

Note...1: Escaping from 1NT doubled:

Pass= 0-8 - after 1NT, (X), pass opener is expected to rebid a 5-card suit or **RDBL** with any 4432 shape.
 XX= 9+HCP-> then forcing to 2NT or **DBL** opps, 2any= 0-8 & 5+suit, 2NT= 5/5 both minors OR both Majors & 6-8HCP, 3any= PreEmptive. In other situations SOS RDBLs used.
 After 1NT,(X),p,p,XX,p: 2♣=3+♣ =>then opener passes with 4♣/bids 2♦ with 4♦+4M/bids 2♥ with 44 in Majors
 After 1NT,(X),p,p,XX,p: 2♦=4♦+4M or 2♥=44 Majors.
 1NT,p,p,(X),pass= MIN/12-13 note 2♣/♦ as above/below
 1NT,p,p,(X),XX=MAX/14-15,p: p=happy/ 2♣= 4+♣ or 4♦&4M/ 2♦= 4+♦ or 44 both Majors.
 1NT,p,p,(X),p,p,2H=44 in Majors
 1NT,p,p,(X),p,p,XX=SOS(=>no 5-card suit, ie 4432 with at least one 4 card minor)

Note...2 (NEW): MULTI-LANDY Defence to 1NT Opening:

(1NT), 2♣ (both Majors, usually 5-4 or 4-5, 6-14 pts)
 (1N), 2♣, P: 2♦ = no interest in game, no Major preference
 – 2♥/2♠ to play, no interest in game
 (1N), 2♣ – 2N= ART inquiry: – 3♣ = 9-11 (i.e. min)
 – 3♦ = 5-5 in Majors 6-11 (i.e. min)
 – 3♥ = 5♥, max 12-14 pts
 – 3♠ = 5♠, max 12-14 pts
 – 3NT = max 12-14 pts, 4-4 in Majors
 – 4♦ = 5-5 in Majors 11-14 (i.e. max)
 (1N), 2♣ – 3♥ = 4+ ♥ game invitational approx. 10-12 pts
 (1N), 2♣ – 3♠ = 4+♠ game invitational approx. 10-12 pts

... Continued at Note 39

Note...3: LEBENSOHL auctions, note LEB also still applies after 1♣ (2M) — DBL (adjust ranges)

(2M)-X-2NT-3♣: Pass=0-7 (8), ♣s
 via 2NT ... 3♦/♥=NAT 0-7 (8)
 via 2NT ... 3M=GF, implies 4 of an outstanding M, denies stopper
 via 2NT ... 3NT=implies 4 of a M, promises stopper
 (2M)-X-: 3M=asks for stopper
 3NT=promises stopper
 3x=NAT 8-11

Note...4: 1♣ MINIMUMS, ASKING BIDS and CONTROL ASKS

1♣-TRF positive in a suit – jump into shown suit
 2♠/3♣/3♦/3♥= minimum probably BAL 1♣ i.e.16-18 pts; with Qxx or better support; 3NT continuation NF offer to play.
 1♣-TRF positive-accept TRF is a trump suit-asking bid:
 1 step=0 of AKQ/ 2 steps=5 to 1 top honour/ 3 steps=5 to 2 top honours
 4 steps=6+ to 1 top honour/ 5 steps=6+ to 2 top honours/ 6 steps=AKQxx or better
 1♣-TRF-positive-non jump 'new' suit is a support asking bid:
 1 step= denies support, & 0-3 controls (A=2, K=1)/
 2 steps= denies support, & 4+ controls
 3 steps= promises support (Qxx or better), & 0-3 controls
 4 steps= promises 3-card support, & 4+ controls/
 5 steps (i.e. a raise) = 4+ trump support, & 4+ controls

Note...5: MORE 1♣ ASKING BIDS

1♣-TRF Positive-JUMP new suit is a suit set:
 Cue-bid cheapest Ace/otherwise raise with trump A/K/ or 3NT is a negative – it denies any Aces and trump K
 After a trump suit is agreed, subsequent new suit bids are control-asking bids:
 1st step=no control/ 2nd step=3rd rd control (doubleton/Q)
 3rd step=2nd rd control (singleton or K)/ 4th step=1st rd control (void or A)
 5th step=1st & 2nd round control (singleton A or AK)
 A repeat ask in the suit requests clarification: 1 step= distributional feature 2 steps= high card feature

Note...6: 1♣-1♠ SEQUENCES

1♣-1♠(8-13 BAL)-1NT= Extended Stayman:
 - 2minor=NAT no 4-card major 8-10 /... 2M=NAT 8-10
 - 2NT=11-13 4333 shape (3♣ continuation asks suit)/
 3♣=4♣+ 4 higher suit/ 3♦=4♦+4M/ 3♥=44 in Majors.
 (All 1♣-1♠-1NT-3♣/♦/♥ bids=4432 shapes)

1♣-1♠-2NT=Control Asking Bid (similar to the bid also used after 1♣-3suit 4441's - +cue of singleton asking bid):
 3♣=0 controls (scale A=2, K=1), 3♦=1 controls, 3♥=2 controls etc.
 1♣-1♠-2x=support asking bid; x+1= no supp & 0-3 ctrls etc.
 1♣-1♠-3x=suit set; asks for specific A's, subsequent new suit continuations by the 1♣ opener are control ask

Note...7: 1NT AUCTIONS

1NT-2♣: Stayman; most continuations after 2♣ Stayman up to 3NT are non-forcing
 1NT-2♣-2♥-2♠ => 3suiter with short ♥'s OR 4♠ + 5-card minor ► 2NT continuation prefers ♦/ 3♣ prefers ♣
 1NT-2♦/♥: Transfers to ♥/♠, any new suit continuation is forcing for one round
 1NT-2♠: Range inquiry:
 - Opener rebids 2NT/3♣/3♦ (=5-card suit) which all show 12-13 min; after which:
 • 3-suit is 18+ forcing showing a 4+ suit with slam interest, depending on a suit fit
 - Opener rebids 3♥/♠(with max & 5♥/5♠ respectively)
 - Opener rebids 3NT with any 14-15, after which:
 • 4♣=Baron; 4NT is a non-forcing sign-off

1NT-2NT: Transfer to 3♣ showing 5+♣ (Weak or GF)
 1NT-3♣: Transfer to 3♦ showing 5+♦ (Weak or GF)
 1NT-3♦: "LEMMING" shows GF with shortage in a major, note responder may subsequently stop in 4 of a minor
 1NT-3♦-3NT=both majors stopped
 1NT-3♦-3M=shows stopper, worried about other major
 1NT-3♦-4m=no major stoppers
 1NT-3M= suit set in (6+)M with slam interest, missing one top honour in suit at most:

- Opener rebids cheapest Ace, or raises to 4M with top honour in the M, otherwise bids 3NT to deny any Aces and top honour in M suit. New suit continuations by responder = control asking bids

1NT-4♣= RKCB for ♦

1NT-4♦= RKCB for ♣

1NT-2♣-2M-4♣= splinter agreeing Major

1NT-2♣-2♦-4♣/♦ invitational 6/4 ♣/♦ + 4 card M hand

After 1NT-(overcall):

- DBL(direct by RESP)=Penalties
 - simple suit bid 2 or 3-level=to play
 - JUMP suit bid=Invitational
 - 2NT= game try or better, implies major suit interest (like Stayman)/ - CUE=asks for hold

- 1NT (opening or 1/2NT overcall) 2/3X - - DBL (only in re-opening seat)= takeout (also applies if 2 suits bid by opps).

Note...8: NT STRUCTURE for balanced opening hands

Pass 0-11

1NT= 12-15 & may have 2 doubletons. In fact this is the required bid on 5422 hands that have no 5-card Major.

1♣-1♦-1NT= 16-18: Stayman & transfer responder-rebids up to 3♣. 3♦/3♥/3♠= 6 card suit & 2/3 top honours.

Note...8 continued: NT STRUCTURE for BAL hands

1♣-1♦-1♥-1♠-1NT= 19-20

1♣-1♦-2NT= 21-22

1♣-1♦-1♥-1♠-2NT= 23-24

1♣-1♦-1♥-1♠-2♣ GF, then NT= 25+

Showing BAL hands in competition:

Overcalling: Pass 0-14, 1NT= 15-18

X, then cheapest NT= 19-20

X, then jump NT= 21-22

X, then cue, then cheapest NT= 23-24

X, then cue, then jump NT= 25+/9 playing tricks in NT

1NT reopening shows 12-15 and other actions in reopening position such as above are correspondingly weaker

Note...9: "OGUST" & other resps to weak 2's & 3Maj

2M-2NT:- (bad suit=0 or 1 of AKQ, good=2 of AKQ)

3♣=MIN, bad suit OR any weak 2 with only 5-card M;

...3D further inquiry: - 3♥ = MIN with only 5 card suit

- 3♠ = MIN POOR 6-card suit

- 3NT= MAX with only 5 card suit

3♦=MIN, good 6+ suit/ ...3♥=MAX, bad 6+ suit/

...3♠=MAX, good 6+ suit/ ...3NT=AKQxxx/ poss AKQxx

4x=NAT 55 or 65 shape

OGUST in Competition: Note: 2M-(X)-2NT is still OGUST

2M-2NT-(overcall):- Pass=MIN, bad suit/ ...3M=MIN, good suit/

...DBLE=MAX, bad suit/ ...4M=MAX, good suit/

...CUE=MAX, good suit, singleton or void of their suit

2/3M - 4♣/4♦ response asks for controls in the minor suit:

- 1st step= no 1st/2nd round control

- 2nd step= 2nd rd,

- 3rd step (if at 4NT+) = 1st rd control & 0/1 key cards

- 4th step (if at 4NT+) = 1st rd control & 2 key cards

Note...10: Gambling 3NT & 4♦ Slam Try etc.

3NT-4♦:- 4M=singleton/void/ ... 4NT=7222 shape/

...5m=singleton/void in the OTHER minor

Note: (a) Continuation after 4♦ by Responder of shown shortage asks if singleton (1st step) or void (2nd step).

(b) 4NT by Resp asks if 7-cd (1st step) or 8-cd suit (2nd)

Note...11: Responding to Partner's 3-level PRE

3♦-4♣/3♠-4♦ = RKCB for ♦/♠. 3m-3M: NAT, forcing, then:

- Rebid 3NT=good suit (2/3 top honours)

- 4m=poor suit (0/1 top honour)

- 4M=Qx or xxx or better support

- 4new suit=cue, good support for M

Note: Further continuations in a new suit by responder after 3m-3M are forcing & natural.

3M-4m: asking-bid in minor suit, agrees M, as in note 9

Note...12: Responses to 2♣ Opening

(a) 2♣-2♦: ARTIFICIAL INQUIRY, game interest (10-12) or better with interest in major(s):

2♣-2♦: (NB 2♣, (X), 2♦ = to play NOT inquiry), or

2♣, (X), XX= subs for 2♦ inquiry ▶ 2♣ (X) XX - 2♦ = 6/4 ♣/♦

▶ 2♥/♠ = 11-15 with 6+♣ and 4M

▶ 2NT = 14-15 without 4 of either Major

▶ 3♣ = 11-13 without 4M

▶ 3♦ = 11-15 with 6+♣ and 5+♦

▶ 3♥/♠ = 11-15 with 6+♣ and 5+M

▶ 4♦ = RKC for ♣'s

(b) 2♣-2♥/♠: 5+ suit F1 with 8+ pts.

2♣-2♥/♠: 2NT= 14-15 with 6+♣'s and denies 3+ ♥/♠ support

3♣ = 11-13 without 3+ ♥/♠ support

3♦/♥/♠ (new suit) = 6+♦'s and 5+ in second suit bid

(c) 2NT= 13+ with 3+♣ support (FG)

2♣-2NT: 3♣ = minimum, no shortage

- 3♦/♥/♠ = shows singleton or void in suit bid

- 3NT= maximum, no shortage

- 4♣ = extra shape/length (7/8 card suit)

- 4♦ = distributional 6+ ♣'s & 5 ♦'s/

- 4♥/♠ = 6+ ♣'s and 5+ in bid major

(d) 3♣ = 6-10 with 3+ ♣ support

(e) 3♦ = natural FG

(f) 3♥/♠ = splinter showing singleton or void in ♥/♠'s

(g) 3NT/4♥/4♠ = to play

(h) 4♦ = RKC for ♣'s

(i) 4♣ = Pre-emptive raise of ♣'s with 4+ support

Note...13: SPINE Jump Responses to 1Maj

All showing 4+ trump support, including 1M overcall (with or w/o opps intervening X, if opps BID AFTER 1M see 13a):

(a) 1♥-2♠/1♠-2NT = SPINE mini-splinter, with a Singleton & 7-10 pts (or normal splinter in ♥, or better hands & slam interest void-splinter); if opener puppets next available bid, then responder bids singleton or 3 of anchor suit if it is above the anchor suit (or higher bids imply stronger types).

(b1) 1♥-2NT/1♠-3♣ = SPINE Powerful/GF (unless a passed hand/overcall) with 4+ support; Jacoby-style continuation where a new suit shows a singleton, or a void if a jump, or 3 rebid of suit=13-15 with 6♥, or 3NT=13-15 and 5332/5422 shape, fast arrival to 4 of suit=11-12. Note new suit rebids by responder are control-asking bids.

(b2) In the case of SPINE opposite a passed/overcall hand, the 3-Major rebid shows a sub-minimum opening not interested in game opposite an exceptional hand that would

have raised a normal minimum opening to game. Other opener's and responder's rebids are similar to (b1) above.

(c) 1♥-3♣/1♠-3♦ = SPINE Inv/LR - 9-12, no singleton/v.

(d) 1♥-3♦/1♠-3♥ = SPINE Normal 7-8, no singleton/void.

(e) 1♥-3♥/1♠-3♠ = SPINE 0-6, Extra weak, any shape.

(f) 1♥-3♣/4♣/4♦/1♠-4♣/4♦ = splinters BUT 1♠-4♥ is NOT a splinter – this sequence is TO PLAY (use (a) instead).

(g) 1♥/♠ - Direct 3NT= RKCB for ♥/♠

Note...13a: SPINE Jump Responses to 1Major - when OPPS BID AFTER our 1 Major

Note: 2NT response is always natural

(a) If 4 steps available between cue - 3 of our suit (inclusive), then:

1st step (cue)= INV 10+ with 4+ support

2nd step (excluding 2NT)= INV 10+ with 3 card support

3rd step= 7-10 with 4+ support

4th step (direct raise)= 0-6 with 4+ support

(b) If 3 steps available between cue - 3 of our suit (inclusive), then:

1st step (cue)= INV 10+ with 3/4+ support

2nd step= 7-10 with 4+ support

3rd step (direct raise)= 0-6 with 4+ support

(c) If 2 steps available, then:

1st step (cue)= INV 10+ with 3/4+ support

2nd step (direct raise)= 0-10 with 4+ support

Note...13b: Passed hand bidding in response to our 1Major opening:

(a) 1NT response by a passed hand is non-forcing, as is 2 of a new suit (non-jump)

(b) Some SPINE responses may (rarely) only have 3-card support. Applies mainly to the mini-splinter option.

(c) DRURY: 1M - 2♣ by a passed hand is artificial showing around 10-11 pts & 3-card support.

▶ Opener rebids 2 of the Major with a poor minimum or a sub-standard 3rd-position opening hand.

Note...14: 2♦ Responses (note 2♦ denies 5+ Major):

(a) 2♥ = ARTIFICIAL INQUIRY, game interest (10-12) or better, often with interest in major(s):

2♦-2♥: 2♠ = ART promises a 4-card Maj suit, 11-15 pts:

2♦-2♥-2♠-2NT = ART further inquiry re Maj & range:

• 3♣ = min with ♥

• 3♦ = min with ♠

• 3♥ = max with ♥

• 3♠ = max with ♠

2♦-2♥: 2NT = maximum with 13-15 points, no 4-card Major and not 5+♣: 3♣ stopper inquiry:

3♦ = only 1/3♥=♥&♠ stopped/ 3♠=♠&♣ stopped/ 3N= both Maj

2♦-2♥-: 3♣= 5-5 or longer in minors, 11-15 points; 3♥ continuation INQ as note[24]

.... **Note14 continued: 2♦ Responses:**

3♦= 11-13 with 6+ ♦'s, no 4+ Major

3♥= 11-15 with 6♦+ 5♥

3♠= 11-15 with 6♦+ 5♠

3NT= solid ♦, and outside stopper(s)

4♦/♣= distributional hand with longer ♦'s/4♣= longer in both minors

2♦-2♥ (X) : RDBL= 4+ ♥'s

2♦-2♥ (X) : 2♠= 4♠

Other responses the same as no interference

(b) 2♠= 5+ suit F1 with 8+ pts.

(i) 2♦-2♠-2NT= 14-15 with 6+ ♦'s and denies 3+♠

(ii) 2♦-2♠-3♦= 11-13 without 3+♠ support

(iii) 2♦-2♠/NT-3♣= 12-15 with 5-5 or longer in minors

(iv) 2♦-2♠-3♥= 6+ ♦'s and 5+♥

(c) 2NT= 13+ with 3+♦ support (FG)

2♦-2NT:

3♦ = minimum, no shortage: Note: After any rebid, any subsequent new suit bid by the 2NT responder are control-asking bids (1st step no control, 2nd = 3rd etc.)

3♥/♠/3♣ = shows singleton/ void in bid suit > c-a bids

3NT= maximum, no shortage > then c-a bids

4♣= 5-5 in minors; > then control asking bids

4♦ = extra shape/length (7/8 card suit) – e.g. 7411 with 7♦'s and two singletons. > then c-a bids

4♥/♠ = void in bid suit; > then control asking bids

(d) 3♦= 6-10 with 3+♦ support

(e) 3♣/3♥= natural FG

(f) 3♠= splinter showing singleton or void in ♠'s

(g) 3NT/4♥/4♠= to play

(h) 4♣= RKC for ♦'s

(i) 4♦= Pre-emptive raise of ♦'s with 4+ support

Note...15: 1♠ transfer (& semi) positive resps details:

▶ 1♥=5+♠ 8+ HCP

▶ 1♠=8-13 BAL

▶ 1NT=5+♣ 8+ HCP

▶ 2♣=5+♦ 8+ HCP/ 2♦=5+♥, 8+ HCP

▶ 2♥/♠=6-card suit 4-7= HCP, then:

- 2NT= asks shortage; continuations natural/ forcing

▶ 2NT=14+BAL -▶ 3♣= Baron

▶ 3♦/♥/♠/4♣= transfers to suit above - super-accepts apply (bid outside Ace) & are forcing to slam.

▶ 3NT= 16 HCP or 17 with 4333 shape;

(Any) – 2NT - 3NT - 4NT= quantitative invite 6NT, and in this situation 4♣= either RKCB last shown suit, or Gerber if no specific suit shown in auction.

▶ 3x=4441shape with singleton in next suit above x, 8+HCP: 3(x+1) asks controls; 1st step= 0 etc.

▶ 3NT=Any SOLID suit (AKQxxxx or better), with no outside A or K; suit bids outside SOLID suit = **control asking bids**/ 4NT asks partner to name the suit.

Note...16: 1NT Super-accept rebid details:

TRF super-accept with 4 trumps: 3M=min, others max showing doubleton in suit bid, 2NT=4333 max.

Note...17: 1NT + Interference after transfers:

If TRF doubled, Pass=2-card sup, 2M=3-card sup, RDBL suggests to play

Note...18: 1♠ - other responses and continuations:

1♠-1♦-1♥= 19+ many support asking & control asking bids [see notes [4-6,8]above]

1♠-1♦-1♥-1♠= 0-4, or 1♠-1♦-1♥-(1N through 2) = 5-7 transfer semi-positives GF + see [4-6]

1♠-1♦-1♥-1♠-2♣= GF, 1♠-1♦-1♥-1♠-2♣-2♦= bal 0-4

2NT=both minors 5-5 0-4

1♠-(X)-RDBL= 8+ GF

1♠-(X)-1♦= 5-7 BAL

1♠-(X)-suit= 5-7 NAT NF

1♠-(X)-1NT= 8-10

1♠-(1/2x)-X= 8+ GF

1♠-(1/2x)-MIN NT=8-10

Note...18a: 1♠ - interference at higher levels:

1♠ (2NT or higher interference): X=8+, and a new suit below game is forcing.

Note...18b: 1♠ - interference:

1C (1/2any) X(=8+) 1/2NT rebid by opener – Stayman & transfers apply.

Note...19: 3NT= RKCB 0314, whenever a 9 card suit fit has been agreed, apart from the immediate rebid after the SPINE strong option - when 3NT shows a non-minimum balanced hand, with just a 5-card suit.

Note...20: RKCB extensions (when suit clearly agreed)

If trump suit explicitly agreed (such as in Note 19, or new suit after 1♠+POS + support shown after support asking bid), then next bid after 03 or 14 responses asks for Q of trumps (as usual); run-ons apply from 5NT. New suit bid(s) at/after this stage, or after 5NT, are control asking bids, excluding the key cards already shown. The responses are as follows:

- 1st step = no controls in the suit asked for

- 2nd step = Q(+) in the suit, denies K

- 3rd step = K(+) in the suit, denies Q

- 4th step = KQ(+) in the suit

- 5th step, if available, shows KQJ(+) in the suit

If the RKCB inquirer has the option to use a suit-step bid to ask for the Q of trumps and the no of outside K's, then the 5NT direct alternative asks specific Kings below the anchor suit; in response to this 6NT would show two (or more!)

Note...21: 1M-1NT Distinction Raises - Special Case

After opponents double our 1♥/♠ opening:

- 1NT response = 7-10 HCP with 3 card support

- 2M response after opponents **DBL** shows 4-7 HCP with 3-card support for M

- Redouble= 10+, less than 4 card support

- nonjump bids constructive, NF

- jump bids SPINE as in [Note 13]

Note...22: Responses to 1♦ Trisuit [See further supplementary notes in Note 33]

1♦-1♥: 0-9: Not initially interested in game, note that after 1♦-1♥: cannot pass:

1NT/2♣/2♦= shows singleton or void in next suit up

1♠= showing singleton or void in bid suit ♠

1♦-1♠: GT - artificial responses | [See further supplementary notes in Note 33]

1NT= GF - artificial responses | [See further supplementary notes in Note 33]

2♣/♦/♥/♠= sign-off when bid suit is partner's singleton, any continuation implies support

2NT= both minors, no interest in game

3♣/♦/♥/♠= invitational values with 6+ length in suit bid

Note...23: Responses to 1♦ after interference

1♦ (DBL): pass= 0-7(8) and no 4+ major

1♥= 0-7 (8) and 4+ ♥'s

1♠= 0-7 (8) and 4+ ♠'s

REDBL= 8-12 game interest, inquiry asking for singleton or void

1NT= 12+ FG, inquiry asking for singleton or void

1♦ (1/2x bid): DBL= 8-12 game interest, inquiry asking for singleton or void:

after DBL, opener's rebid of NT implies singleton in the suit that is the most expensive rebid (excluding suit bid), plus unwillingness to pass for penalties

Note: In a pass or correct-type situations after a 1♦ opening and interference, when correcting, opener always bids the next suit step up (or NT), OR if they bid anything else, it implies a singleton or void in suit bid.

MIN NT = 12+ FG, inquiry asking for singleton or void

If the 1♦ opener chooses to rebid after further interference, DBL/RDBL always shows singleton or void, and the minimum NT bid implies a good hand with the most expensive singleton or void to show

Note...24: 3♥ Inquiry Response to 2NT Opening (5-5 in minors & 6-11 points)

2NT-3♥: 3♠ = minimum hand

3NT= maximum with exactly 5-5 in minors

4♣ = 5-6 in minors, average+ hand

4♦ = 5-6 in minors, average+ hand

4♥/♠ = 0355/3055 shape, good hand – **NOTE: Bid fragment not void!**

Note...25: Responses after Michaels interference and Unusual NT:

~ 1♥/♠ (2♥/♠): DBL= 3 card support

~ 2♠/3♥ (whichever is cue bid)= 4-card raise, invitational or better (10+)

~ 3♥/3♠ = weak or weakish 4-card raise, 0-10

~ 2NT= natural NF

~ 3♣/3♦ = natural F1

~ 1♥/♠ (2NT): DBL= negative, showing the other Major

- o 3♣/♦/♠ = SPINE-type raises 10+/7-9/0-6
- o New suit 3♥/3♠ NAT and GF

Note...26: Michaels overcalls and Unusual 2NT:

Direct cue is Michaels, always showing the 2 highest unbid suits 5-5 (or longer)

Jump 2NT is unusual, always showing the 2 lowest unbid suits 5-5 (or longer). Jump 4NT is also unusual with more distribution (typically 3-4 loser hand)

Direct jump cue shows the remaining combination; showing the highest and lowest unbid suits at least 5-6 (or longer).

(1♥/♠) 2♥/♠ - 2NT= inquiry about strength:

~ 3♣= min

~ 3♦= max

~ other bids= max with extra distribution

~ cues and jumps show 16+, if not a passed hand

(1M)2M (X) XX= bid next suit up & pass my subsequent bid

(1M)2M (- or X)3m= correctible

If opponents have bid 2 suits, then a cue of the lowest suit shows 6-4 with the longest suit in the lowest ranking of the outstanding suits. A cue of the highest shows 6-4 with the higher ranking unbid suit longest. 8-15 points.

Note...27: RKCB in minors

Whenever ♣ or ♦ have been explicitly agreed, OR ♣/♦ shown once by either side and 3 of other minor is available

& forcing, then 4 of the other minor is RKCB with the shown minor as the anchor suit.

Examples: 1♥-1♠-2♣-4♦/or 1♥-1♠-3♣-4♦/or 2♣-2♦-2♥-4♦ = RKCB for ♣ : 1♥-1♠-2♦-4♣/or 1♠-2♣-2♦-4♣/or 2♦-2♥-2NT-4♣ = RKCB for ♦.

Note...28: Trial bids – after 1Maj opening/ or overcall & a single raise incl. a special situation for a DBL etc.

1♥/♠ - 2♥/♠:- Next step up is short-suit trial bid:-

- Resp's rebid of next step asks for shortage (like **SPINE**)

- 1♥/♠ - 2♥/♠ - 3♣/♦ = long suit/fragment trial bid (LSTB)

- 1♥/♠-2♥/♠-2NT/3♥= LSTB with ♠/♥ (always 4 other-M)

If competition limits space for a trial bid, then (a) if only one bid is available, then this bid is a completely artificial trial bid & is nothing to do with the suit bid and, (b) if there are no bids available, then DBL is an artificial trial bid.

Note...29: Sign-offs or invitations in 4NT

If ... (any) ... 2NT - 3NT has been bid naturally in any of our strong 1♣ auction, then:

- 4NT is non-forcing INV to 6NT (if max, the responder to this 4NT INV can show RKCB or Gerber response), and
- 4♣= either RKCB last shown suit, or Gerber if no specific suit has been shown in the auction. (e.g. in the auction after 1♣-2NT)

Note...30: Reopening Takeout Double after 1NT overcall

After 1♥ (1NT) - - DBL = shows 13-15 HCP and 4♠

After 1♠ (1NT) - - DBL = shows 13-15 HCP and 4♥

Note...31: Opener's JumpShift Rebids in GF 2/1 Auctions (splinters)

After 1♥-2♦-; then 3♥/3♠/4♣ = splinters

After 1♥-2♣-; then 3♦/3♠ = splinters

After 1♠-2♦-; then 3♥/4♣ = splinters

After 1♠-2♣-; then 3♦/3♥ = splinters

Note...32: Specialised Stayman/ type situations

After 1NT-2♣-2♦-3♥ shows ♥ shortage (singleton or possibly void) INV+ hand

After 1NT-2♣-2♦-3♠ shows ♠ shortage (singleton or possibly void) INV+ hand

Opener rebids 3NT with stop, otherwise:

- 4♣ = minimum with ♣/ - 4♦ = minimum with ♦
- 5♣ = maximum with ♣/ - "cue" of Major shortage shows maximum with ♦

- bid of other Major shows maximum with 4-4 in minors

After 1NT-2♣-2♠-3♥ shows ♥ shortage 1444/0454/0445 forcing to 3NT or 4 of a minor 12+ hcp.

Note...33: Further detail on Trisuit (1♦ opening) auctions:

1D – 1NT (GF, usually with 13+, but maybe less - 7-12 on appropriate hands such as good 2-suited hands):

General bidding principles pertaining to this auction situation:

- After the 1N-GF inquiry, always bid the suit below the singleton at the 2-level, unless there is a void, in which case bids from 2NT upwards to show this.
- After opener's 2-level rebid up to 2H following the 1N inquiry (pinpointing the singleton), then a bid of the singleton is a relay inquiry asking for more specific information on shape:
 1. Rebidding 2N or 3N shows 4441 shapes.
 2. If both Majors have been indicated, rebidding a Major shows 4 in the Major suit bid, and only 3 in the other.
 3. In a hand with a Major shortage, rebidding a minor shows 5431-type with only 3 cards in the Major.
 4. In a hand with a Minor shortage, rebidding a minor shows a 5440 type.
 5. A cue-bid of the shortage also shows 5440 type.

Note:..33 continued:

1D – 1NT (GF) Rebids Table:

Opener Rebid	Responder Rebid	Range/shape shown on Opener's 2 nd rebid	Subsequent action
2C (short ♦)	2D (relay)	2H = 3415 min 2S = 4315min 2N = 4414 min 3C = 4405 min 3D = 4405 max 3H = 3415 max 3S = 4315 max 3N = 4414 max	4D is RKC for ♣. 3D continuation, if available, is an inquiry asking for number of controls (A=2 K=1): 1 st step = 1 control 2 nd step = 2 etc.
2D (short ♥)	2H (relay)	2S = 4153 min (if we remember!)	3H continuation = asks range (with a 2-step response; 3S= 11-13/3NT=14-15) - Subsequent cue if following cue ask above or Major suit set= control ask (as above). - Subsequent cue following minor suit set is RKC.
		2N – 4144	3H cont'n= asks range Subsequent cues as above
		3C – 3145 3D – 3154	3H cont'n asks range (with a 2-step response) Subsequent cues as above
		3H – 4135 3S – 4153 max	After either of these bids; 4H=RKC for ♣
2H (short ♠)	2S (relay)	2N – 1444 3C – 1345 3D – 1354 3H – 1435 3S – 1453	3S asks whether min(11-13) or max (14-15) (with a 2-step response)
2S (short-♣) (3451 or 4351 min)	2NT/3C (relay)	3D= 4450 3H= 3451 3S= 4351 3NT= 4441	4C is RKC for ♦ After any Major suit set then bid of void suit is control ask (A=2, K=1; 1 st step = 1)
2N (4450)	3C= continuation asks range 4C is RKC for ♦ (must be excl!)		After any minor suit set, then bid of void suit is RKC for the minor.
3C (4405)	3D= continuation asks range 4D is RKC for ♣ (exclusion)		After any Major suit set then bid of void suit is control ask (A=2, K=1; 1 st step = 1)
3D (4045/54) 3H (0454/45)	3H= continuation asks 5-cd minor 3S= continuation asks 5-cd minor		

Note:..33 continued:

1D – 1S (Game Try; normally 10-12/occasionally 7-9 on some useful-shaped hands, e.g. 2-suiters):

Opener rebid	Responder rebid	Range/shape shown	Subseq't action
1NT (short ♣) 11-13 pts	2C shape inquiry All continuations non-forcing		
2C (short ♦) 11-13 pts	2D shape inquiry All continuations non-forcing		
2D (short ♥) 11-13 pts	2H shape inquiry All continuations non-forcing		
2H (short ♠) 11-13 pts	2S shape inquiry All continuations non-forcing		
2S (short ♠) 14-15 pts	3S shape inquiry (all continuations F to game) 2NT	3NT=1444 4C/D= 1345 or 1354 4H=1435 or 1453 Similar	
2NT (short ♣) 14-15 pts	3C shape inquiry (all continuations F to game)		
3C (short ♦) 14-15 pts	3D shape inquiry (all continuations F to game)		
3D (short ♥) 14-15 pts	3H shape inquiry (all continuations F to game)	3S= 4135 or 4153 3N= 4144 4C= 3145 4D= 3154	

1D – 1H (= 0-9; any shape - not strongly single-suited, nor a good 2-suited hand 6-9 pts):

General bidding principles pertaining to this auction situation:

- Unless in a contested auction, opener always rebids the suit below the singleton- except for the 1S rebid.

1D – 1H: → 1S = singleton S; nonforcing
→ 1NT = singleton C; nonforcing
→ 2C = singleton D; nonforcing
→ 2D = singleton H; nonforcing

1D – 2C/D/H/S= to play, 6+ card suit. Opener must pass if SGTN/void.

1D – 2/3/ or 4NT = weak (when 2N=0-8 pts) or pre-emptive (when 3/4N), with BOTH minors. Opener always bids longest 4+ card minor-to play.

Note:..33 continued:

1D – 3C/3D/3H/3S = invitational to game in suit/or NT, if bid is partner's singleton or void. It shows a self-sufficient 6+ cd suit & is forcing opener to bid the singleton if the bid doesn't match their shortage.

Competitive Auctions

In any competitive situation following a 1D opening, if there is any call before opener's rebid after partner's 1-level response (or pass), then:

- DBL= singleton or void
- Non-jump bid = singleton or void
- A min NT bid shows the most "expensive" singleton or void

The above actions are expected of opener after any GF (up to the level of 4S) or GT (up to the level of 3S).

Use above **only with discretion** if responder has shown or implied a weak hand with only 0-9 pts.

1D (X) 1H/1S=4+-card suits/2C=5+clubs/RDBL=GT/1NT=GF then subsequently as above.

1D (X) 2/3/4NT= both minors (4-4 or longer for 2NT) pre-emptive

1D (1M) 2/3/4NT= both minors (4-4 or longer for 2NT) pre-emptive.

Note:..34 DBL Interference after 1 Major – 1NT RESP:

After 1Major – 1NT response, the next **DBL** is takeout by either hand.

If two suits have been shown already **DBL** is penalty or if opener has bid twice **DBL** is penalty.

E.g: 1♠ – 1NT (2♣) **DBL**= takeout/negative **DBL** showing the unbid suits.

1♠ – 1NT – – (2♠) **DBL**= takeout/negative **DBL** showing the unbid suits.

Note:..35 Fit-Jump Responses to Overcalls & Pre-empts

Responses to the following openings and overcalls are fit-jumps, showing at least 3-card support for the suit and another outside suit of 4+ length normally containing some top honour(s). Fit-jumps apply to responses to all of the following, regardless of whether there may have been subsequent interference from the opponents (but note the exceptions below):

- Weak Two openings
- Pre-emptive openings
- Pre-emptive jump overcalls
- Intermediate jump overcalls
- Normal overcalls, **apart from 1♥ & 1♠** (where SPINE applies)

Note 35 ctd:...The exceptions are:

- ▶ **Bid of game in 4-of-a-Major or 5-of-a-minor** where this is a previously unmentioned suit: **is to play.**
- ▶ All NT bids convey their normal meaning, as documented elsewhere in these notes.
- ▶ Jumps or non-jump cue bids of any opponent's suit is NOT a fit-jump type of hand. Typically, a jump in an opponent's suit is a splinter, and a non-jump cue of opponent's suit shows a good raise with game (or higher) aspirations.

Note:..36 Responder's Rebids after 1C-1D-1S:

After 1C – 1D – 1S (16-18 with normally 5+♠s):

- pass= 0-5
- 1NT= 5-7 and < 3♠s (usually 6-7, pass on 5)
- 2C/2D/2H= 5-7, 5+suit and < 3♠s
- 2S= 5-7 and 3♠ support
- 2NT= 5-7 and 4♠ support, no singleton/void
- 3C/3D/3H= 5-7, 4♠ support, singleton/void in bid suit (minisplinter)

Note:..37 RKCB 3NT and when it applies

Whenever a 9-card fit in a **Major** suit has ostensibly been promised by the bidding, and 3NT has not any other specific attributed meaning, then 3NT is RKCB for the agreed suit. For example; if after a 1NT opening, there is a super-accept response, then 3NT becomes RKCB.

Note:....38 Void-Showing Responses to RKCB

After ... 4NT RKCB, if you have what you deem to be a useful void you may respond as follows:

- 5NT= 0 or 3 key cards + void
- 6C = 1 or 4 key cards + void
- 6D = 2 key cards + void
- 6H (use only if D is not/potentially the anchor suit) = 2 key cards + Q of trumps + void

Note:....39 Multi-Landy

(1NT), 2♦ (one long Major, usually 6+ pts, 6-14 pts)
 (1N), 2♦, – 2♥ non-forcing relay; to play if partner has ♥s
 – 2♠= 3+♥s NF relay; to play if partner has ♠, prepared to compete to 3H at least if partner has ♥s
 – 3♥= 3+ in both Majors, pre emptive or prepared to compete to 3 level in ♥ s or 3+ level in ♠
 – 3♠= 3+ ♠s, 4+♥ s, pre emptive or prepared to compete to 3 level in ♠ s or 4 level in ♥
 – 4♥= 4+ in both Majors, pre emptive or prepared to compete to 4 level in either Major

(1N), 2♦, – 2NT= ART inquiry: 3♣= 11-14 & 6+♥s/
 3♦= 11-14 & 6+♠s/ 3♥= 6-10 & 6+♥s/, 3♠= 6-10 & 6+♠
 ... new suit continuations after 2NT inquiry are forcing

(1NT), 2♥ (5+ ♥s, 4+ minor) 8-14 pts
 (1NT), 2♠ (5+ ♠s, 4+ minor) 8-14 pts
 (1NT), 2H – 2S – 2NT= 0544 shape

After: (1NT), 2♥/2♠ – 2NT = inquiry, then:
 – 3♣ = ♣+ Major 8-11 pts (i.e. min)
 – 3♦ = ♦+ Major 8-11 pts (i.e. min)
 – 3♥ = ♥+ Major 12-14 pts (i.e. max)
 – 3♠ = ♠+ Major 12-14 pts (i.e. max)

Note:....40: 2/1 & Semi-Forcing 1NT resps to 1- Major

1H/1S – nonjump 2 suit (lower ranking) = Game Force

1H/1S – 1NT= semi-forcing 8-12 HCP: Opener always rebids something unless a balanced minimum (5332 shape, 11- bad 13)

1H/1S – 1NT – 2NT= 14-15 balanced, or good 13

1H/1S; (opps interfere with a bid); nonjump new suit = forcing for 1 round

1H/1S; (opps interfere with a DBL); nonjump new suit = to play with long suit, & short in opener's suit

Note:....41 2C and 2D rebids by 1C opener

1C-1D-2C-2D = 5-7 hcp inquiry similar to 2C-2D inquiry
1C-1D-2D-2H = 5-7 hcp inquiry similar to 2D-2H inquiry

Note: ... 42: Transfer to openers suit after 1NT overcall (1H/S), 1NT - 2D/H transfer into opponent's suit = 5-5 or longer in minors.

Note: ... 43: Interference after our 1NT opening

1NT, (natural 4+ 2C/D), 3C/D = implies no stop in their suit, but may have interest in a 4-card Major; 1NT opener should rebid any 4-card Major suit(s) on their way to 3NT.
1NT, (natural 4+ 2C/D), 2NT = if followed up by 3NT this implies a stop in their suit. It still asks for 4-card Major, and is INV+, with no Major, opener rebids as follows;
 - a rebid of 3 of the other minor denies a 4-card Major and is MIN.
 - a rebid of 3 (cue) of the naturally bid minor shows MAX without a stop and denies a Major.

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