIN. No. OF CARDS	NEG.DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
PASS				10 H and less			Weak jump after overcall
1♣		3	6♥	Natural 11 - 22 H	New suit with jump is weak 2♣=5+♠/4+♥ weak 3♣= weak	1 min – 1 maj – 1 NT : 2♣ = 5 card in major 11+ 1x - 1M - 3NT = 4 cards in M balanced ( 18-19)	If passed or after DOUBLE : Jump = 5+ in suit and 4+ trumps
1♦		3	6♥	Natural 11 - 22 H 3 cards if 4♠ / 4♥ / 3♦ /	New suit with jump is weak 2♦ = 5+♠/4+♥ weak 3♦ = weak	1♦ - 2♣ - 2NT = 12-14 or 18-19 1♣ - 1M - 2♣ - 2♦ = forcing artificial	1♣/♦ 1NT 2♣ = ♥ + ♠
1♥		5	6♦	Natural 11 – 22 H In 3 <sup>rd</sup> , (4) 5+♥ could be very weak 8+	2NT = 15+HCP, 4 trumps 3♣ 4 trumps balanced , 11-12 HCP 3♦ 3 trumps balanced , 11-14HCP	1♦ - 1♠ - 2♦ - 2♥ forcing artificial 3 <sup>th</sup> -4 <sup>th</sup> suit forcing	1NT = 6-11, 2♣ is Drury (with fit)
1♠		5	6♥	Natural 11 – 22 H Same as 1♥	Same as 1♥ 1♥ – 3♥ : weak + 4♥ / 1♠ – 3♠ : weak + 4♠	1♥/♠ - 2x - 2NT = 15-17 natural or 18-19 bal with fit in x 1♥/♠ - 2x - 2♥/♠ - 3♥/♠: for the slam 2SA : invite with 1-	After overcall over one major : Jump in a new suit shows 5+ cards
1NT			4♥	15 -17 balanced 5 cards in major possible 6 cards in minor possible 5422 possible	2♣ = Stayman 4 steps 2♦, 2♥, 2♠, 3♣ = Transfer 3♦ = ♥ strong, 3♥ = ♠ Strong, 3♠ = 5422 minors 4♦ = 5♠ and 5♥ for the game 4♣ = 6♥ and 5♠ weak	1NT - 2♣ - 2♦ - 3♥/♠ = 5♠/♥+ 4♥/♠ 1NT - 2♣ - 2♥/♠ - 3♥/♠ : not forcing 1NT - 2♣ - 2SA - 3♣/♦, 4♣/♦ = Transfer for 4♥/♠ 1NT 2♠/3♣ - 3♣/♦ - 3♥/♠/NT short in♥/♠/om	and 4+ cards in opening bid Transfer from 2NT after overcall Double = at least 2NT bid
2♣	x	0	6♥	Semi GF Forcing one strong 24+ / 22-23 regular	2♦ = relay; 2♥/2♠= 6 good ♥/♠ 2SA= minor 2♣-2♦-2SA: 22/23 bal	2♣ - 2♦ - 2♥ : natural or 24+ regular - 2 ♠relay 2♣ - 2♦ - 2♠/3♠/3♦ : natural GF 2♣ - 2♦ - 3♥/♠ : 4♥/6♠ 6♥/4♠	Negative double after overcall new suit = Hxxxx and 7+ Cue-bid = strong T/O
2♦	x	0	4♦	Multi Forcing 6(5)♥/♠ weak	2♥/2♠/3♥/3♠=P/C; 2SA = strong relay GF 3♣ = relay invite in both major or GF in 1 major 3♦ : natural 4♣: ask the major in transfert 4♦: ask the 4♥/♠: to play	2♦-2SA-3♣= Relay Max in M /3♦=min♥/3♥=min♠ 2♦-2 SA-3♦/♥: max with ♥/♠	
2♥		5		5♥+mm weak	2SA = strong relay 3♣=P/C in m 3♦strong fit	2♥-2SA - 3♣=Min♠ /3♦=Min♦/3♥= Max♠/3♠= Max♦	
2♠		5		5♠+mm weak	New suit forcing		
2NT			6♥	20/21 balanced 5 cards in major possible 6 cards in minor possible 5422 possible	Stayman as over 1NT Transfer and rectification with fit	2SA- 3♦/♥- 4♥/♠: fit max with all cue	
3♣		7(6)		Preempt natural	New suit is forcing		
3♦		7(6)		Same			
3♥		7(6)		Same	Jump = Asking bids		
3♠		7(6)		Same			
3NT				Solid minor	4♣=P/C 4♦: ask the short		
4♣		8(7)		Preempt natural			
4♦		8(7)		Same			
4♥		8(7)		Same	Asking bids		
4♠		8(7)		Same			
<b>HIGH LEVEL BIDDING</b>							
Control first and second round							
Roman Key Cards Blackwood 41-30							
King Blacwood: 5x: natural k of x							
Lightner doubles							
After Blackwood, next suit asking for Queen of trump -> return in trump suit = no							