

1♣ Opening Structure

1♣	1♦	(0-7 Artificial NF) with 11-13 opener must pass
1♥		20+ p
1♠		5+♠ 17-19. Raise=3/4 supp, 2NT=5-7p, 4+ supp. Jacoby continuation
1NT		17-19 bal or semibal
2♣		5+♣ 17-19 Nat continuation
2♦		5+♦ 17-19 “
2♥		5+♥ 17-19 “
2NT		24-25
3♣♦♥♠		17-19, 6+ suit 4 losers After 3C/3D – new suit is primarily stopper showing but partner may raise with 3 if he cannot bid 3NT After 3H – 3S is natural short hearts

1♣	1♥/♠	4+	8+ p
	1NT	8-11	Bal. No M
	2♣♦	8-12	5+ suit, unbalanced, no M. Weak opener may only raise
	2♥	13+	5+♣, unbalanced or 6+ GF, no M
	2♠	13+	Transfer to 2NT, OR 5+♦ GF, no M 11-13 bal bids 2NT or supports clubs after 2♥ 17+ bal bids 2NT If Responder bypasses 3NT it's a slam try opposite 11-13. If OP bypasses 3NT it's a slam try with 17+

2 NT	12-13	Inv
3 ♣/♦		Inv opposite 11-13
3 ♥/♠		7 cards 4-7 p
3 NT	14-18	No M
4 NT	19-21	Quant

1♣	1♦	
1♥	1♠	0-4 p
1NT		22-23
2♣		ART GF.

2♦♥♠ 20-23 Nat
2NT 26+ GF
3♣ 5+♣, 20-23, now 3♦ = relay, 3M = 5-c

1♣ 1♦
1♥ 1♠
2♣ GF, Art
2♦ Relay
2♥/♠ 5+ Nat

2♣ 2♦
2M 4+ M GF
2NT Neutral. Then 3m from OP may be 5/4 either way, 3♦ after 2♥ may be 4♥/6♦

1♣-1♦;1♥

1NT 5-7, any 6+ minor
OP's 2♣ is relay. RP bids 2♦ with 6+ diamonds, higher NAT bids with 6+ clubs. 3c shows a good clubs suit, 2NT shows a poor club suit

2♣ 5-7, denies 5+ Major or 6+ minor.
OP's 2♦ is relay – UNBAL with 5+ diamonds or 4441 (also 4-4-1-4). RP shows a 4-c M/5-c m or bids 2NT. OP's later suit rebids are NAT with diamonds.
OP's 2NT is NAT, followed by our regular 2NT methods.

2♦/♥ 5-7, 5+ M.
OP's 2M is a slam try with 3+ support. RP's shows a SPL or jumps with a void. With no SPL he bids 2NT (Jacoby methods follow) or 3M with a decent 6+ suit.
OP's 2NT may contain 3-c support with interest in NT.
RP's 3♣/♦ is Nat, 3M=6-suit, 3OM=4-card

2♠ 5-7, 5-5 minors

After 1♣ - 1M

- 1♣-1♥ ; 1♠ 17+ with 5+♠
- 1♣-1♥ ; 1NT 11-13bal may have 4♠
- 1♣-1♠ ; 1NT 11-13bal

Rebids by strong OP

- 1♠ 5+
- 2♣ ART FG, denies 4-c support - BAL or clubs as longest suit (may be 4441)
- 2♦/OM NAT FG (2♠ shows solid or semisolid suit without promising extras)
- 2NT Jacoby, 4+ support
- 3m/♥ NAT slam try, solid if P has x
- 3♠/4m/♥ Void, support

After 1♣ - 1M; 2♣

- 2♦ any BAL hand or 4441.
- 2M 5+ suit, denies oM.
- 2OM 4+ OM, 5+M.
- 2NT extras, 3-suited (4441 or 5440 with 5-c minor).
- 3m 5+ suit (may be 5-5). OP's 3M = 3-c supp.
- 3M good suit playable for 1 loser max opposite a singleton

Over RP's 2♦, all OP's rebids except in NT promise 5+♣:

- 2M 3-c support with 5+♣
- 2OM 5+♣, denies 3-c support. Either a side suit or MIN
- 3♣ 6+♣, denies 3-c support or side suit, more than MIN

NAT continuation, but bids in a suit that has been denied shows values in the suit.

Over RP's 2NT, OP bids his lowest 4-c suit.

With support, RP bids his short suit. Without support, OP rebids his M (or bids NT over 3♠).

After 1♣-1♠; 2♣-2NT, RP has already promised short hearts, so RP's 3♥ promises a void.

Over RP's NAT rebids: NAT continuation.

After 1♣ - 1M; other strong rebids

After OP's 2♦/OM rebid, the bidding continues NAT. RP's 3nm promises a 5+ suit
1♣ - 1♥ ; 2♦ - 2♠ is obligatory with 4-4. With 4-5 bid 2♥.

After 1♣-1NT

Strong OP rebids 2♦/2M NAT (5+).

2♣ asks for minor suit lengths, with the same continuation as after 1NT - 2♣; 2♦ - 3♣.

2NT - ?

4NT – 22-23

5NT – 24-25

After 1♣ - 2m

Weak OP may pass or raise to 3m.

Strong OP rebids NAT, including jumps to 3ns. Jumps to 3NT or 4M deny slam ambitions

OP's 2NT may contain support and asks RP to show om, SPL in M or a 6-c m in that order.. With a weak 6-c m and no SPL, RP bids 3NT.

1♣ - 2♦; 2NT - 3♣; 3♦ - 3M is SPL. – diamonds is the agreed suit

1C – 2D; 2NT – 3C; 4C – 4M = splinter, 4D – no splinter club agreement

1♣ - 2m; 2♥ - 2♠ and 1♣ - 2m; 2♠ - 3♥ are stopper-asks (RP has denied the suit)

1♣ - 2m; 2♠ - 2NT/3♣/♦; 3♥ shows 5-5.

After 1♣ - 2M

OP's 2NT may contain support and asks RP to show om, SPL in M or a 6-c m in that order.. With a weak 6-c m and no SPL, RP bids 3NT.

After 1♣-2♥;2NT-3♦;3M = Stopper

After 1♣-2♠;2NT-3♣;3♦-3M = Spl M

After 1♣ - 2NT

Weak OP passes or bids 3NT.

Strong OP rebids 3♦/3M NAT (5+).

3♣ asks for minor suit lengths, with the same continuation as after 1NT - 2♣; 2♦ - 3♣.

After 1♣ - 3m

Weak OP passes or bids 3NT.

Strong OP rebids NAT. 4M is NF.

After 1♣ - 3NT

Strong OP rebids 4♦/4M NAT (5+). Continuation – see module “4xy vs BAL”.

4♣ asks for minor suit lengths, with the same continuation as after 1NT - 2♣; 2♦ - 3♣.

After 1♣ - 3M/4X

Continuation as if this was the opening bid.

After intervention

RP assumes the weak hand and uses methods based on the transfer principle.
Any bid is FG opposite a strong opener, but may be slightly weaker than uncontested..

Over 1-level intervention we try to get back to uncontested auction by TRF to 4+ M.

1-level bids are independent of what their bid means.

2-level bids are TRF, 3-level jumps are sound preempts or stopper ask.

If we trf to a M we could have shown at the 1 level, it's inv+ with a 6-card suit

Opener may bid at the 3 level with 2 card support even with a minimum

If further competition any 3M by opener is forcing and shows either 11-13 or 17+

If OP has extras he bids 3M to give room for slam tries opposite 11-13.

Over higher bids we mostly use the same methods as if the opening bid had been 1NT.

On the 2-and 3-level, their shown suit is ART. TRF to that suit promises the suit above (when OP's bid in their suit is ART, denying a stopper).
Jumps to 4m are TRF to 4M (also OPP's suit) when both bids are jumping.

OPP DBL / bid 1X

Pass No wish to compete at the moment. Later voluntary actions are balancing, and a later voluntary bid in the suit of an overcall is NAT, NF.

RDBL At least 5♦, No 4-c M.
Weak OP rebids 1NT or supports ♦ without jumping.

1♦/♥ and TRF, 4+ M (next suit).

DBL of 1♦/♥ With 4-c M, RP shows 8+ hcp; with 5+ M, he may be slightly weaker.

OP rebids as after the uncontested responses 1M. The "extra" bid of 1M shows 11-13 with 3-c support, so 1NT shows 2-c support.

RP's 1♠ over OP's 1♥ is NAT F1. Otherwise we bid according to XY-NT.

1NT/2ns TRF. TRF to a lower-ranking suit may be just competitive. If TRF could have been made at the 1-level, a 2-level TRF promises 6-c suit and INV+ values.

TRF to their suit promises the suit above theirs. OP's 2X now denies a stopper.

TRF to their ART suit promises that suit.

Weak OP accepts TRF, with support and extras by a "jump" to the 3-level.

When OP accepts TRF, RP's rebid in a new suit is NAT F1; CUE is asking for a stopper; a jump in new suit is SPL.

Strong OP bids anything else NAT (2NT may contain support). A CUE in their "genuine" suit asks for a stopper.

Over an INV+ TRF to 2mM, a weak OP bids 2mM (NF), 3M (FG when jumping, leaving room for slam tries) or 4M (only when single jump).

Over an INV+ TRF to clubs, a weak OP bids 2NT (stopper, F1, may also be strong), 3♣ (no stopper, not MAX) or CUE (no stopper, MAX but not FG).

OP's CUE may also be strong without a stopper.

2X In their promised suit, INV+ with 4441-type (short X).
Weak OP bids at the lowest level or jumps to game.
Strong OP sets trumps with a jump below game or accepts TRF (ART).
If X is ART, INV+ TRF to the next suit.

2NT After DBL: 5-5 m. Weak OP bids 3m or 5m (rarely, unless over OPP's 4M).
After an overcall: NAT INV.

3ns Sound PRE with 7-c suit.

3X When OPP have shown X: Asking for a stopper, long m.
When X was ART: Sound PRE with 7-c suit.

4m TRF to 4M (even if OPP's suit), but does not promise a semi-solid suit.
OP's relay is strong, 4NT is RKCB.

OPP bid 1NT

Regardless of what 1NT shows, we use these methods:

DBL Good hand. Forcing through 2♥ for OP, and all DBLs are PEN except OP's DBL of a direct 2♠, which shows 17+ (OPT).

2♣ Both M. Weak OP shows a 4-c M or bids 2D, other bids are strong.

2♦/♥ TRF to M. Weak OP may bid 3M.

2♠ 5-5 minors. Weak OP gives preference, RP's 3M is now SPL.

2NT/3X TRF, INV+ with a 6+ suit.

OPP bid 2X

DBL DBL of 2X is T/O ("Stayman").

Weak OP rebids 2M (up-the-line - NAT if ns, denying a stopper if their suit) or 2♦/2NT (2 NT shows a stopper only if OP could bid the suit at the 2-level).

Over a DBL of 2♠, 3♥ is also weak.

RP's rebids in m are NF, in M F1. Spades over hearts promises only a 4-c suit.

Strong OP may rebid 3m, jump to 3M or CUE 3X. 2NT is also strong over a DBL of 2♣ – lacking a 4-c M, weak OP always rebids 2♦.

2ns NAT NF, but T/O (primarily weak) in the OPP's "genuine" suit.
Continuation – see RP's TRF to 2X after 1-level interference.

Special: When 2m promises both M, 2♥ is INV+ with clubs, 2♠ shows both m.

When 2♥ promises both M, 2♠ shows both m.

2NT TRF to 3♣; either weak with any suit below X (including X if X was ART) or clubs and INV+. Weak OP always rebids 3♣. Now RP's rebids below X are weak, and higher rebids show clubs and INV+.

Special: Over 2♣ NAT (5+), 2NT is INV+ with diamonds and a club stopper, 3♣ is INV+ with diamonds but no club stopper.

3m/♥ TRF, INV+, 5+ suit. OP's CUE asks for a stopper (weak or strong).
TRF to OPP's suit shows the suit above that, when OP's 3X denies a stopper.

3X 4441-type with short X, FG.

3♠ 5-5 (usually) in the two lowest unbid suits, FG.

4m TRF to 4M (even if OPP's suit), but does not promise a semisolid suit.
OP's relay is strong, 4NT is RKCB.

OPP bid 2NT

3ns according to our defence to a similar 2NT opening.

4m TRF to 4M.

OPP bid 3X

DBL T/O. Weak OP bids on the 3-level, 4♥ over 3♠ or passes.
RP's rebid 3M is FG. 3♠ over 3♥ promises only a 4-c suit.

3ns NF

4nm NAT FG with some 4-c M. OP's 4M shows 11-13.

OPP bid 4X or higher

DBL PEN – 11-13 always passes. New suits by OP are NF with 17+.

Other bids by RP are as if OPP had opened.

OP's voluntary rebids

After RP's negative 1♦ or pass

All OP's voluntary rebids are strong, but to bid after 1♣ (DBL) pass (pass) may be forced.

Basic principles:

OP bids mostly as if OPP had opened the bidding, but 2NT bids are NAT (with SYS ON).

OP's jump in a new suit is INV with a good 6+ suit.

After OP's T/O DBL, RP's jumps usually show a 5-c suit and 5-7. With 6-7 and only 4-c suit, RP tries to CUE or bid a RESP DBL (neither promises a rebid, and RP's ns rebid is NF).

After OP's T/O DBL of 1♠, 1NT is weak, but very little is needed for a positive reply – a decent balanced 4 hcp, a 5-c suit with any values, any 6-c suit.

Lebensohl is used over 2♦/♥/♠ when OPP have shown only one suit.

After RP's TRF to 1NT

Weak OP may complete RP's TRF to 1NT (also after a RDBL).

Strong OP rebids anything else. DBL/RDBL shows a fairly BAL hand.

When RP has shown a suit

Weak OP may show support up to two levels above where the suit was shown, but never with a jump (unless RP has shown INV+).

Strong OP bids anything else NAT, or CUE in a suit announced by 2nd hand.
However, after an overcall by 4th hand, a CUE shows at least 5-5 in the unbid suits.

2NT is Jacoby when RP has shown M at the 1-level, otherwise NAT (may contain support).

DBL/RDBL shows a fairly BAL hand and may be chosen for reasons of economy.

RP's competitive rebids after having shown a suit

RP's DBL of a suit bid is T/O, when OP gives first priority to 3-c support. RP's later suit bids below game are INV, NF.

When RP has shown a M:

2m/3m is canapé, NF, but 4m is FG (5-5 if with a jump).

2oM/3oM is NF if oM is hearts, F1 if oM is spades.

CUE at the 3-level is FG, asking for a stopper.

When RP has shown a minor:

New suit is NF below 3m, F1 above 3m.

CUE at the 3-level is F1, asking for a stopper.

After 1♣ - 2M (DBL)

Weak OP rebids as if 2M was asking for a stopper, i.e. pass shows 1 or half a stopper, RDBL shows no stopper, 2♠/2NT shows a stopper.

After 2M (DBL) redouble, we may lack a stopper in M, so 3m is no longer FG - 4m is NF

2♣ Opening Structure

One- and two-suited hands with clubs as the longest suit, 11-16 hcp. At least 6-c clubs except with 4-5 in M-clubs. (4-5 in diamonds-clubs is opened 1♦.) 5422 with good doubletons is often treated as BAL. 4-0-4-5 or 0-4-4-5 with weak diamonds may be treated as a two-suiter and opened 2♣.

Responses

- 2♦ ART, F1 with at least about 9 hcp, F-3♣.
- 2M NAT, F1. With 5-5 M, prefer 2♥.
- 2NT F1 – either NAT, INV or club support, INV+.
- 3♣ NAT, about 6-9 hcp, does not deny 4-c M. OP's rebids show stoppers.
- 3♦ 6+ suit, FG.
- 3M 6+ suit, FG, strong suit.
- 4♣ Mild INV, based on distribution.
- 4M To play.

Continuation

In general, RP's later 4♣ is FG unless he already has limited his hand.

After 2♣ - 2♦

- 2M 4-c suit.
 - 2♠ ART INV+, no wish to declare NT
 - 2NT INV+, F1
 - 3♣ NF
 - 3♦ 5+ suit, FG
 - 3M INV
 - 3oM ART, 4-c support, slam try.

- 2NT/3♣ 6+ clubs, no 4-c M. 2NT shows some extras, F1, 3♣ shows MIN.
 - 3♣ NF
 - 3♦ 5+ suit, FG
 - 3M stopper, no stopper in oM (or CTL with a slam-try in clubs)

- 3♦ 4-k suit, MAX

3H/S SPL, 6+ clubs, MAX

3NT Very good 6+ clubs, no SPL M, MAX

After 2♣ - 2M

OP shows support by raising (NF) or 3oM (extras). 2♣ - 2♠; 3♥ is only F-3♠.
4-level bids show a superMAX (SPL or good 6-c clubs) with 4-c support.

Without support:

2♠ 4-c suit. RP's 2NT is now F1 – OP bids 3♣ with MIN.

2NT NAT, extras (F1 but not FG)

3♣ NF

3♦ ART, extras but no good NAT bid. F-3NT/4♣.

RP's 3♦ is ART FG. OP shows 2-c M or non-stopper up-the-line.

RP's 3M (rebid of his M) is NF.

RP's 2♠ followed by 3♥ is NAT FG, but usually only 4-c hearts

RP's 2♥ followed by 3♠ is NAT FG with at least 5-5.

After 2♣ - 2NT

3♣ MIN. RP's 3ns asks OP to bid a SPL outside ns, else 3NT.

3♦/M extras, SPL.

3NT extras, no SPL.

After 2♣ - 3♦

OP's 3M shows a stopper.

After 2♣ - 3M

Without support OP bids 3NT (or 4♣ with a good suit in a good hand).

With support OP raises or bids CTL (including 3♠ over 3♥).

Passed hand bidding

A jump to 3♦ is NAT with a good suit. Jumps to 3M are fit-showing.

After intervention

After overcalls, DBL is T/O through 3♠. DBL followed by a rebid in a new suit is NF.

A bid in a new suit is F1 (FG on the 3-level).

A jump in a new suit retains its meaning.

After DBL, RDBL is strong and new suit NAT NF - including 2♦.

After DBL or overcall, 2NT is as uncontested.

Over OP's 3♣, 3♦ asks SPL. 3M is NAT FG if new suit, expresses uncertainty if OPP's suit.

If 4th hand DBLs 2♦, OP rebids NAT. RDBL is strong without 4-c M or diamond stopper,

3♦ is the same with SPL diamond. 3M shows extras with 6-4 and no diamond stopper.

If 4th hand overcalls over 2♦, OP rebids NAT.

DBL of 2♥ is PEN.

DBL of 2♠ promises 4-c hearts, may be MIN.

Other DBLs (or RDBL) promise extras with a good suit (usually interest in NT)

2♦ Opening Structure

Shows a 3-suited hand with short diamonds, 11-16 hcp – 4-4-1-4 or 4-4-0-5.

Responses

2M/3♣ Suggestion to play. MAX hand with 5-c clubs may press on over 2M with 3♣.

2NT ART, asking for OP's strength and distribution:

3♣ MIN.
3♦ MAX, 4-4-1-4.
3♥ MAX, 4-4-0-5.

RP may pass 3♣, but all rebids are FG. RP's 3M/4♣ sets trumps. Over OP's 3♥, 4♦ is a slam-try in hearts, but over 3♣/♦, it is RKCB for clubs.

Over 3♣, 3♦ is relay, asking for distribution. OP's 3♥ shows 4-4-1-4, 3♠ shows 4-4-0-5. Now 4♦/♥ are TRF to 4M (unless a raise).

3♦ NAT, FG.

3M/4♣ INV.

4♦ RKCB with clubs as trumps.

After intervention

DBL is PEN, suit bids NF. 2NT is as uncontested.

REDBL ?

Pass is to play in 2D