



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S	11+	1C - 2C = GF 5+C 1C - 4H/4S is to play 2M - weak with 6+M	Natural continuations, after reverse by opener – blackout applies After 1NT rebid by opener – 2C forces 2D as is invite values (bid shape up the line) and 2D is game forcing	After overcall – 7-10 stopper; cue is invite plus raise, jumps are splinters, 2NT/3NT 11-12/13-14 stopper After X raise structure still applies
					4M is exclusion blackwood	Response to exclusion is 3041	
1♦		4	4S	11+	1D - 2D = GF 4+D 1D - 4H/4S is to play 2M - weak with 6+M	After 1NT rebid by opener – 2C forces 2D as is invite values (bid shape up the line) and 2D is game forcing.  1C – 1S -1NT – 3S sets spades; 1C – 1S – 1NT – 2C – 2D – 3S choice of games with 6 card spade suit,	
1♥		5	4S	11+	1NT = 5-10; Raise structure refer notes	After 1NT rebid by opener – 2C forces 2D as is invite values (bid shape up the line) and 2D is game forcing After limit + raise – suit bids are trial bids. After game force raise is cue	
1♠		5	4S		1NT = 5-10; Raise structure refer notes	After 1NT rebid by opener – 2C forces 2D as is invite values (bid shape up the line) and 2D is game forcing	
INT				15-17	2C Stayman, 2D/H transfers, 2S range probe (see notes), 3C modified puppet, 3D 5/5 minors slam going, 3H/3S sing in suit bid and 5/4 minors either way, 4C transfer to H, 4D transfer to S, 4H/S to play.	After 1NT -2C – 2D - 2M is non force After 1NT – 2C -2D – 2S is invite. After transfer to D – suit below is super accept Super accept of transfer to M shows 4+ support and min; another suit is max hand 4 card raise	Lebensohl, if they overcall natural x is takeout, if overcall not a natural suit - 123 doubles.; if they double our NT showing single suit system is on.
2♣	yes	0		FG	2D is negative or waiting, suits are positive with good suits	2NT rebid 23+ with 3C puppet, 3D/H transfers, 3S both minors slam; 4C 6+ H; 4D 6+ S, 4H 6+ clubs; 4S 6+ diamonds. After these bids next suit up is super accept except 2NT 4S 5C is super accept  After 2NT rebid 4NT is invite (8-9 pts). Bid 6NT with max.  After 2C – 2D – 3M sets the suit	If they interfere with a suit over 2C X is 6+ game force; pass says have nothing to say

2♦	Yes	5+		Weak 2 in D	2NT ask, rebid suit min and other suit max and shortage if no shortage 3NT.	4C Keycard	If they interfere X is penalty and 2NT is still an enquiry
2♥		5+		Weak 2 in H	2NT ask, rebid suit min and other suit max and shortage if no shortage 3NT.	4C Keycard	If they interfere X is penalty and 2NT is still an enquiry
2♠		5+		Weak 2 in S	2NT ask, rebid suit min and other suit max and shortage if no shortage 3NT.	4C Keycard	If they interfere X is penalty and 2NT is still an enquiry
2NT				20-22	3C is puppet, 3D/H transfers, 3S both minors slam; 4C 6+ H; 4D 6+ S, 4H 6+ clubs; 4S 6+ diamonds. After these bids next suit up is super accept except 2NT 4S 5C is super accept (4NT doesn't like partner's minor over 4H/4S)	2NT – 3D 3H – 3S 4C sets hearts 4D sets spades	
3♣		6+			New suit forcing with 4D being keycard	4D Keycard	
3♦		6+			New suit forcing with 4C being keycard	4C Keycard	
3♥		6+			New suit forcing with 4C being keycard	4C Keycard	
3♠		6+			New suit forcing with 4C being keycard	4C Keycard	
3NT	yes			Gambling			
4♣		7+					
4♦		7+		Normal preempt			
4♥		7+					
4♠		7+					
4NT	yes			Specific Ace Ask	5C is none, 5 suit shows that Ace, 5NT is two and 6C shows A of clubs		
5♣		7+		Normal preempt		<b>HIGH LEVEL BIDDING</b>	
5♦		7+		Normal preempt		1430 Keycard responses except for minors – 0314 and exclusion blackwood 0314	
5♥		7+		Normal preempt		After keycard – 5NT shows even and void, 6 of a suit shows odd and void, we do not show a void if we have already implied we have one.	
5♠		7+		Normal preempt		After keycard response of 14 30 next suit up asks for Q,	
						We cue 1 <sup>st</sup> & 2 <sup>nd</sup> round controls	
						DOPI and ROPI	

**NOTES:**

Raise structure over a Major:

2M = 5-9 (3 card raise)

3M = 5-9 (distributional 4+ raise)

2NT – limit or slam 4 card M

3NT – game values 3 (sometimes 4) raise

Mini splinters

Maxi splinters

2C over a Major either shows 3 card limit or slam raise or natural 10+ clubs; 2D by opener shows any max hand (not necessarily diamonds). NB: 1M – 2C – 2M – 3C by responder is forcing

Two over one bid after opening is forcing to 2NT.

After 2NT rebid is game force and 3C is ask – bid shape up the line  
NB 1 minor – 1S – 2NT – 4 minor would set suit

Inverted minors (GF with fit) stoppers then shown up the line

After 1NT – 2S is range probe (can be just a transfer to clubs)

2NT shows min range with 3c by responder then to play, other suits would set clubs showing shortage and GF

3C shows max range with responder passing with clubs, another suit shows shortage long clubs and GF; 3NT is mild slam try with C

If 2S is doubled by opponents – opener pass shows min no stopper (2NT by responder asks opener to bid 3C to play); or

If 2S is doubled by opponents – Opener bids 2NT is min with S stopper

If 2S is doubled by opponents – Opener bids 3C is max with S stopper

If 2S is doubled by opponents – Opener bids XX is max with no S stopper

If opponents transfer over 1C then X is lead directing; cue of unbid suit is takeout at 1 level and Michaels at 2 level

If opponents do bergen raises – if the raise is limit or better the double is lead directing; if less then it is takeout of their suit

If they overcall with a 2 suiter:

If we know their suits a cue in their lower one shows H invite plus and bid of higher one is S and invite plus. X shows interest in penalising one of their suits with all doubles after that penalty.