

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H; NT=12-14; OR 18+;3NT=15-17	NAT; Over 1N Rebid - 2WAY CHECKBACK [3]	NAT
1♦		4/3	4H		1NT= 8-10;2H=5-8 -5S/4+H; 2S=9-11 5S/4+H; 1NT=12-14; OR 18+; 1RF; 2X = GF, 3NT=15-17 BAL	Same as 1C NAT, 2 WAY CHECK BACK after 1NT Rebid [3]	
1♥		5	4H		2NT = GF 4+ Card Raise, 3C = 4+ Card LIM, 9-11 HCP 3D = 4+ Card CONST, 6-8 HCP	Show shortness @3 level, NAT 4 level Naturalish Naturalish	By PH: 2C = CONST raise 3 or 4 cards or 3 card LIM, 2D Asks. 2D = 3 card LIM raise.
1♠		5	4H				
INT			2/3	12-14 equal and favourable vulnerability. 15-17 unfavourable	2C = NF STAY; 2D = GF STAY; 2H/S = to play; 2NT = mm; 3C/D = PRE; 3H/S = NAT GF, 4 H/S NAT STAY; 4-suit TRF; 3C = 5-card STAY; 3D = GF mm; 3H, 3S = splinter (31)(45); 4D/H – TRF;	Super accepts all 4 suits	4-suit TRF by PH
2♣				22+	Controls 2D=01;2H=2;2S=3+ 3X = NAT 6 cards GF		
2♦			4H	11-15; 4441/5440 [5]	2H/S = pass or correct; 2NT asks shortness, reply with one under.		
2♥			/	WEAK 6 CARD SUIT 5-10	2NT asks HH; 3C asks shortness	NAT	
2♠			/	WEAK 6 CARD SUIT 5-10	2NT asks HH; 3C asks shortness	NAT	
2NT			/	20-21	3C= MOD PUPPET STAY [9]; 3H/S = TRF; 3S= relay to 3NT – to show mm hands [10]	To 3C -> 3D=1/2 4 card M; 3H = No M; 3S=5S; 3NT=5H	
3♣		6/7	/	PRE 6/7 CARD			
3♦		6/7	/	PRE 6/7 CARD			
3♥		7	/	PRE 7 CARD			
3♠		7	/	PRE 7 CARD			
3NT		7/8	/	Solid minor suit	No outside A or K		
4♣		7/8	/	PRE 7/8 broken suit			
4♦		7/8	/	PRE 7/8 broken suit			
4♥		7/8	/	PRE in line with vulnerability			
4♠		/8	/	PRE in line with vulnerability			
4NT			/	BW	04,1,2,3		
5♣		7/8+	/	PRE		HIGH LEVEL BIDDING	
5♦		7/8+	/	PRE		RKC=1430; Gerber=04,1,2,3; Exclusion = 4130; BW 04,1,2,3	
5♥		7/8+	/	“ “ “ “		Specific K; Cuebid first and second round controls below game	
5♠		7/8+	/	“ “ “ “			

Supplementary Sheets (5 Total)

Note 1: Michaels Cue Bids:

1C – 2C
1D – 2D
Both majors 5(+) / 5(+)

1H – 2H = 5S + 5m
1S – 2S = 5H + 5m
All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl (applies over NT interference and X of a WK 2 level bid)

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)
3C (p) 3x = GF with Stopper (Fast Denies)

Note 3: 2 Way Checkback

Two way check back is on over all auctions in which there is a suit response and the opener rebids 1 NT.

- 2C = Starts all invitational or get out sequences.
Forces 2D for D get out or other inv sequences. To get out in clubs, respond must bid 3C weak right away
e.g., 1C-1S-1NT-3C is to play as bidding 2c forces 2d, then 3c (Ex. 1C/D-1H-1NT-2C-2D-3C = invite with clubs)
- 2D = Starts all GF sequences, tends to be more balanced.
Is usually checkback, but could be a GF planned auction.

Over a nt rebid all jumps in suits EXCEPT 3 clubs are strong and GF, e.g., 1D-1D-1NT-3S/3H. They show good suits. Jumps in the same suit show at least six. Jumps in a new suit show at least 5-5 with good suits. Note using 2D implies a more balanced hand. Both ways are GF.

1C/D-1X-1NT-3X = 6+ good X and at least mild slam interest.

Ex. Ax, KQJxxx, Kxx, Kx, if X=H

1C/D-1M-1NT-3C= is to play only in this sequence, else gf

3 of om or oM is natural 6 or 5/5 GF

1m-1M-1NT-2C-2D-2NT invitational

2 Way Checkback does NOT apply with interference, nor by PH. If the action is 1c 1d 1s/h...we do NOT play this only over NT rebids.

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: 2D Opening and Responses (Roman 2D)

11-14 3 suited hand, 4X1 or 4450 or 4405, NO 5 card major, and we do NOT know the shortness.

To Play or Invite:

2d 2h/s/3c tends to be natural, but could be 3, and asks partner to pass or correct till fit found

-IF opener LOVES what responder bid and they have a MAXIMUM, they can make a GAME TRY by bidding their shortness to show 4 or 5 and a max,

-NOTE, however, if showing the short suit forces responder beyond the 3 level opener simply raises responder's bid to the 3 level, e.g.,

-2d 2h 3c/d shows max, 4h and shortness in c/d (remember if I don't like h I bid 2s...so 3c/d is out of sorts)

-2d 2h 3h shows max, 4h and shortness in spades (cause if I bid 2s...that says I am short in h)

Game or Slam Bidding

2d 2nt – asks partner to bid one below their shortness; responder, having an idea of opener's hand, can now place the contract OR they can investigate more...

2d 2nt -3c (short d)

-3d (short h)

-3h (short s)

-3s (short c)

If you you want to investigate slam you can ask min/max and shape by CUE BIDDING OPENER'S SHORTNESS

e.g., 2d 2nt 3c (short d) 3d asks shape and min/max; opener bids up the line to show:

-step 1 4X1 min

-step 2 4X1 max

-step 3 4450/4405 with min

-step 4 4450/4405 with max

-IF they interference over 2nt, we bid our shortness directly (as opposed to 1 below) or we X opponent's bid to show shortness there. Note responder can pass for penalties or bid accordingly.

Over Interence:

2D (X) P = Can stand diamonds

XX = Cannot stand diamonds

2d (2s/h/c/d) X is negative

2d (2h/2s) 3c pass or correct to d

2d (?) 3? You are on your own

2D (P) 2nt (?) ? Any bid here shows shortness directly (because they interfered; if you X opponents suit you have shortness there

2D (P) – 2H – 2S – P – P –?

DBL = T/O with some values, opener may pass with good spades

2NT = asks opener to pick a minor

3C/3D = asks opener to pass or correct to hearts (e.g., their 1st bid suit)

3H = responder is on own

Note 6: GUOBA Rescues

We play Guoba Rescues for WK NT over any X by opponents –

1nt (X) - bid right away shows suit and suit above e.g, 2D shows D and H, 2H shows H and X

- pass forces REDBL and you can pass OR if you bid if shows non-touching suits, e.g, 2D=D+H, 2C = C and H or S

- XX right away asks partner to bid 2c (showing a one suited hand) and you can pass or bid your suit

Note 7: WOLFF

2NT rebids: WOLFF where

- 3D is checkback asking for 3 card support or oM
 - if responder bids 3oM AFTER forcing opener to bid 3d, it shows 5/4
 - if responder bids 3NT AFTER forcing opener to bid 3d it shows support for the opener's minor and interest in slam
- 3oM is GF and shows 5/5
- 3C forces 3D which can be passed or responder may bid 3M which is to play

Note 8: INGBERMAN

Reverses are usually 17+ points but can be weaker if 6-5. We play INGBERMAN
Where 2NT by responder may or may not be beginning of a get out.

1m-1M-2D/2H-2M is GF forcing, shows min 5 may or may not be weak

- 2OM is GF showing 5/5 or 6/5
- 3c/d is forcing showing values
- 2nt forces 3c:
 - 3c can be passed
 - If responder now rebids her major over clubs this is to play

NOTE: If partner opens 1D-1M-2H-2NT-3C – 3D or 3M is to play.

Other inferences:

1C-1M-2D/H-2NT-3C

- If responder bids oM it is GF, natural and shows 5/4
- If responder bids 3NT, this is GF and shows interest in opener's original minor

IF RESPONDER BIDS 2NT AFTER YOUR REVERSE AND YOUR OPENER IS TOO GOOD TO HAVE 3C PASSED OUT, YOU WILL HAVE TO BID SOMETHING ELSE.

Note 9: MOD PUPPET

2NT Structure

- transfers to majors
 - puppet stayman (responder always bids the major they don't have)
 - if responder has both majors over 3d response by opener, 4c is pick a major with interest in slam, 4d pick a major to play
- 2NT-3c puppet
- 3d (shows 1 or 2; responder bids the one they don't have; if both, responders bids 4d pick or 4c slam interest
 - 3nt by responder shows was only looking for 5card major
 - 3h (opener has no 4 or 5 major)
 - 3s ask opener to pls bid 3nt
 - 3nt by responder shows 5s, 4h
 - 3nt (opener has 5h)
 - 4d by responders asks opener to bid 4h
 - over any response by opener
 - 4c 1 minor slam interest
 - 4d asks which minor
 - 4h shows clubs/4s shows d
 - 4nt to play
 - if you like the minor answer KC (where nt is NOT a step)

Note 10: 3S TRF over 2NT opener

-2NT-3s (shows both minors and forces 3nt)

-4c longer c than d

-if opener likes clubs they q ELSE bid 4d

-4 nt is to play

-4d longer d than clubs

-if opener likes d they Q else bid clubs

-4nt is to play