


| 02000 |  |  |  | DESCRIPTION | RESPONSES |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  | SUBSEQUENT ACTION | $\begin{aligned} & \text { PASSED HAND } \\ & \text { BIDDING } \end{aligned}$ |
| 1\% |  | 3 | 5D |  | 1D 3+ cards ;1NT 8-10; Inv minor ${ }^{3}$, 2NT 13-15; 3NT 16-18 | 1 NT 15-17; 2NT 18-19 |  |
| 1 * |  | 3 | 5D |  | 1M 3+ cards 1NT 8-10; 2D inv minor, 2C F1; 2NT 13-15; |  |  |
| $1 \vee$ |  | 5 (4) | 5D | May be 4 card opposite passed partner | 1NT 6-12; 2x GF; 2NT 13-15; 3C = J 2 NT ${ }^{6} 3 \mathrm{M}-1$ limit |  | 2C Drury |
| 1 A |  | 5 (4) | 5D | May be 4 card opposite passed partner | 1NT 6-12; 2x GF; 2NT 13-15; 3C = J2NT 3M-1 limit |  | 2C Drury |
| INT |  |  |  | 11-14, maybe single honour; 6 card minor; 5 card major | 4 suit transfers; Texas | Lebensohl-Slow over interference |  |
| 2* | $\checkmark$ | 0 | N\A | All strong hands inc 9+ playing tricks and 23+ balanced | 2D 0/1 control, 2H 2 controls, 2S 3+ controls | 2C-2D-2H GF; puppet stayman over 2NT |  |
| 2 * |  | 5 | N\A | Weak with 5+ * ; usually 6+ | 2NT enquiry; new suit is F1R | Feature showing |  |
| $2 \vee$ |  | 5 | N\A | Weak with $5+$; usually 6+ | 2NT enquiry; new suit is F1R | Feature showing |  |
| $2 \boldsymbol{*}$ |  | 5 | N\A | Weak with 5+ ; usually 6+ | 2NT enquiry; new suit is F1R | Feature showing |  |
| 2NT |  |  | N\A | 20-22 Balanced | 3C-puppet, 3D $\backslash \mathrm{H}$ - Trx, 3S - both minors or 1 minor slam try |  |  |
| 3\% |  | 6 | N\A | Weak with 6+ \&; usually 7+ | New suit F1R; jump to any game to play |  |  |
| 3 |  | 6 | N\A | Weak with 6+ * usually 7+ | New suit F1R; jump to any game to play |  |  |
| 3 |  | 6 | N\A | Weak with 6+ - ; usually 7+ | New suit F1R; jump to any game to play |  |  |
| 3 n |  | 6 | N\A | Weak with 6+ ^ ; usually 7+ | New suit F1R; jump to any game to play |  |  |
| 3NT | $\checkmark$ |  | N\A | Long minor with at most one outside stopper |  |  |  |
| 4\% |  |  |  | Pre-empt |  |  |  |
| 4 |  |  |  | Pre-empt |  | HIGH LEVEL BIDDING |  |
| $4 \bullet$ |  |  |  | Pre-empt |  | RKC-M 1430 |  |
| $4 \wedge$ |  |  |  | Pre-empt |  | RKC-m 3014 |  |
| 4NT | $\checkmark$ |  |  | Specific Ace Ask |  | 5NT specific K ask |  |
| 5\% |  |  |  | To Play |  | 1m-2m-4m RKC; 1m- 2m-any - 4m RKC |  |
| 5 |  |  |  | To Play |  | Gerber ${ }^{\text {st }}$ bid over NT |  |
| 5 |  |  |  |  |  | Cues $1^{\text {st }} \backslash 2^{\text {nd }}$ below game; $1^{\text {st }}$ above game |  |
| 5 n |  |  |  |  |  | Forcing Pass |  |

## Notes

1. DONT: Bidding a suit shows that suit and a higher suit. XX is a puppet to 2 C for pass/convert by responder.

Suit: That suit and another
X: 5+ card suit, pd replies 2C, pass or convert
Jump suits are natural with length rather than strength
2NT - GF, 2 suiter.
2. Michaels: Cue bid shows the majors over a minor and a major/minor over a major - all $5 / 5$, any strength.
3. Inverted minors: $1 \mathrm{D}-2 \mathrm{D}$ is $10+\mathrm{pts}$; $1 \mathrm{D}-3 \mathrm{D}$ is weaker
4. Leaping Michaels: Over a weak major bid (at 2 or 3 level) bidding 4 minor shows the minor and the other major $5 / 5$
5. Lebensohl: Over interference to 1 NT opening, 2 NT is a puppet to 3 C for pass/convert by responder. SLOW means that is we bid 3 NT or stayman via 2 NT we do not have a stop in the suit shown by the opps - slow arrival no stopper (SANS).
6. Responding to a 1 Major opening: $2 / 1$ is GF , example below of responding to a 1 H opening.

| $1 \vee$ | $1 \wedge$ | natural, may be light if non-vul. |
| :---: | :---: | :---: |
|  | 1NT* | semi forcing, upto 12pts, 3 card support possible with 8 losers |
|  | 2**** | $13+$ points, FG, $5+$ cards |
|  | 2 | support raise is real, $3+$ hearts |
|  | 2** | showing exactly $5 \boldsymbol{a}$ and 3 card heart support (rare) |
|  | 2NT* | GF balanced, 3 card support possible |
|  | 3** | Forcing $\downarrow$ raise, GF, may incl a singleton, similar to the Jacoby 2NT |
|  | $3 *$ | 4-trump limit raise 10-12 points |
|  | $3 * *$ | Pre-emptive, 4+ trumps, <6 HCPs, |
|  | 3* | Weak splinter in spades 9-12 points |
|  | 3NT* | Choice of game, balanced, 13-15 HCPs |
|  | $4 \mathrm{~m}^{*}$ | Weak minor splinter 9-12 points |
|  | 4 | Pre-emptive 5+ trumps, < 6 HCPs, unbalanced |

