

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣	✓	2+	4♦	11+ 2+♣'s, Rule of 20	level – 6+ HCP's, 1NT=6-9, 2♣ = 6-9, 2♦ = weak LOTT, 2M = weak, Splinters		
1♦		4+	4♦	11+ 4+♦'s, Rule of 20	1 level – 6+ HCP's, 2♦ = 10+, 3♦=6-9 - inverted Jump – weak 6 card suit, (Note 11)		
1♥		5+	4♦	5+♥'s 11+, Rule of 20	1NT – 6-9 NF, Splinters, Fit Jumps (Note 3) LOTT		
1♠		5+	4♦	5+♠'s 11+, Rule of 20	1NT – 6-9 NF, Splinters, Fit Jumps (Note 3) LOTT		
INT		Bal		Non-V: 12-14 Vul: 15-17	Stayman, 2♦ - Hearts, 2♥ - Spades, 2♠ - Minors 3m = slam try, 4♣ = Gerber, 2NT- Invite, 3NT- 9/12+		
2♣	✓			21-22 or long suit	2♦ = relay, any other bid positive & natural (Note 8)	2NT rebid = 21/22 Balanced (Note 9 & 10)	3♣ Puppet – if 4, suit don't have 3♦/3♥ transfers, 3♠ minor(s)
2♦	✓			23+	2♥ = relay, any other bid positive & natural (Note 8)	(Note 9 & 10) 2NT- 23/24 bal	3♣ Puppet - if 4, suit don't have 3♦/3♥ transfers, 3♠ minor(s)
2♥		5+		5-10 HCPs. Usually has m if 5. Rarely has other M	2NT 14+. New suit forcing, double Jump. Splinter. Raise – weak with support (Note 8)	Ogust resp to 2NT (Note 4),	
2♠		5+		5-10 HCPs. Usually has m if 5 Rarely has other M	2NT 14+. New suit forcing, double Jump Splinter. Raise –weak with support (Note 8)	Ogust resp to 2NT (Note 4)	
2NT		Bal		20 HCP's	3♣ = Puppet (Note 10). If 4, bid suit don't have. 3♦/3♥ = transfers, 3♠ = minors, 3NT to play		
3♣		6+(7+)		6+♣'s 2-10 hcps	3x nat. 3NT to play.		
3♦		6+(7+)		6+♦'s 2-10 hcps	3x nat. 3NT to play.		
3♥		6+		6+♥'s 2-10 hcps	3♠ nat. 3NT to play.		
3♠		6+		6+♠'s 2-10 hcps			
3NT	✓	7+		Gambling Long solid minor no outside stop	4♣ pass or correct. 5♣ pass or correct.		
4♣/4♦ 4♥/4♠		7+		7+ suit, weak Pre-emptive			
5♣/5♦ 5♥/5♠		8+		Pre-emptive		HIGH LEVEL BIDDING	
						1430, 2/5 w, 2/5 w/out. KCB & Minorwood. DOP1/R0P1. (All Note 13)	
						Gerber, 0/4,1,2,3.	
						Competitive 4NT, often used to show 2 suiter	

Supplementary Notes – Isabel & Sheila

Note 1: Ghestem - Usually 5/5 or 5/4. Varies with Shape, Vul and Seat

2NT	Two Lower Suits
3♣	Two Higher
2(cue)	Two extremes of the unbid suits

Note 2: Multi-Landy - Usually 5/5 or 5/4. Varies with Shape, Vul and Seat

X	Penalties, 15+ Vs Weak, Takeout Vs Strong
2♣	Both Majors
2♦	Single Suited Hand – Major
2♥	Hearts and m
2♠	Spades and m
2NT	Both minors

Note 3: Fit Jumps

3 Level	4+ Support w/ 4+ in suit bid, 7-10 HCPs
4 Level	4+ Support w/ 4+ in suit bid, 9-12 HCPs

Note 4: Ogust – Response to 2NT enquiry

3♣	Weak Hand and Weak Suit, 6-8 HCPs
3♦	Weak Hand and Strong Suit, 6-8 HCPs
3♥	Strong Hand and Weak Suit, 8-10 HCPs
3♠	Strong Hand and Strong Suit, 8-10 HCPs
3NT	Top 3 honours, 9-10 HCPs

Note 5: Weak NT Escape

Vs X in 2nd Seat

Pass	Forces XX → Pass to play or 2 Suit to show non-touching Suits
XX	Forces 2♣ → Pass/Correct. 5+ cards
2 Suit	2 Touching Suits

Vs X in 4th Seat

Pass	To Play
XX	No preference, asks NT opener to choose suit
2 Suit	To Play

Note 6: Lebensohl SANS

X	Penalties
2♥/2♠	To play
2NT	Forces 3♣ → Pass to play, 3 Suit Invite
3 Suit	GF
Cue	Stayman. Direct, shows stop. Via 2NT, No Stop
3NT	To Play. Direct, shows stop. Via 2NT No Stop
4M	To Play

Similar style responses over X of Weak 2 or Reverse by P.
2NT forces 3♣ for weaker hands. Direct is Nat and Forcing.

Note 7: Responding to 1M after Opps overcall 2 suiter

e.g. 1♥ - (2NT, showing minors) - ?

X	Penalty in at least 1
Lower cue	Raise in P's suit NF
Higher cue	4 th suit, F
Opener's	To play
4 th Suit	Nat, NF

Note 8: Benji 2s

2♣ Opening – 18-22 bal or long suit (8 playing tricks as a guideline)

Forces 2♦ relay

2M/3m Strong with suit
2NT 21/22 usually bal, may have singleton K. Systems on (See Note 10 for puppet)

2♣ – 2♦ – 2M – 2NT – Double negative

2♦ Opening – 23+, similar to Acol 2♣

Similar only 2♥ is the relay

Weak 2M – Varies with Shape, vul and seat

5-10 HCPs with 5+ in suit

Raise Pre-emptive, NF

New Suit Forcing, 14+

2NT Enquiry, 14+ (See Note 4)

Note 9: System over 2NT direct and via 2♣/♦

3♣ Puppet Stayman (asking 4 or 5 card major)

3♦/♥ Transfer

3♠ Minors

3NT To play

Note 10: Responses to Puppet

3♦ 4CM

Subsq. 3♥ = 4♠, 3♠ = 4♥

3M 5 cards

3NT Neither

Note 11: Invented Minors over 1♦ only

2m 10+, denies 4CM, bid stops up the line

3m Constructive 0-10

1NT 6-9 Bal

2NT pre-empt raise

Systems off vs X and overcalls

Note 12: Defence to 2 level pre-empts

X Takeout

Suit 5+ Nat, opening bid NF

2NT 15-18 bal with stopper, systems on

Cue Stop ask, usually long suit

Jump Cue 2 Suiter (e.g. 4♦ over weak 2M, shows ♦ and other major)

Defence to Multi 2♦

2M Opener, 4+ in major, likely short in other

2NT 15-18 Bal with stoppers in both

3m Shows suit bid, NF

3M To Play

X 12-15 Bal or 18+

Lebensohl responses over double of 2M (See Note 6)

Note 13: Responding to 4NT (1430)

5 Keycards, 4 A and Trump K

5♣ 1/4 Key cards

5♦ 3/0 Key cards

5♥ 2/5 w/o Q

5♠ 2/5 w/ Q

Over response, bidding next suit up is Q ask. Response of next bid up denies. 2 bids up shows Q.

Minorwood – 4m, follows the same response structure, 1430

VS Interference: DOP1/R0P1. X/XX 0, Pass 1, First step 2, next step 3 keycards