



# BIDDINGS & DEVELOPMENTS

Opening	Tick if artificial	Minimum number of cards	X T/O until	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♠	10+	1♣ - 1♥/♠ : can have more ♦ 1♣ - 2♣: 4♠+, game forcing without major 1♣ - 2♦ : artificial, invitational (9-11) with at least 5♣ (1♣ - 3♣ : weak) 1♣ - 2♥: 5+♠ + 4+♥, 5-9	1m - 1M - splinters 1m - 1M - 3NT : with fit (4M), 18-19 4333 or 4432 1♣ 1♠ 2♣/ = 5/6 ♥ 5-9 1♦ - 2♣ - 2NT : 12-14 or 18-19H (transfers after) 1m - 1M - 2NT - ? => transfers	Jump = 5+ in suit and 4+ trumps
1♦		3	4♠	10+	1♦ - 3♣ : artificial, invitational (9-11) with at least 5♦ (1♦ - 3♦ : weak) 1♦ - 2♦: 4♠+, game forcing without major 1♦ - 2♥: 5+♠ + 4+♥, 5-9H 1♦ 1♠ 2♦ = 5+♥ 8-10 1♦ 2♣ 2♦ = 5+♥ 8-10	1m - 1M - 1NT : 2♣ relay for 2♦ ; 2♦ relay GF 1x - 1SA : can have 11 1m - 2M : 6 cards and a very strong hand (slam interest) After T/O : 2NT is weak with the fit ; 3m is invitational	
1♥		5	4♠	9+	1♥ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter	1M - 2x - 2SA : 12-14 with stoppers (or semi stoppers) in the 2 others colors / OR 18-19 balanced After overall : - Jumps = 5+ in suit and 4+ trumps - Splinters in the opponent's color(s) - 2NT : 3(4) cards in trumps, invitational & more - Cue-bid in level 3 : GF, 4 trumps	<b>Drury promises fit</b> 1♠ - 2NT : 4 cards in trumps with a singleton (3♣ relay) 1♥ - 2♠ : 4 cards in trumps with a singleton , 2NT relay 1♥ - 2NT : 5♥/4♠
1♠		5	4♥	9+	1♠ - 2NT : 4 cards in trumps, GF 3♣ : 4 cards in trumps (invitational, more possible) 3♦ : 3 cards in trumps 3♥ : 6 cards, invitational 3NT : 4 cards in trumps, balanced, 12-14 4x : splinter	After T/O - Truscott - XX : 11 + (redouble is penalty) - Jump = 5+ in suit and 4+ trumps	
1NT			4♦	(14)15 - 17	2♣ : Stayman (5 responses) 2♦ /♥ /♠ : Transfers 1NT - 3♦ : puppet stayman 1NT - 3♥/♠ : natural 6 cards +, for slam 1NT - 4♣ : both minors 5-4 14-16H 1NT - 4♦ : both majors 5+5+ 1NT - 4M : to play	After overall : T/O ; Lebensohl (transfers) 1NT - 2♣ - 2♦ - 4♣ /♦ : 6-4 in majors (6♥ /♠)	If Stayman is double : XX = to play 2♦ = 4 cards in ♥ 2♥ = 4 cards in ♠ 2♠ = 5 cards in ♥ 2NT = 5 cards in ♠ 3♣ = both majors 4-4
2♣	x	0	4♦	Game forcing	2♦ : relay	2♣ - 2♦ - 3♥ : 6♦ - 4♥ 2♣ - 2♦ - 3♠ : 6♦ - 4♠	
2♦	x	0		Strong any	2♥ : relay artificial, weak or balanced hands 2♠ : natural 5+ cards with 2+ honors 3m : natural 6+ cards with 2+ honors 4M : at least AKQxxx	If opponents bid - Bidding is natural - X = values without a natural color to announce - Pass = weak and balanced hand, or weak but unbalanced if a color is announced after on T/O	
2♥		6 (5)		Weak	2NT : relay	2M - 2NT - 3x : values	
2♠		6 (5)		Weak	A new color is forcing for one round, also after T/O	2M - 2nT - 4x : shortness	
2NT			4♥	19+ - 21	3♣ : stayman ( <b>don't guarantee 4 cards in a major</b> ) 3♦ /♥ /♠ : Transfers 4♣ : Transfert ♦, with a slam interest 4♦ : both majors 5+5+ 4♥ : 5-4 in minors, shortness ♥, slam interest 4♠ : 5♣-4♦, shortness ♠, slam interest 4NT : 5♦-4♣, shortness, slam interest		
3♣/3♦		7 (6)		Weak (aggressive according to vuln & position)	A new color is forcing		
3♥/3♠		7 (6)					
3NT	x			1 suit minor AKQxxxx	4/5♣ pass or correct 4♦ relay asking the shortness		
4♣/4♦		8(7)		Weak			
4♥/4♠		8(7)		Weak			
4NT	x			Both minors			
5♣/5♦				Weak			