

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	Better Minor	Natural, (skip ♦ to show Major if not GF hand – note (1)); Splinters	1NT re-bid (12-14); Checkback (note 2); 1♣-1X-3NT is 17-19 with long suit (too strong for 3♣ (note 3))	Fit Jumps
1♦		3	4♥	Better Minor	Natural, splinters, 1♦ - 3♣ is natural and invitational; 1♦ - 2♣ is 2/1 game forcing and natural	1NT re-bid (12-14); Checkback (note 2); 1♣-1X-3NT is 17-19 with long suit (too strong for 3♣ (note 3))	Fit Jumps
1♥		5			2/1 game forcing (note 4); 1NT forcing (note 5); 2NT jacoby (note 6); intermediate jump shifts (note 7); splinters		Fit Jumps, 2NT is natural (cannot have jacoby hand)
1♠		5			2/1 game forcing (note 4); 1NT forcing (note 5); 2NT jacoby (note 6); intermediate jump shifts (note 7); splinters		Fit Jumps, 2NT is natural (cannot have jacoby hand)
INT				Strong NT; 15-17 could contain 5 card major (will not contain singleton)	2♣ non prom stayman; 4 suit transfers; 3 level bids are slam tries.	Breaking major suit transfers shows 4 trumps and natural. Breaking minor DENIES fit. Note 8; Lebensohl in competitive bidding (note 12); X is for PENALTIES	
2♣	TICK	0		GF, unless 23/24 balanced.	Responses,(note 9)		
2♦		6		Weak 5-9 points	Responses, 2NT enquiry, new suit at 2 level is constructive & not forcing, new suit at 3 level is Game Forcing (note 10)		
2♥		6		Weak 5-9points			
2♠		6		Weak 5-9points			
2NT		20-22		Balanced	Puppet Stayman (note 11) Red suit transfers; 3♣ is 5♠ & 4♥; 4♣/4♦ is natural slam try (after which 4NT is a sign off NOT blackwood); 4♥/♠ sign off; Quantitative 4NT;		
3♣		6		Pre empt	New suit forcing for one round		
3♦		6		“	“		
3♥		6		“	“		
3♠		6		“	“		
3NT				Gambling	1 st /2 nd seat should not have Ace/King outside; but 3 rd and 4 th can have anything (partner should not normally run when opened in 3 rd /4 th seat); 4/5/6♣ are all pass/correct.		
4♣		7		Pre-empt	All new suit responses are natural and to play		
4♦		7		“	“	HIGH LEVEL BIDDING	
4♥		7		“	“	RKCB (1430)	
4♠		7		“	“	ROPI DOPI	
4NT							

Notes:

1. **Responding to 1♣:**
If partner has ♦'s and a major, respond **major** even with longer ♦'s if not a game forcing hand (as opener will re-bid 1NT with a balanced hand including a 4 card major).
2. **Checkback:**
When opener rebids 1NT after response of a major check back 2♣ applies. Responses:
2♦ minimum with no majors
2♥ (when 1♠ responded) – 4♥'s could have 3♠'s (bid up the ways); minimum hand
2♥ (when 1♥ responded) – 3♥'s could have 4♠'s (bid up the ways); minimum hand
2♠ (when 1♥ responded) – 4♠'s NOT 3♥'s; minimum hand
2♠ (when 1♠ responded) – 3♠'s NOT 4♥'s; minimum hand
2NT & upwards – maximum hands; (2NT balanced, 3♣/♦'s show 5+ suits; 3♥/♠'s meanings as above)
3. **3NT rebid after 1 level response:**
1♣/♦/♥ - 1♦/♥/♠ - 3NT; too strong (17+) to rebid a non forcing 3♣/♦/♥ (which would normally show 15-17pts and 6+ card suit)
4. **2 Over 1 Game Forcing (DOES NOT APPLY AS A PASSED HAND):**
1♥ - 2♣/♦ OR 1♠ - 2♣/♦/♥ OR 1♦ - 2♣ are all natural and forcing to game (12+points usually). Reverses still show extra. 2NT re-bid is 12-14. Single jumps are splinters showing support (e.g. 1♠ - 2♣ - 3♦/♥ is a splinter showing support for ♣'s). Note: 1♠ - 2♣ - 3♠ is normal extra values (still in game forcing sequence)
5. **Forcing 1NT (up to 11 points) (ONLY AFTER 1 MAJOR OPENINGS IS 1NT FORCING – DOES NOT APPLY IF A PASSED HAND; THIS IS NOT FORCING):**
Forcing for one round as is up to invitational values but NOT a 6 card suit if invitational (see intermediate jump shifts note 7).
When you respond 1NT you could have:
 - Any normal up to 9 points
 - 10/11 points, balanced/nearly balanced
 - 10/11 points, with 3 card supportOpener rebids naturally but might be forced to bid a 3 card minor (for example if 5332).
1NT responder Rebids:
 - If you have any normal (up to 9 points) you would do usual rebids (pass, preference to opener's major, bid a suit showing weak hand and long suit as normal).
 - If you have 10/11 balanced/nearly balanced bid 2NT OR raise the new suit of partner's.
 - If you have 10/11 with 3 card support jump to 3 of the major.
6. **Jacoby 2NT (DOES NOT APPLY AS A PASSED HAND, IT IS NATURAL):**
Game Forcing with 4 card support.
Responses:
 - New suit at the 3 level shows a singleton
 - New suit at the 4 level shows a 5 5 hand (second suit should be a good suit)
 - 3major – 15+ (strongest response, shows no singleton)
 - 3NT – 12 – 14 points (ish) with no singleton (middle response)
 - 4 major – weakest bid, nothing much else to tell (no singleton).Cue bids after any of the above responses.
7. **Invitational jump shifts (DO NOT APPLY AS A PASSED HAND, THESE ARE FIT JUMPS AS YOU WOULD MAKE NORMAL RESPONSE AT THE 2 LEVEL AS A PASSED HAND)**
1♦ - 3♣
1♥ - 3♣/♦
1♠ - 3♣/♦/♥
Show 9-11 points with a 6 card suit. Jumps to the 2 level are strong e.g. 1♣ - 2any, 1♦ - 2major or 1♥ - 2♠. This is because we play 2 over one game forcing and jumps are not needed to show strong hands – basically jumps to the 2 level are strong, **single** jumps to the 3 level are invitational, double jumps are splinters as normal (e.g. 1♣ - 3♦ is a normal splinter).
8. **Transfers**
After a minor transfer, responder shows a singleton e.g. 1NT – 2♠ - 3♣ - 3♦ would show a singleton diamond & if GAME FORCING. With, for example, 6♦'s and 4♠'s start with stayman – then if partner doesn't show spades you can show diamonds.
9. **2♣ Responses**
2♦ - relay bid; usually 0-7 points could be more with no good suit & unbalanced
2♥/♠ /3♣/3♦ - 7+ points, positive, natural – should be reasonable suit
2NT – 7/8+ balanced
10. **Weak 2 Responses**
2NT enquiry:
3♣ - weak suit, weak points
3♦ - good suit, weak points
3♥ - weak suit, good points

3♠ - good suit, good points

11. **Puppet Stayman**

2NT – 3♣ is *puppet stayman*, responses:

3♦ - no 5 card major, but promises a 4 card major

3♥/3♠ - 5 hearts/spades

3NT – no 5 card major or 4 card major

After 3♦ response:

Bid the 4 card major you DON'T HAVE (e.g. 2NT – 3♣ - 3♦ - 3♠ shows 4 hearts)

Bid 4♦ to show both majors

3NT sign off

12. **Lebensohl**

This is used after opponents intervene when partner opens 1NT/overcalls 1NT;

- a bid at the 2 level is weak and non forcing

- a bid at the 3 level is forcing

- 2NT demands 3♣ to show a weaker hand and to play at the 3 level OR to show 4 of the other major with no stop OR raise to 3NT with no stop - SANS

- Cue bid (i.e. bid 3 of suit overcalled) shows 4 of the other major and a stop in overcallers suit - FAST

AND when a weak two is opened and partner X's for take out.

- a bid at the two level is weak and non forcing

- a bid at the three level is **invitational** and non forcing

- others as above

13 **Carding**

When partner leads an honour give reverse attitude (e.g. lead of King asks for attitude of Jack or Ace play low encourage with one of them)

If that card is in dummy show count.

If there is a singleton in the suit in dummy then play suit preference against suits.

If you have shown a long suit (e.g. a pre-empt) then high or low is suit preference a middle one is encouraging if partner leads one and dummy wins the trick.