

1. 1NT Development (14-16 or 11-14 passed out hand or 15-18 overall)

- 2♣ = Stayman, does not promise M when INV, follow with Smolen in 3-level;
- 2♦ = Transfer to 2♥;
- 2♥ = Transfer to 2♠;
- 2♠ = Transfer to 3♣;
- 2NT = Transfer to 3♦;
- 3♣ = weak both minors, 5+5+;
- 3♦ = GF, both minors, 5+5+;
- 3♥ = 31(54), GF+;
- 3♠ = 13(54), GF+;
- 3NT = To play;
- 4♣ = GERBER;
- 4♦/♥ = Texas Transfer;
- 4NT = quantitative

Stayman

After 1NT – 2♣ – 2♦ :

- 2♥ = invite with 5♥ & 4♠;
- 2♠ = invite with 5♠ & 4♥;
- 2NT = invite to 3NT, might or might not have M;
- 3♣/♦ = 5+cards with an unknown 4 cards M, GF
- 3M = *SMOLEN*, 4 cards in M & 5 cards in other M, GF;
- 3NT = To play;
- 4♦ = transfer 4♥
- 4♥ = transfer to ♠

After 1NT – 2♣ – 2♥ :

- 2♠ = gf in ♥;
- 2NT = invite to
- 3♣/♦ = 5+cards suit with 4♠,
- 3♠ = SPL in ♠;
- 3NT = To play;
- 4m = SPL in m;

After 1NT – 2♣ – 2♠ :

- 2NT = invite to 3NT, may OR may not have 4♥;
- 3♣/♦ = 5+cards with 4♥
- 3♥ = gf in ♠;
- 3NT = To play;
- 4m = SPL in m;
- 4♥ = SPL in ♥;

Smolen

After 1NT – 2♣ – 2♦ – 3♥(5♠4♥) – 3NT : Then 3♠ = accept 3sFlat

- 4♣ = 5404, mild Slam Try; minorwood
- 4♦ = 5440, mild Slam Try; minorwood

After 1NT – 2♣ – 2♦ – 3♠(4♠5♥) – 3NT :

- 4♣ = 4504, mild Slam Try; minorwood
- 4♦ = 4540, mild Slam Try; minorwood

Jacoby Transfer

After 1NT – 2♦ :

- 2♥ = Normal Accept;
- THEN 2♠ = NAT, INV, 5+5+; THEN 2NT = to play;
- 3♥ = to play;
- 4M = to play;

- 2NT = INV;
- 3m = NAT, 4+ cards, Game Force;
- 3♥ = INV with 6+cards ♥;
- 3♠ = SPL in ♠, 6+♥;
- 4♣/♦ = SPL in m, 6+♥;
- 4♥ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV quantitative;

- 2♠ = Super Accept, 4+♥, weak doubleton, max;
- 2NT = Super Accept, 3♥, max;
- 3m = Super Accept, 4+♥, weak doubleton, max;
- 3♥ = Super Accept, 4+♥, min; invitation

After 1NT – 2♥ :

- 2♠ = Normal Accept;
- THEN 2NT = INV;
- 3m = NAT, 4+ cards, Gf
- 3♥ = NAT, GF with 5+5+; THEN 3♠ = ♠ fit;
- 4m = ♥ fit with m cue;
- 4♥ = ♥ fit with no slam

- 3♠ = INV with 6+♠;
- 4♣/♦ = SPL in m, 6+♠;
- 4♥ = SPL in ♥, 6+♠;
- 4♠ = mild Slam Try, normally with at most 5 losers;
- 4NT = INV quantitative;

- 2NT = Super Accept, 3♠, no weak doubleton, max;
- 3m = Super Accept, 4+♠, weak doubleton, max;
- 3♥ = Super Accept, 4+♠, weak doubleton, max;
- 3♠ = Super Accept, 4+♠, min; invitational

After Super Accept,

- 3♦ is re-transfer to ♥ (while 3♥ is for ♠), subsequent new suit = cue-bids;
- 4 level new suit = SPL;

Texas Transfer

4NT after Texas = RKCB; 4NT after stayman and 2M is quantitative;

After Intervention

- a) After Intervention of 2♣/2♦, if intervention is 1suitor X=Stayman; if intervention is 2M, X= value in that suit; bid=natural in the level being intervened; Texas transfer on at 4th level if intervention is below 4 level, natural if intervention is at 4 level.
- b) After transfer bid being X e.g 1nt – (P) – 2♥ (x), xx= 3♠ strong+4, 2♠=3cd ♠ weak hand, 2nt +3=super accept, P= no support;
- c) Lehensohl on even after 2 suitors intervention

Minor Suit Transfer

After 1NT – 2♠ :

2NT = fit ♣, at least Hxx OR 4+cards (could be Hx with max)

THEN 3♣ = weak 6+♣, sign off ;
3♦ = GF+, 6+♣, values/features
3M = GF+, 6+♣, values/features
3NT = sign off;
4♣ = Minorwood in ♣

3♣ = no ♣ fit, either xx OR Hx OR xxx

THEN Pass = weak 6+♣, sign off ;
3♦ = GF+, 6+♣, values/features
3M = GF+, 6+♣, values/features
3NT = sign off;
4NT = Quantitative with long ♣ and no shortage;

After 1NT – 2NT :

3♣ = fit ♦, at least Hxx OR 4+cards (could be Hx with max)

THEN 3♦ = weak 6+♦, sign off ;
3M = GF+, 6+♦, values/features
3NT = sign off;
4♣ = GF+, 6+♦, values/features
4♦ = Minorwood in ♦ ;

3♦ = no ♦ fit, either xx OR Hx OR xxx

THEN Pass = weak 6+♦, sign off ;
3M = GF+, 6+♦, values/features
3NT = sign off;
4♣ = GF+, 6+♦, values/features
4NT = Quantitative with long ♦ and no shortage;

2. Two Over One Game Force

After 1♥/1♠ - 2♣/2♦/2♥ (for 1♠)=2+♣/5+♦/5+♥

2♦ = 3 cd
2♥ = 6+♥;
2♠ = NAT with 4 cards, not reverse;
2NT = BAL or Semi-BAL;
3♣ = 4 card ♣
Jump to 3 = strong hand 15+
3♥ = set trumps 15+hcps ;

3. Semi-Forcing 1NT

Over 1M opening, 1NT is Semi-Forcing, opener can pass with min 5332 or 4522

After 1♥ – 1NT :

2♣/♦ = 2+♣ (for 4522 hand)/3+♦ ;
2♥ = 6+♥, 10-14 hcps ;
2♠ = Reverse, 4+cards ♠ ;
2NT = 17-19 semi bal, almost GF ;
Responder bid natural
THEN opener show 4-5;
3m = GF, 4+cards suit ;
3♥ = 6+♥, good hand, 16-18 ;
3NT = to play ;
4♥ = to play ;

After 1♥ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
2♥ = NAT, 2+ cards ;
2♠ = INV, 4+ m fit ;
3m = Non-Forcing ;
3♥ = INV, 10-12 hcps, 3 cards fit ;
3NT = to play ;

After 1♠ – 1NT :

2♣/♦ = 3+♣/3+♦ ;
2♥ = 4+♥, NF ;
2♠ = 6+♠, 10-14 hcps ;
2NT = 17-19 semi bal, almost GF ;
Responder bid natural
THEN opener show 5-4;
3m = GF, 4+card
3♠ = 6+♠, good hand, 16-18 ;
3NT = to play ;
4♠ = to play ;

After 1♠ – 1NT – 2m :

2♦ = NAT, 6-9 hcps, 5+ cards ;
2♥ = NAT, 6-9 hcps, 5+ cards ;
2♠ = NAT, 2+ cards ;
3m = INV, 5+ m fit ;
3♥ = INV, 10-12 hcps, 6+♥ ;
3♠ = INV, 10-12 hcps, 3 cards fit ;
3NT = to play ;

4. Bergen Raises and Jacoby 2NT

System ON for passed hand or doubled

After 1♥ opening :

2NT = Jacoby 2NT, 4+ cards support, GF ;
THEN 3m = sing/void in m ;
3♥ = max 16+
3♠ = sing/void in ♠ ;
3NT = medium hand 14-15;
4m = 5+cards m, good suit ;
4♥ = min hand 11-13 ;

3♣ = 7-9 hcps (weak Bergen- Compete), 4+ cards support ;
3♦ = 10-11 hcps (strong Bergen- INV), 4+ cards support ;
3♥ = 3-6 hcps, 4+ cards support, PRE ;
4♥ = To play ;

Any new bid at 3 level is positive, cue bid or showing values

5. Jordon (system on with passed hand)

After 1M (X), 2NT=invitation hand with 3+ trumps
Jordon doesn't apply to minor hand

6. XYZ

System ON after 3 bids (1x, 1y, 1z- including 1NT, X & XX) at 1 level

e.g (1m – 1M– 1NT / 1♣ – 1♦ – 1NT / 1♥ – 1♠ - 1NT)

System ON when passed hand ;

System ON when opponents interfere with overcall or X;

System OFF when the third bid is at 2 level

e.g. (1♦, 1♥, 2♣, 2♦ = nf, not XYZ)

System OFF when opponent bid after 1NT (except DBL) ;

General Principles after the 3rd bid or 1NT rebid :

2♣ = puppet to 2♦, either Stop Bid OR INV ;

2♦ = any GF ;

Subsequent response for opener = bid up the line ;

All INV shall go through 2♣ ;

2NT = INV without 5 cd major ;

Jumping to any 3 level without going through 2♦ is nf, though INV

e.g. 1♥, 1♠ - 1NT - 3♦ = 4cd♠ + long ♦ nf

Note: 1♦, 1♥, 1♠, 2♣ = XYZ puppet to 2♦ Stop bid/INV, not 4th suit forcing

Note: 1♣, 1♠, 2♣, 2♦ = new minor forcing, not XYZ

Note: 1♦, 1♠, 2♦, 2♥ = new cheapest suit, F1

Game Forcing 2♦

1m – 1♥ – 1NT – 2♦ – 2♥ – 2♠ = GF with 5♥ + 4♠ ;

1m – 1♠ – 1NT – 2♦ – 2♥ – 2♠ = GF with 5+♠ ;

Checkback for 2NT rebid

After 1♣ – 1♥ – 2NT (17-19 bal including 4522) :

3♣ = GF

3♦ = mild slam try

After 1♣ – 1♥ – 2NT (17-19 bal including 4522) :

Rebid responder suit = weak long suit nf

7. Fourth Suit GF

Fourth suit at 1 level forcing for 1 round.

Fourth suit at 2 level = gf

Playing together with XYZ, some bids are not 4th suit forcing

(1♦ – 1♥ – 1♠ – 2♣ = XYZ INV, not 4th suit GF)

(1♣ – 1♥ – 1♠ – 2♦ = XYZ GF, not 4th suit GF)

1♣ – 1♦ – 1♥ – 1♠ = 4th suit at 1 level = F1 ;

1♣ – 1♦ – 1♥ – 2♠ = GF with 4♠ ;

1♣ – 1♦ – 1♥ – 3♦ = normal game INV, 10-11, 6+♦ ;

1♣ – 1♥ – 1♠ – 3♥ = normal game INV, 10-11, 6+♥ ;

8. Inverted minors

System ON when passed hand ;

After Inverted minors, opener bid suit UP THE LINE with (13+)

After 1♣ – 2♣ (10+hcp, ♣ suit) :

2nt = weak non forcing 13-

3♣ = weak non forcing 13-

Bid up the line = 13+

4♣ = Minorwood;

After 1♣ – 3♣ (weak 5-9hcp, ♣ suit) :

Bid up the line = Forcing

4♣ = Minorwood;

9. Drury

General Principles

Passed hand, 2♣ shows 3 / 4 cards support in M, 9-11 hcp;

10. Negative Free Bids

2-level new suit = NF, 7-11 hcp, 5+ cards ;

3-level new suit = GF, normally 5+ cards ;

11. 2NT Opening (20-21)

Puppet Stayman

- 3♣ = ask 5 card major (puppet stayman)
- 3♦ = transfer to 3♥
Then 3♠ = 5♥4♠
- 3♥ = transfer to 3♠
Then 4♥ = 5♠5♥
- 3♠ = puppet to 3NT for play or for pull out to 4 minor asking bid,
(see Hardy convention below)
- 3NT/4♦/4♥ = transfer to 4♣/4♥/4♠

After 2NT-3♣

- 3♦ = at least one 4 card maj;
Then 3♥ = 4 card ♠
3♠ = 4 card ♥
3NT = 33 major or less
4♣ = both majors
4♦ = both M mild Slam try
- 3♥ = 5 card ♥
- 3♠ = 5 card ♠
Then new suit is cue bid with slam interest, fit M
3NT = stop bid
- 3NT = no major (3-3) or less
Then 4♣ = minor asking
Then 4♦ = one 5 card minor :
Then 4♥ = relay :
Then 4♠ = ♣
4NT = ♦
- 4♥ = 4 card ♣
- 4♠ = 4 card ♥
- 4NT = 4-4 minor

After 2NT-4NT = Quantative, Baron (bid 4 cd suit up)

After 2NT- 4♣ = Gerber

Hardy Conventionxxxx

- 3♠ relay to 3NT, could be either Stop Bid OR Slam Try in one minor OR both minors ;
- After 2NT – 3♠ – 3NT :
4♣/4♦ = suit, mild slam try, optional keycard asking ;

- Strongest bid = go through Hardy ;
- Intermediate bid = go through 2NT – 3NT – 4m – 5m ;
- Weakest bid = direct jump to 5m over 2NT ;

12. Strong 2C Opening

Strong artificial, 8+playing tricks, 17+hcps or 22+BAL

After 2♣-

- 2♦ = waiting – no suitable bid
Then 2♠; Then 3♣ = 2nd negative/Then 4♠ = weak;
- 2♥ = 5+card, 2 controls/ 6+ hcp
- 2♠ = 5+card, 2 controls/ 6+ hcp

- 3♣/♦ = 6+ cards, 2 controls/6+ hcp
- 3NT = for play

After 2♣-2♦-

- Any suit = 5+cards(except ♥), Forcing
- 2NT = 22-23
- 2♥ = 5cd ♥ or Kokish (strong balance):
Then 2♠ = waiting;
Then 2NT = 24-26
Then 3NT = 27+
Then 3 any = 5 cd ♥ and 4cd other suit;
Then 3♥ = 6 cd ♥

After 2♣-2♦-2NT or Kokish 2NT:

- 3♣ = puppet stayman
- 3♠ = puppet to 3NT (see Hardy)

After 2♣-2♦- Kokish 3NT

- 4♣ = simple stayman? (not minorwood)
- 4♦/4♥ = Texas transfer (natural after say intervention at 4 level)

4NT in response to strong 2NT or Kokish NT = quantative, Baron

DOPI/ROPI after Intervention

After 2♣(2♦-4♠)

- X = 2♦ (lowest step) usually below 6 hcp
- Pass = 2 controls/6+hcp, no 5 card suit
- Suit = 5 card suit, 2 controls/6+hcp
- 2NT = 2+controls/6+hcp, BAL, have stopper

13. Multi-2 ♦ (weak 2♥ / 2♠) Responses :

2M = Pass / Correct ; (If 2♠ by responder, usually can stand 3♥)
 2NT = Asking ;
 3m = Constructive non forcing ;
 3M = Pass / Correct ;
 3NT = to play ;
 4M = pass or correct

System ON when Opponents X over Openings ;
 System OFF when Opponents overcalled over Openings,
 Cue bid over intervention = bid your Major ;
 New suit = NAT ;

After 2♦ – 2NT

3♣ / 3♦ = weak 6+♥ / ♠ ;
 3♥ / 3♠ = stronger 6+♥ / ♠ ;

14. 2M Openings (5 major + 5 min)

2NT = Asking ;
 THEN 3♣ = M+♣ ;
 3♦ = M+♦ ;
 3♥ = M+♥ ;

Or responder can bid to pass or correct

System ON when Opponents X over openings ;
 New suit non forcing at two level.

15. Slam Going Sequences

Gerber

System On for 1NT/2NT - 4♣

After 1NT – 4♣ :

4♦ = 1/4 Aces ;
 4♥ = 0/3 Aces ;
 4♠ = 2 A weak
 4NT = 2A strong

Then 5♣ = Ask K

5NT Bid

1♥ - 5NT = Bid 6 with 1 honour and 7 with 2

Roman KeyCard Blackwood

4NT after obvious agreed trumps, 140322

5NT = 2 KC plus a useful void ;

6m = 1/3 KC plus a useful void (if below trump) ;

6 trump = 1/3 KC plus a useful void above trump ;

Next step after 140322 response : queen and side K asking :

Responder bid 6 with queen and K of that suit ;

Responder will respond as having queen with 5 card support ;

Then 5NT ask for K : bid suit with K or trump suit without side K

After interference (5♦ or below): Stolen bid

Double = exactly the step

Pass = the step cannot bid

Suit = bid as usual

After interfere (5♥ or more), DEPO

Double = Even number of keycards (including zero)

Pass = Odd number of keycards

5NT (ask K) = K specific (or other 2)

Minorwood (4 minor as keycard asking in that suit)

System ON in a non-intervened minor game or slam going hand; Can stop at 4NT;

System OFF in a non-forcing passable hand;

System OFF in a competing situation or after intervention, e.g.

1. 1♣, (X), 2♣, (2♥),

3♣, (3♥), 4♣ = competing, not minorwood

2. 1♣ (3NT) 4♣ = competing, not minorwood

3. 3♣ (P) P (3NT)

4♣ by opener or responder = competing, not minorwood

System ON in a competing situation when it is obvious that it is a game forcing hand e.g.

1. 1♣, (2♠), X, 3NT

4♣ = minorwood

2. 1♦, (1♠), 3♥ gf, (3♠),

P, (P), 4♣ = minorwood

4. (3♠), 3NT, (P), 4♣/♦ = minorwood, 4♥ = to play, 4NT = quantitative

After 1♣ - 2♣ - 4♣ (minorwood): response 140322, can stop at 4NT

Next step is Q asking – response is with Q and K specific or other 2;

5 level new suit is K asking – response K specific or other 2

e.g. 1♦ - 2♦, 4♦ - 5♣ (2+Q), 5♥ (ask K): 5♠ = ♠K or ♣K+♥K;

5NT = ♥K or ♠K+♣K; 6♦ = no K;

Stolen bid after intervention

Voidwood (Jump to new suit beyond game for RKC excluding that suit e.g. 4S,5C,5D,5H)

e.g. 1♥-2♥-4♠/5♣/5♦

Principles:

Trump suit must be clearly established;

Response is 140322

Ask K = K specific or other 2

16. Defense Sequences

Multi-Landy (Defense against normal 1NT=14+ opening)

- X = same strength or above ;
After passing and setting up penalty, subsequent X = penalty ;
- 2♣ = both Majors, 4+4+ ;
- 2♦ = 1 Major ;
- 2M = normally 5+M & 4+m ;
- 2NT = both minors, 5+5+ ;
- 3m = PRE against Strong NT (14+), Constructive against weak NT ;
- 3M = PRE against Strong NT (14+), Constructive against weak NT ;

Defense against weak NT=below 14

Natural

Defense against Multi-2 (2♦=one major)

- 2♥ = TO in ♥
- X = TO in ♠
- 2♠ = 5 cards

Defense against Precision (1♣ opening)

- x = 44 majors
- 1NT = 54 minors
- 2♣ = ♣suit
- 2♦ = 55 majors (Michael's)
- 2NT = 55 minors (Michael's)

17. Competitive Sequences

Doubles

After partner X= jump with 9 points and 4 cards, jump to 3 level is weaker with 5 cds ;
XX with 10+ hcp

Lebensohl (3 situations) – Opener no lebensohl

Case 1 : Over partner's takeout DBL on opponent Weak 2 openings ;
2NT (0-7) = Relay to 3♣, showing weak ;

Case 2 : 1NT opening being interfered (including 2 suitors) e.g. 1NT (2M) :
2NT = puppet to 3♣; Then 3NT (with stopper) ;
Direct jump to 3NT= no stopper

Case 3 : Opener reverse ;
After 1m – 1♠ – 2♥ :
2NT = LEB

Limit Raise or Above

Cue by responder = limit raise; cue by opener = almost GF;
Cue opps lower suit = 3 cd support, cue opps upper suit = 4 cd support;
Mixed raise = 4 card support, stronger than 3 of the suit

After 2 suits bid by opps

X = 44+; 1nt = 55+

18. After 1NT Being X (equal strength)

System ON after 1NT being (X), e.g. 1NT (X), 2♣ (by responder)=stayman, 2♦=transfer;

Pass (by responder) – opener must XX, Then responder pass if strong and run to 4 cd suit if weak;

XX (by responder)= bid 2♣, Pass or Correct, bid suit up

19. After 1NT Being Intervened

1NT - (2♣ = 2 majors)
X = values

1NT - (2♣ = 1 suitor)
X = takeout

1NT - (x = suit e.g. 4M6m)
XX= strength

