

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING AND COMPETITION
1♣ 1♦		4	4♦	Natural open lower of 2 four-card suits open 1♦ with 4441, or 1444 min open 1♣ with all other (4441)	2m = inverted 4+ card raise with 10+ points 2NT = 0-5, 5-card raise 3m = 4+ card raise with 5-9 points Single jump change of suit natural & GF Double jump change of suit = splinter	2♦/♥/♠ 10-14, NAT & F1, 2NT = GF 1NT=15-17 (See Note 1)	Jump change of suit = Fit 1♣-2NT(♦&♥): 3♥ = raise, 3♦ = F1 with ♠, 3♠ = NAT, NF
1♥ 1♠		4	4♦	Natural open lower of 2 four-card suits only 4 if 15-19 bal and no lower suit	2M = 3 card SUP 5-9 HCP or 4 card SUP 4-6 HCP 2over1 = natural & F1. 3M=4 card SUP 5-9, 8-loser 2NT = 4+ card SUP with 10-11HCP or 16+HCP Single jump change of suit natural & GF 3NT = 4+ card SUP 12-15 points balanced Double jump change of suit = splinter 11-15	long suit trial bids 1NT=12-17 (See Note 2)	Jump change of suit = Fit 1♠-2NT(♦&♣): 3♦ = raise, 3♣ = F1 with ♥, 3♥ = NAT, NF
1NT		2		12-14 points (may have 11 points) May have 5M or 6m	2♣ stayman asking for M 2♦ transfer to 2♥ (may not have hearts) 2♥ transfer to 2♠ 2♠/2NT transfers to 3♣/3♦	3m from responder GF, Break to 2♠ max/2NT min. 1N-2♦-2♥-2♠ denies hearts & asks for opener's range 2N maximum with fit, 3♠ minimum with fit 3♣/3♦ shows at least Qxx	
2♣	✓	0		23+ points any distribution	2♦ is negative or waiting 2NT is a balanced positive 2♥/2♠/3♣/3♦ are natural and positive	2♥ is a relay to 2♠ after which opener bids 2NT to show 25+, or bid another suit to show that suit and ♥	
2♦ 2♥ 2♠		5		Weak two: 5-9 HCP (1st/2nd), 0-12 HCP (3rd), 15+ HCP (4th) May be 5 cards in 1st/3rd NV (only)	2♥/♠ = natural, constructive but NF 2NT = enquiry 3♣/3♦/3♥/3♠ = natural and F1	Over 2NT enquiry - 3♣ = wk hand & wk suit, 3♦ = wk hand & good suit, 3♥= good hand & poor suit, 3♠ = both good	New suit NF
2NT		2		20-22 points	3♣ = 5-card Stayman 3♦/3♥ = transfers to 3♥/3♠ 3♠ = enquiry for minors 4♣/4♦/4♥/4♠ = natural slam tries and F1	3♦ = no 5M, 3NT = 2♠ & 3 or fewer ♥ 3♠/3NT = 5OM, other breaks= NAT & FIT 3NT = no 4-card m, 4♥=5♣, 4♠=5♦ 4NT = no interest in slam	See Note 3
3♣/3♦ 3♥/3♠		6		0-9 points	New suit = F1		
3NT	✓	7		Gambling – solid minor, no A/K outside	4♣ is convertible, 4♦ is a singleton enquiry	4NT no singleton, 5♣ = ♦, 5♦ = ♣	
4♣/4♦ 4♥/4♠		7		Natural pre-empt	Over 4m - 4M/4NT = NAT Over 4M - 4NT = RKCB		
4NT	✓	0		Specific Ace asking	5♣=0, 5♦ = ♦A, 5♥ = ♥, 5♠ = ♠, 5NT = ♣, 6♣ = 2	HIGH LEVEL BIDDING	
5♣/5♦		8		Natural pre-empt		RKCB: 5♣ = 0/3, 5♦ = 1/4, 5♥ = 2/5 without Queen, 5♠ = 2/5 with Queen (DOPE, ROPE) Over 5m response, Step 1 asks Q, trump suit denies, others show Q and specific K. 5NT asks specific K. Voidwood. Six-Ace. Cue bids = first or second round controls. 4NT can be quantitative	
5♥/5♠		8		Asks for raise to slam with specific trump honours			

(1) Development over 1NT rebids showing 15-17

2♣ is a relay to 2♦ after which all bids are non-forcing

2♦ is a game-forcing bid, opener is required to describe her hand further

All other bids are natural and invitational. So: -

1♥/♠-1NT-2♣ = Please bid 2♦ which will either be passed or converted

1♣-1♥-1NT-2♣-2♦-2♥ = Weak and to play, ditto spades

2♥ = Shows 3 hearts and may still have 4 spades

1♣-1♥-1NT-2♦-2♠ = Shows 4 spades and denies 3 hearts

1♣-1♥-1NT-3♣ = natural and invitational

(2) The 1NT Rebid showing 12-17 points in the sequence 1♥-1♠-1NT

2♣ is a range and shape enquiry, other suit bids are natural and non-forcing.

1♥-1♠-1NT-2♣-2♦ = 12-13 points. All minimums rebid 2♦

1♥-1♠-1NT-2♣-2♥ = 14-15 points, 5 hearts (may have four spades)

1♥-1♠-1NT-2♣-2♠ = 14-15 points, 3 spades and not 5 hearts (3-4-3-3)

1♥-1♠-1NT-2♣-2NT = 16-17 points, (any shape, although you can show a feature at the three level if you wish).

1♥-1♠-1NT-2♣-2♦-2♥/♠/NT = to play.

1♥-1♠-1NT-2♣-2♥-2♠/NT = to play.

1♥-1♠-1NT-2NT = a raise opposite a weak no trump

1♥-1♠-1NT-3♣ = 5/5 invitational

1♥-1♠-1NT-2♣-2♦-3♣ = 5/4 FG

(3) Further agreements over 2NT openers

2NT-3♣-3♦-3♥-3N-4♣/♦ is a hand with four hearts and five spades, and the 4♣/♦ is a cue-bid with slam interest.

2NT-3♣-3♦-3♥-3N-4♥ is a hand with four hearts and five spades, and the 4♥ is a transfer back to 4♠.

2NT-3♣-3♦-3♠-3NT-4♣ = at least 4 clubs, interested in slam. Holds 4 spades

2NT-3♣-3♦-3NT = natural

2NT-3♣-3♦-4♣/♦ = at least 4 clubs or diamonds, interested in slam. Holds 4 hearts. This is because responder cannot readily bid 3♥ as opener might bid 3♠ over which 4m would be a cue agreeing spades.

2NT-3♣-3♦-4m-4♥ is to play, while cues are ambiguous as to which suit is agreed. 4NT immediately is a sign-off, and subsequently six-ace

2NT-3♣-3♦-3♠-3NT-4m = natural with four spades and a four card minor

2NT-3♣-3♦-4♥/4♠ = a three card major and a five card minor, with hearts showing clubs and spades showing diamonds

2NT-3♣-3♥/♠ = 5 card suit, (3♠ natural now, 4♣/♦ are cues).

Over 2NT-3♦-3♥-3♠ we play 'flags', that is, 4♣ agrees hearts, 4♦ agrees spades, both being interested in slam.

2NT-4♣/ 4♦/4♥/4♠ = slam tries – over which 4NT shows no interest and another bid is a cue. In the sequence 2NT-4♥-4NT-? if responder bids on it is a response to RKCB showing a hand which was forcing to slam with six hearts.

(4) Developments over Asptro overcalls 2♣-2♦ over the opposition 1NT opener (only applies to unpassed hands)

(1NT)-2♣-(P)-2♦ = Denies 4 hearts and several other hands.

(1NT)-2♣-(P)-2♥ = Shows 4 hearts, or 3 and unsuitability for 2♦ bid

(1NT)-2♣-(P)-2♠ = Weak with spades.

(1NT)-2♣-(P)-2NT = Natural and invitational.

(1NT)-2♣-(P)-3♣ = Artificial enquiry, (GF).

(1NT)-2♣-(P)-3♦ = Invitational with 3 hearts (Over 2♦ overcall showing spades & another, 3♦ = Invitational)

(1NT)-2♣-(P)-3♥ = Invitational with four hearts.

(1NT)-2♣-(P)-2♦-(P)-P = 5 diamonds, 4 hearts.

(1NT)-2♣-(P)-2♦-(P)-2♥ = 5 hearts and a minor.

(1NT)-2♣-(P)-2♦-(P)-2♥-(P)-2NT = Bid your minor please.

(1NT)-2♣-(P)-2♦-(P)-2♥-(P)-3♣ = Attempt to play here.

(1NT)-2♣-2♦-2♠ = Majors, better spades.

(1NT)-2♣-2♦-2NT = 5-5 hearts and clubs, interest in game.

(1NT)-2♣-2♦-3♣ = 4 hearts, 5+ clubs, weak.

(1NT)-2♣-2♦-3♦ = 5-5 hearts and diamonds, interest in game.

(5) Two suited overcalls after the opposition have opened and responded with two different suits

The principle is that we link clubs to hearts and diamonds to spades. If the principle that we link clubs to hearts and diamonds to spades doesn't work, then we link to the suit of the same rank. For instance: -

Where the auction has gone (1♥)-P-(1♠)-?

- 2♥ shows six clubs and four diamonds
- 2♠ shows six diamonds and four clubs

Where the auction has gone (1♣)-P-(1♠)-?

- 2♣ shows six hearts and four diamonds
- 2♠ shows six diamonds and four hearts

Where the auction has gone (1♦)-P-(1♠)-?

- 2♦ shows six clubs and four hearts
- 2♠ shows six hearts and four clubs