

SUPPLEMENTARY DETAILS

[1] Red suit transfer breaks:

2NT = 4+ trumps and 2+ honours

New suit = 4+ trumps and low doubleton in suit bid

Jump bidding the suit = 4+ trumps and no low doubleton

[2] After 1NT:

Bidding 4♥/♠ directly = weak hand, signoff

Transferring to 2♥/♠ then bidding 4♥/♠ = 6+ suit, no slam interest

Bidding 3♥/♠ = 6+ suit, slam interest

[3] Minor suit transfer breaks:

After 1NT–2♠, 2NT superaccepts ♣

After 1NT–2NT, 3♣ superaccepts ♦

[4] Responses to 2♣:

2♦ = relay (6+ HCP or at least one ace / king)

2♥ = weak (no ace / king, <6 HCP)

2♠/3♣/3♦ = natural, 5+ suit with at least 2 out of top 3 honours

2NT = 5+ ♥ suit with at least 2 out of top 3 honours

[5] After 2♣–2♦/2♥–2NT (showing 20–24 HCP, balanced):

3♣ = Stayman

3♦/3♥ = transfers

3♠ = minor suit Stayman, showing slam interest. 3NT reply denies a 4 card minor, 4♣ shows 4+ ♣ (or 4+ in both minors), 4♦ shows 4+ ♦ and denies 4♣

[6] Responses to 2NT after 2♦ opening:

3♣ = minimum

3♦ = 6+/5+ length

3♥/♠ = maximum, better suit

3NT = maximum, 5/5 length

(Note: In 4th seat, 2♦ is an intermediate bid, showing 11–15 points and a good 6+ suit)

[7] Responses to 2NT after 2♥/♠ opening:

Suit rebid = minimum

New suit = maximum with singleton / void in suit bid

3NT = maximum, no shortage

(Note: In 4th seat, 2♥/♠ is an intermediate bid, showing 11–15 points and a good 6+ suit)

[8] After 1♣/♦:

A raise to 2♣/♦ = 10–11 HCP, no 4 card major

2NT = 16+, no 4 card major

3♣/♦ = 5–9, no 4 card major

3NT = 13–15, no singleton / void, no 4 card major

Jump shift = weak (6+ suit)

Double jump = 11–15 HCP, splinter, no 4 card major

[9] After 1♣/♦–2NT:

Rebidding 3♣/♦ = minimum

New suit = cuebid

[10] If ♣/♦ agreed as trump suit, then 4♣/♦ is RKCB (in addition to 4NT)

[11] After 1♥/♠:

2♥/♠ = 5–9, 3 card support or poor 4 card support (e.g. 4333 hand)

2NT = 10–11, 4+ card support or 16+, 4 card support with no singleton or void

3♥/♠ = 5–9, good 4 card support or 5+ card support with no singleton / void

3NT = 12–15, 4+ card support, no singleton / void

4♥/♠ = 5–9, 5+ card support with singleton / void

Jump shift = weak (6+ suit)

Double jump = splinter

[12] After 1♥/♠–2NT:

Jump bid by opener = 15+, splinter

3NT by opener = 15–21, balanced. Responder must pass or bid 4♠ if holding the 10–11 HCP hand.

New suits below 3♥/♠ by either hand = cuebids, game forcing

3♥/♠ by either hand = minimum hand (10–14 by opener or 10–11 by responder)

New suits above 3♥/♠ by either hand (excluding jump bid by opener) = cuebid, showing a maximum hand (15+ by opener or 16+ by responder) for the first cuebid over 3♥/♠

[13] Cuebids:

Cuebidding at first opportunity = Michaels (weak or strong)

X followed by cuebid at next opportunity = see [15] and [16]

[14] After response to Michaels over a major:

3♥ = strong with ♣

3♠ = strong with ♦

[15] Protective seat NT / “double then cuebid” ranges:

1NT = 11–14 (system on)

2NT = 18–19 (system on) (except over 1NT which is Unusual 2NT)

X followed by NT rebid or cuebid = 15–17 / 20–22 / very strong (see below)

If partner responds to X at the 1–level:

1NT = 15–17 (2♣ response = Checkback)

2NT = 20–22 (3♣ response = Checkback)

Cuebid = very strong hand

If partner responds to X at the 2–level:

2NT = 15–17 (3♣ response = Checkback)

Cuebid = 20–22 or very strong hand

[16] Direct seat NT / “double then cuebid” ranges:

1NT = 15–17 (system on)

2NT = Unusual (weak or strong)

X followed by NT rebid or cuebid = 18–22 / very strong (see below)

If partner responds to X at the 1–level:

1NT = 18–19 (2♣ response = Checkback)

2NT = 20–22 (3♣ response = Checkback)

Cuebid = very strong hand

If partner responds to X at the 2–level:

2NT = 18–19 (3♣ response = Checkback)

Cuebid = 20–22 or very strong hand

[17] Over opponents open at the 4 level:

X of 4♣/♦ = takeout

X of 4♥/♠ = penalties

4NT overcall of 4♥/♠ = takeout

[18] In direct seat after opponents open a multi 2♦:

Bidding 2NT directly = weak, 5+/5+ in minors

Bidding 2NT after the relay = 15–17 balanced

[19] After response to RKCB, if kings asked for, responses show specific kings