

General principles

You don't have to learn by heart all the sequences in my notes.
Remember and apply only the following guiding principles:

OPEN EVERY BALANCED HAND 1NT

Balanced means 4333 4432 or 5332 distribution. No matter if the 5-carder is a major.

Open semi balanced hands with 1NT only for tactical purposes. Semi balanced means 6322 or 5422 or 4441.

Subtract 1 HCP for 4333.

If points are very concentrated in 1 suit i.e. AKQJT,Jx,Jxx,xxx, you may open 1 ♠

RESPONDER IS THE CAPTAIN,

because opener's hand is limited and very nice described.

In most situations responder can make the decision part-score, game or slam at once.

He mostly knows in which denomination to play too.

Opener's duty in general is only to answer responder's questions.

There are some very rare situations, where responder has described and LIMITED his hand, that opener can and sometimes has to take the initiative.

Whenever responder has a 5-card major he starts with a transfer or Texas.

(Exception: mostly 54 in majors starts with Stayman)

Whenever responder has a 4-card major, he starts with Stayman.

(Exception: 4♠ and 5♥ inviting to game)

The transfer to a minor shows one of these hands: 1) 6-carder weak;

2) 6-carder invitational

3) 6-carder slam try

4) minor 2-suiter strong

With a one-suiter, that is game going, but has no slam prospects, Don't apply minor-xfer, just bid 3NT.

The flaw of my approach is, that responder cannot show weak or invitational minor 2-suiter. I'm willing to take that risk: 1) most times opps help (esp. if we play weak NT)

2) occurrence is rare

But sure, it IS a FLAW.

When responder shows a 2-suiter, every new suit by opener is a cue confirming the **2nd suit**.

When a suit is confirmed by raise or inference, every new suit is a cue-bid.

Remember: Super accept in the minor DOESN'T confirm the suit.

Responder describes his hand as without super accept.

After 1NT 2♣ 2♦
4NT is quantitative and 4♣ is Gerber.

After 1NT 2♣ 2major
4NT is RKCB and 4♣ is splinter for the bid major,

To hold the system as simple as possible, we play after the 1NT opener
NO SMOLEN, NO SERIOUS NT, NO RETRANSFER, NO MINOR-SUIT-STAYMAN.

We play as few artificial conventions as possible. Most we play, are "self-alerting", because the bids are not possible in natural or normal sense. There are only 4 situations with artificial bids:

LEARN THESE ARTIFICIAL SEQUENCES BY HEART

Sequences which show 54 in majors with inviting strength

1NT 2♣ 2♦ 2♠	5♠ and 4♥ inviting to game
1NT 2♦ 2♥ 2♠	4♠ and 5♥ inviting to game

Repeated stayman after positive response to identify 5-card-majors

1NT 2♣ 2♥ 3♣	Repeated Stayman; artificial question about distribution.
1NT 2♣ 2♠ 3♣	Repeated Stayman; artificial question about distribution.

SELF-Splinter after not super-accepted major-suit transfer.

1NT 2♦ 2♥ 3♠	6+ hearts singleton spade;
1NT 2♦ 2♥ 4♣	6+ hearts singleton club;
1NT 2♦ 2♥ 4♦	6+ hearts singleton diamond;
1NT 2♥ 2♠ 4♣	6+ spades singleton club;
1NT 2♥ 2♠ 4♦	6+ spades singleton diamond;
1NT 2♥ 2♠ 4♥	6+ spades singleton heart;

Splinter after positive response to stayman

1NT 2♣ 2♥ 3♠	4 hearts, singleton spade, slam interest
1NT 2♣ 2♥ 4♣	4 hearts, singleton club, slam interest
1NT 2♣ 2♥ 4♦	4 hearts, singleton diamond, slam interest
1NT 2♣ 2♠ 4♣	4 spades, singleton club, slam interest
1NT 2♣ 2♠ 4♦	4 spades, singleton diamond, slam interest
1NT 2♣ 2♠ 4♥	4 spades, singleton heart, slam interest

Singleton showing bids in majors after minor-suit transfers.

These bids cannot be second suit, because with a 4-card major we start with Stayman.

1NT 2♠ 2NT 3♥	singleton heart; 6+ clubs; 13+HCP
1NT 2♠ 2NT 3♠	singleton spade; 6+ clubs; 13+HCP
1NT 2♠ 3♣ 3♥	singleton heart; 6+ clubs; 15+HCP; responder must be stronger, because no fit.
1NT 2♠ 3♣ 3♠	singleton spade; 6+ clubs; 15+HCP; responder must be stronger, because no fit.
1NT 2NT 3♣ 3♥	singleton heart; 6+ diamonds; 13+HCP
1NT 2NT 3♣ 3♠	singleton spade; 6+ diamonds; 13+HCP
1NT 2NT 3♦ 3♥	singleton heart; 6+ diamonds; 15+HCP; responder must be stronger, because no fit.
1NT 2NT 3♦ 3♠	singleton spade; 6+ diamonds; 15+HCP; responder must be stronger, because no fit.