

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	Better minor	2♣ = 4 card support, no mjr (note 1); 3♣ = 4-8; 2NT = 10-12 bal, 4 card support, no mjr;	1NT rebid = 12-14, 2-way checkback (note 2); reverse = F1 (note 3)	change of suit by passed hand = NF
					jump shift = weak, 6 card suit; 3NT = 13-15 bal, 4♣ 1♣ -1NT shows 4♣, bal		jump shift = weak
1♦		3	4♦	4 unless 4-4-3-2	As 1♣		
1♥		5	4♦	Promises 5	1NT = 6-10, may be unbalanced; Bergen raises (note 13); dbl jump shift = 9-11, splinter;	1M – 2m; 2NT = 12-14 1M – 2x; 2y = F1	Bergen raises still apply change of suit = NF
1♠		5	4♦		2 over 1 = F2NT; 1♠ - 2♥ = 5+		
1NT				15-17; 14 with 5 card suit; may include 5 card mjr	5-card Stayman; 4-suit transfers (note 5); raise to 2NT through Stayman (note 4)	If 1NT is doubled see note 6. If 1NT is overcalled wkr hands through 2NT (note 7)	
2♣	✓	0	4♠	GF unless 23-24 bal	2♦ = relay, some values; 2♥ = 0=3; 2NT = ♥, positive; new suit positive promises 5 cards	2NT rebid = 23-24, respond as to opening jump shift = splinter	
2♦	✓	5-4 (5-5 vul)	n/a	5-9 points, both majors; intermediate in 4 th	2NT inquiry (note 12); raises pre-emptive	Over double new suit is NF	
2♥		6 (5 NV 3 rd)	n/a	5-9, denies 4 of other mjr intermediate in 4 th	new suit F1; 2NT inquiry (note 8) jump shift = fit; raises pre-emptive	Over double new suit is NF	
2♠		6 (5 NV 3 rd)	n/a	5-9, denies 4 of other mjr intermediate in 4 th	new suit F1; 2NT inquiry (note 8) jump shift = fit; raises pre-emptive	Over double new suit is NF	
2NT				20-22 bal, may have 5 card M or 6 card m; may have sngltn A	5-card Puppet Stayman (note 9); transfers to mjrs 3♠ = 5♠4♥; 4m = slam try, nat	Re-transfers	
3♣		6		weak	new suit F1; 3♦ slam try; bid game to play		
3♦		7		weak	new suit F1; 4♣ slam try; bid game to play		
3♥		7		weak	raises pre-emptive		
3♠		7		weak	4NT = RKCB		
3NT				running minor, no more than Q outside	4♣ = to play in minor; 4♦ asks for shortage 4M = to play		
4♣		7		weak, good shape			
4♦		7		weak, good shape			
4♥		7		1 st /2 nd – no more than K outside	4NT = RKCB, new suit = asks for control in		
4♠		7			suit above		
4NT				Asks for specific aces	5♣ = 0, 5NT = 2, 6♣ = ♣A	RKCB (14/30); DOPI, ROPI	
5♣				natural, highly distributional		If cue bid is doubled, redbl shows 1 st round control	
5♦				natural, highly distributional		When cue bidding show cheapest, whether 1 st or 2 nd round control.	
5♥				strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2	In competitive auction at 6 level dbl = one loser in opponents' suit, pass = 1 st round control.	
5♠				strong, highly distributional		If we bid vul game freely and opponents save, pass = forcing	

Sheila ADAMSON and Anne MARTIN

Supplementary notes

(1)	<p>Inverted minors</p> <p>Generally we respond a 4-card major even with minor suit support. Raises are inverted:</p> <ul style="list-style-type: none">a) New suit = nat, F1. May be weak if short in minor.b) 1NT promises 4m, 6-10, no major.c) 2m = inverted, 4+m, 11+ points, no majord) 2NT = good 10 to bad 12, balanced with 4m; after this opener can rebid 3m to sign off, new suit = lowest stop, doubt about NT, bid stops up the way (can stop in 4m); 4_{new} = splinter, slam try; 4m = RKCBe) 3m = 4-8, 5+mf) Double jump shift = GF splinter, 5+m, 4m after this is RKCB.g) 3NT = 13-15 bal with 4m ; 4NT from opener is quantitative, new suit at 4 level is cue after which 4NT is RKCB; 4m = RKCB.h) 4m = pre-empt
(2)	<p>2-way Checkback</p> <p>1X – 1Y; 1NT = 12-14 bal</p> <p>2♣ = invitational checkback, forcing 2♦ from opener 2♦ = GF checkback 2♥/♠ are natural and weak</p> <p>1♣ – 1♥; 1NT – 3♣ = to play in ♣ (weak) as playing in 2♣ impossible 1♦ – 1♥; 1NT – 2♣; 2♦ – P = to play in ♦ (weak)</p>
(3)	<p>Reverse</p> <p>After a 2 level response a reverse is GF. After a 1 level response the reverse shows 17+ and 5-4, F1.</p> <p>Responses to reverse:</p> <p>With a minimum hand responder bids the lower of 2NT and 4th suit as a scramble. Opener relays to the next step and responder now passes if that is where she wants to play or picks a suit, NF. If opener is stronger she may break the scramble, bids nat and F. With a non-minimum responder bids naturally, forcing.</p>
(4)	<p>Stayman</p> <p>2♣ = 5-card Stayman, doesn't guarantee anything in majors 1NT – 2♣; 2♦ – 2NT = any inv bal</p> <p>Responses: 2♦ = no major; 2♥/♠ = 4; 2NT = 5 card major, minimum; 3♣ = 5 card major maximum. Over 2NT and 3♣, 3♦ asks for the major. System applies equally over a 1NT overcall. System applies if 1NT is doubled artificially (but not if doubled for penalties)</p>

(5)	<p>Transfer sequences</p> <p>2♦/2♥ are transfers to ♥ and ♠ respectively. Complete unless 4 card support: with max, break to a source of values; with min break to 3M. Re-transfers apply.</p> <p>2♠/2NT are transfers to ♣ and ♦ respectively. Complete unless holding Kxx, QJx, xxxx or better in the suit in which case break to the intervening step.</p> <p>1NT-2S; 2NT/3C-3D = (31)(54) type ; 3H now relay for fragment</p>
(6)	<p>Wriggle</p> <p>If 1NT is doubled for penalties then: xx = single suited take out, opener bids 2♣ and responder passes or corrects 2 suit = that suit and one higher, bid up the way until find fit pass = nothing to say; but if opener has a 5-card minor may xx – responder passes or pulls; after responder has passed for penalties subsequent doubles are penalties</p> <p>NB: 1NT – (x) – P – (2any); P – (P) – x = take-out, competing (opener may pass)</p> <p>1NT – (x) – 3any = pre-emptive xx followed by jump to 3 lvl = unbalanced single-suiter, invitational to game xx followed by 2NT = invitational 2-suiter 1NT – (x) – 2NT = GF 2-suiter, respond better minor</p> <p>If X = conventional then system on except XX = nat, looking for pens, forcing to 2NT, subseq x pens.</p>
(7)	<p>Lebensohl</p> <p>Over 2 level overcalls in principle Lebensohl applies:</p> <ul style="list-style-type: none"> • 2 suit, NF, 5-card suit • dbl = inv, bal (opener may pass); subsequent dbls pens • 3♣ = GF with ♣ • 2NT forces 3♣. Responder passes with a weak hand and ♣, bids a new suit invitational • 3 suit = GF, 5-carder • cue = Stayman (go through 2NT with a stop) • 3NT = to play (go through 2NT with a stop) <p>Over a 3 level overcall dbl = take out</p>
(8)	<p>2NT inquiry over weak 2</p> <p>2NT = inquiry; opener rebids:</p> <ul style="list-style-type: none"> • 3♣ minimum • 3♦ good points, poor suit quality • 3♥ good suit quality, poor points • 3♠ good points and suit • 3NT = AKQxxx

(9)	<p>5-card Puppet Stayman</p> <p>3♣ = 5-card Stayman 3♦ = no 5-card mjr but has a 4 card 3♥/♥ = five 3NT = neither 5 nor 4 card major</p> <p>2NT – 3♣; 3♦ – 3♥ = 4 ♠, after which 3♠ agrees ♠, 3NT to play (implies 4♥) 3♠ = 4 ♥</p>																																
(10)	<p>Defence to 1NT</p> <p>x = penalties 2♣ = both majors (2NT game try enquiry over) 2♦/♥/♠ = natural 2NT = either weak with minors or big 2-suiter 3 any = pre-empt</p> <p>By passed hand, x = single suited minor</p>																																
(11)	<p>CRASH</p> <p>Defence to strong club: CRASH, weak jump overcalls. CRASH: x = constructive in ♥, 1♦ = constructive in ♠ (ie a hand that would have overcalled 1♠ normally); 1♥ = 2 suits same colour; 1♠ = 2 same rank; 1NT = 2 same shape</p>																																
(12)	<p>Ekrens 2♦ opening</p> <p>5-4 non-vul, 5-5 vul, 5-9 HCP. Responses:</p> <ul style="list-style-type: none"> • 2M = preference, wishing to play at 2 lvl • 3M = preference, wishing to play at 3 lvl (pre-emptive) • 4M = preference, wishing to play at 4 lvl (may be pre-emptive) • 3 minor = natural, F1 • 2NT = inquiry, suggests game interest: <ul style="list-style-type: none"> ▪ 3♣: Minimum (5-4); 3♦ asks for better major ▪ 3♦: Minimum 5-5 ▪ 3♥: Maximum with 5 Hearts and 4 Spades ▪ 3♠: Maximum with 5 Spades and 4 Hearts ▪ 3NT: Maximum with 5-5 																																
(13)	<p>Bergen raises over 1M</p> <table border="1" data-bbox="304 1675 1374 1933"> <thead> <tr> <th></th> <th><i>Type of support</i></th> <th><i>Over 1H</i></th> <th><i>Over 1S</i></th> </tr> </thead> <tbody> <tr> <td>(a)</td> <td>4+ cards, 4-6 points, some shape</td> <td>3H</td> <td>3S</td> </tr> <tr> <td>(b)</td> <td>4+ cards, 7-9 points</td> <td>3D</td> <td>3H</td> </tr> <tr> <td>(c)</td> <td>4+ cards, 10-12 points, no splinter</td> <td>3C</td> <td>3D</td> </tr> <tr> <td>(d)</td> <td>4+ cards, 9-11, splinter</td> <td>dbl jump shift</td> <td>dbl jump shift</td> </tr> <tr> <td>(e)</td> <td>4+ cards, GF</td> <td>2NT</td> <td>3C</td> </tr> <tr> <td>(f)</td> <td>3 cards, invitational or better</td> <td>2S</td> <td>2NT</td> </tr> <tr> <td>(g)</td> <td>3 cards, 6-9+ (or 4-3-3-3)</td> <td>2H</td> <td>2S</td> </tr> </tbody> </table>		<i>Type of support</i>	<i>Over 1H</i>	<i>Over 1S</i>	(a)	4+ cards, 4-6 points, some shape	3H	3S	(b)	4+ cards, 7-9 points	3D	3H	(c)	4+ cards, 10-12 points, no splinter	3C	3D	(d)	4+ cards, 9-11, splinter	dbl jump shift	dbl jump shift	(e)	4+ cards, GF	2NT	3C	(f)	3 cards, invitational or better	2S	2NT	(g)	3 cards, 6-9+ (or 4-3-3-3)	2H	2S
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