



OPENING BID DESCRIPTIONS		Responses	Subsequent Auction	Competitive and Passed Hand Bidding	
Open	Artifi/Mirr/Neg	Description			
1♣	Yes	0 3♣ 11 - 13 BAL or any 17+	1♣ = 0 - 7 or 22+ bal, 1NT = 8 - 11, 2NT = 12/13, 3NT = 14 - 18 1♥/♠ = 8+ hcp (may have minor suit canape) 2♣/♦ = 8 - 13 NF 2♥ = GF both minors [note 1] 2♠ = 19 - 21 bal or 1 minor GF [note 2] 3♠/♠ INV opt, 11 - 13 opener, 3♥ and higher as opening 1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak Splinters, 3♣ any void splinter 1NT 6 - 12 semi-F, 2♣ = at GF [note 5], 2♦ = 3 card supp inv+, 2M = 5-9 2♠ = weak, 2NT/3♣/♦ = 4 card support 3♠ = void spl, 3NT = ♠ spl [note 7] 2♠ = ♥'s 9+ hcp, 2♥ = 3 card supp inv+ 3♥NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters 2♠ = stayman, 2♥/♥/♠NT = Transfers 3♠ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♠/4♠ GF, 3M slam try 4♠ = Gerber 4♥/♥ = Transfers (texas), 4♠ = 4 - 4 minors inv+ 2♠ = Ask, 2M natural F1, 2NT F with support or balanced, 3 new = GF 2♥/♠ = Relay, 2NT = ask, 3♠/♦ NF, 3M/4♥ for correction 4♣/♠ = TRFs to resp Major Raises invitational, 2NT = ask GF 2NT=Ask 2nd suit, 3♣ correction, inv if ♥, 3♦ = inv in ♠, 3♥ NF constructive Puppet Stayman, 3♥/♥TRF, 3♠ = m's, 4♠ = 1 minor, 4♥/♥Texas, 4♠-4-4 m's New suit nat F1, 4♣ = Trump ask, CABS As above As above As above 4♥/♦ for correction, 4♥ and 4♠ to play 4♠ = Ask 4♥ = Ask CABS CABS Specific ace Ask	1♣ = 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17 - 19, 2♥ - 3♦ = Game Forcing, 2NT = 23/24 3♥ - 4♦ = Natural and Control Ask, 3NT = 25+ After 1M: 1NT = 11 - 13, 2♠ = Artificial GF [note 3] 1♦ - 1M [note 4] 1♠ - 1NT: 2NT = 14 - 16 5♥/4♠ or 1-4-4=4 After 1♠ - 1NT - 2NT: 3♥ = GF ask, then 3♠/3NT = shortage in ♥/♠ After 1NT rebid 2♠ is ask, inv+ with spades or any GF hand After 1♥ - 2♠ and 1♠ - 2♥: [note 6] After 1♠ - 2♠: [note 8] After 1M - 2NT: 3♠ = min, 3♥ = 14 - 16 no sho, 3♥/♠NT = Singleton, 4X = Void After 2♠ - 2♥: 2M weak 5/4, After 2♥/♥: 2NT/3M = max/min with 4 trumps After 2♠/NT: 2 steps = Accept, After 3♠/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit [note 9] After 2NT: 3♥/♠ = Max. Then new suit is cue 3♣/♦ = Min, Then 3♥/♥ = Ask and new = Natural F After 2NT: 3♣ = Min, 3♦ = Medium, 3♥ = Max, 3♠/NT med with 5♠/4♥ After 4♠ - 4♥ = interest in either m, 4♥/♠ interest in ♠/♠, 4NT to play	2♥/♠ Weak (< 2♦ opening) 3♠♦ Pre - emphie 2♥/♠/3♠ = Jump Fit 2♠ = 3 card Drury Jump fits, 2 Natural NF 2♥ Natural NF 2NT = 4 card support INV
<b>HIGH LEVEL BIDDING</b>					
CUE: 1st + 2nd round equally. Positive and Negative cue bids 3NT after 1NT 3M and when we have a 5 - 4 M fit is serious slam try (stronger than cue) RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask. Control asks after PRE Openings: 1 step = 0, 2 step = 2nd, 3 step = 1st Response to RKCB after 1♣ 1♦: 5♣ = 0, 5♦ = 0 + TQ, 5♥ = 1, 5♠ = 1 + TQ JOSEPHINE In forcing pass auctions pass then pull is slam try					

**Note # Description: Mc Gann - Hanlon Supplementary Notes Page 1**

**1**

**Bids that may Require Defense**

After 1♦ and 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1. Transfer to the opened suit shows support 4 if diamonds, 3 cards if 1M invitational strength

After 1♦ and 1♥ opening and opponents overcall at the 1 level:

1NT to 2 under are transfers. Transfer to a new suit shows 5+ cards 10+ HCP and transfer to opened suit is support invitational strength

In response to new suit transfer 2NT by opener is fit with 14-16. In response to transfer showing support 2NT is 14-16 and new suits are natural game tries

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After double by LHO: Redouble is one suiter, puppet to 2♣. 2X shows X and higher suit

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opps suit is staymanic.

Transfer to a minor is NF or GF. Transfer to a Major is Inv+

**2 Two suited actions**

Ghestem.[note 10] 5+/5+. Non vul usually weak or strong. Vul intermediate + but may be weaker with both Majors

2NT = lowest suits

Cue = Extreme suits

After 1♦ 3♣ shows Majors, after 1♥: 3♣ shows diamonds and spades, after 1♠: 3♣ shows diamonds and hearts. After 1♣: 2♦ shows both M

1m -P- 1NT-2m shows 5/4 + in Majors

### 3 Leads and Signals

We lead 4th best Vs NT and suit contracts with second highest from poor suits.

Subsequent leads are Attitude Vs NT and count Vs suit. (low from odd, 2nd (or 3rd) from 4)

The exception against suits is when QXX is in dummy we use attitude.

Rusinow on opening lead and subsequent leads. An honour thru decaler suggests a high honour (though not necessary a touching honour) or shortage.

On opening leads our primary method is attitude (low= enc)

Otherwise our primary signal is Count- High = Even.

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On the first discard we use Even/Odd, Even = Enc and Odd = Disc with SP if it is clear that attitude is the priority otherwise the first discard is count. Subsequent discards are random or SP. SP: high = high suit, low = low suit. Middle suit encourages suit lead 2nd highest if applicable is SP for trumps.

We use smith Vs NT. A high card from both sides suggests a switch whilst a low card is enc or neutral.

### Others

[Note 1]

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19+ balanced with 4/4 in minors

2NT: No 4+minor 11-13, 3♣/♦:4/5m 11-13, 2♠: 17+, artificial ask

After 2♣: 2NT:5+/5+ minors, 3♣/♦ :6 /4. 3♥/♠: shortage, 3NT; 2=2-5-4

**[Note 2]**

1♣-2♣ - 6+ minor GF or 19-21 balanced (not 4-4 minors)

Forces 2NT, unless 1 suiter semi solid+

3♣/♦ GF, 3♥/♠ semisolid+ in respective minor

**[Note 3]**

1♣ - 1M

2♣: artificial GF: usually clubs or balanced

Then

2♦: Not 6 Major or good 5+ other

2M: 6 cards

2OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3M: 6 cards semi solid+

3OM: 5/5+

**[Note 4]**

1♦ -1♥

1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♣

1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M

2NT: Diamonds 14-16 or diamonds+4M with shortage

3♦: Diamonds with 3 card M support 14-16

3M: No shortage

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#### [Note 5]

- 1♥ -2♣ Artificial GF (1♠ -2♣ similar)
- 2♦: 11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay
- 2♥: 6+ Nat 10-16
- 2♠: 5+ ♥/4+♠ 10-16, then 2NT starts relay
- 2NT: 5/4/4/0
- 3♣/♦: 5+/5+ 14-16,
- 3♥ Semisolid+
- 3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural  
invitational (slam try type)

#### [Note 6]

- 1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)
- 2♥: 11-13 balanced or very minimum opening
- 2♠: 14-16 (any)
- 2NT: 6-3-2-2 or 7-2-2-2 <14 hcp
- 3X: singleton in X <14 hcp
- 4X/ Jump to 3X: void in X <14 hcp

#### [Note 7]

Responding to 1 Major with 4 card support

1M – 2NT: 4 card support GF

1M - 3♣: 4 card support 10-12 hcp

1M- 3♦: 4 card support 7-9 hcp

1♥-3NT/4♣/♦ is a spliner in ♠/♣ with 10-14 HCP. 1♥ - 3♣ = any void

1♠-4♣/♦/♥ are splinters 10-14 HCP. 1♠ -3♥ = any void 10-14 HCP. 1♠-3NT = any void 14+ HCP

1M-4M: very wide ranging, may be 3 card support

### **[Note 8]**

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

### **[Note 9]**

2♣-2♦:2M natural, then 2NT GF ask: 3♣/♦=5-4 min/max and 3♥/♠=6-4 min/max

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.