

1. **West** **North** **East** **South**

1S	2D	2S	3D
?			

- Double
- Pass
- Bid 3S

2. **West** **North** **East** **South**

1S	2D	X	3D
?			

- Double
- Pass
- 3H
- 3S

3. **West** **North** **East** **South**

1S	2D	3D	4D
X			

- Double
- Pass
- 4S

4. **West** **North** **East** **South**

1S	2D	3D	X
?			

- Redouble
- Pass
- 3S

5. **West** **North** **East** **South**

1S	3D	4D	5D
?			

- Double
- Pass
- 5S

6. **West** **North** **East** **South**

1C	1S	X	2S
?			

- Double
- Pass
- 3C
- 3H

7. **West** **North** **East** **South**

1C	1D	1S	3D
?			

- Double
- Pass
- 3S

8. **West** **North** **East** **South**

1C	1S	2S	X
?			

- Redouble
- Pass
- 3C

1.	West	North	East	South
	1S	2D	2S	3D
	?			

- Double - Doubt about declare or defend, but extra values so we should do something or expect to set them
- Pass - Doubt about declare or defend and no extra values
- Bid 3S - Certainty about declaring, and no doubt about level

2.	West	North	East	South
	1S	2D	X	3D
	?			

- Double - doubt about declare or defend, but extra values so we should do something or expect to set them
- Pass - doubt about declare or defend and no extra values
- 3H - Declare in hearts, and not enough extra values to bid 4H. This bid does not promise any more strength than the 12 needed to open.
- 3S - Declare in spades and extra strength because responder did not promise any spades. The extra strength could just be in playing strength (i.e. length)

3.	West	North	East	South
	1S	2D	3D	4D
	X			

- Double - Extra strength and a suggestion that we defend. After all with extra strength and no doubt we could just bid 4S
- Pass - Denies extra values and therefore expresses doubt about the declare or defend question.
- 4S - Desire to declare.

4.	West	North	East	South
	1S	2D	3D	X
	?			

- Redouble - extra values, invitational to 4S
- Pass - Up to you. For most west coast players this shows mild interest in game
- 3S - up to you. For most west coast players this shows no interest in game.

You can invert the meaning of pass and 3S, but on the west coast the Principal of Fast Arrival is usually invoked and that says that the faster you bid to the level you are forced to the weaker you are. Which would say 3S is weak and pass is stronger than that.

5.	West	North	East	South
	1S	3D	4D	5D
	?			

- Double - Desire to defend
- Pass - uncertainty about declaring or defending but forcing
- 5S - Desire to declare. And expect to make 5S.

6.	West	North	East	South
	1C	1S	X	2S
	?			

- Double - Extra values and doubt about declaring or defending
- Pass - denies extra values and expresses doubt about declaring or defending
- 3C - Desire to declare 3C - Note, with no fit shows extra values, usually these are playing tricks, not HCP tricks
- 3H - desire to declare 3H

7. West North East South

1C	1D	1S	3D
?			

- Double - Extra values and uncertainty about declaring or defending
- Pass - Denies extra values and shows doubt about declaring or defending
- 3S - Desire to declare 3S.

8. West North East South

1C	1S	2S	X
?			

- Redouble - Extra values, usually in HCP expresses doubt about declaring or defending
- Pass - Your choice. If playing the principal of Fast Arrival shows mild extra values.
- 3C - your choice. If playing the principal of Fast Arrival denies extra values.