

NN Club Bidding/Conventions Guide

January 1, 2020

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SECTION 1 - DEFINITIONS

Balanced Hand: No singletons or voids and no more than one doubleton

Convenient Minor: a minor suit of any length that is bid initially with an opening hand containing no 5-card major and insufficient HCP and/or the wrong shape to bid 1NT.

“Good” suit: (i) 2 of the top 3 honors or (ii) 3 of the top 5 honors (other than 3 honors consisting of Q, J, 10).

HCP: High card points (Ace = 4, King = 3, Queen = 2, Jack = 1) **“Good” HCP** means predominantly aces and kings.

“Solid” suit: Ace, King and Queen

“1430 Blackwood”: refers to the Roman Key Card Blackwood convention, as described in Section 11.A.

“R16 Count”: refers to the Rule of 16 count. To determine the Rule of 16 Count for a hand, add the number of HCP in the hand to the number of cards in the hand that are eight or above (including honors). That sum is the R16 Count for that hand.

SECTION 2 – 5-CARD MAJOR OR CONVENIENT MINOR OPENING

With a hand containing 12+ HCP and a 5+ card major suit, open one in that major suit.

If an opening hand does not contain a 5+ card major, open one of a Convenient Minor¹ as follows:

- If one of your minor suits is longer than the other, open the longer minor regardless of suit quality in all cases.
- If the minors are 5D-5C or 4D-4C, bid 1D.
- If the minors are 3D-3C, bid 1C.
- If the minors are 3D-2C, bid 1D.

SECTION 3 - RESPONSES TO MAJOR SUIT OPENING

A. Limit raise/Jacoby 2NT

A limit raise precisely describes the limits of responder’s strength.

If partner opens with a bid of one heart or one spade, it shows a hand with at least 12 HCP and at least five cards in the bid suit. Responses should be as follows²:

¹ An opening bid of a Convenient Minor can be made with up to 19 HCP.

² A 9 card fit can make the difference as to whether game or slam is possible. With 9 trumps you are odds on to pull trump with trumps remaining in both hands. With a 9 card fit you can add 1/3/5 distribution points to your HCP for a doubleton/singleton/void and with an 8 card fit you can add 1/2/3 points to your HCP.

- With less than 3 card support for opener's major and fewer than 6 HCP, **pass**.
- [With less than 3 card support for opener's major and 6 to 9 HCP, bid 1 NT.](#)
- With 3+ card support for opener's suit and 6 to 9 points, **bid 2 of opener's major**.
- With 3 card support for opener's suit and 10 to 12 points, **bid another suit**³ and with the next bid, bid 3 of opener's major. **Key:** The bid of a new suit is **forcing** for one round.
- With 4+ card support for opener's suit and 10 to 12 points (including distribution points), **bid 3 of opener's major** representing an **invitational raise** (*Limit Raise in the Majors*).⁴
- With 3 card support for opener's suit and 13 to 15 points, make a **game forcing** raise by **bidding another suit** (see footnote 3) and **then bidding 4 of opener's major** on the next bid.
- With 4+ card support for opener's suit and 13 or more points (no limit), make a **game forcing** raise by **bidding 2NT** (*Jacoby 2NT*).
- With 5+ card support for opener's suit and 3 to 7 HCP, make a **preemptive raise** by bidding 4 of opener's major.

After responder's Jacoby 2NT bid, if opener is not interested in a slam (typically when he has no singleton or void and has a minimum opening hand), he bids 4 of the major. Alternatively, with a stronger hand, opener can express interest in a slam by bidding:

- Another suit at the 3-level in which he has a singleton or void
- a Good 5 card second suit at the 4 level
- 3NT showing 14-15 points, or
- 3 of opener's major showing 16+ points.

Key: Following the Jacoby 2NT bid by responder, any bid by opener other than 4 of opener's major is an indication of interest in bidding to slam. If responder is not interested in exploring slam, responder bids 4 of the major.

If the Jacoby 2NT bidder has a strong hand and is interested in exploring slam possibilities, he can take control by bidding again after opener has made a potential closeout bid of 3NT or 4 of the major.

³ The new suit could be a minor (even if only 3 cards long) at the 2 level or 1S if partner opened 1H.

⁴ If opponents overcall opener's one heart or one spade opening bid, the method for making a limit raise is to **cue bid the opponents' suit one level higher**. Under those circumstances a jump raise in opener's suit is considered weak and preemptive.

B. Splinter bids

Requirements:

- Partner opens 1H or 1S
- Your hand has all of the following attributes:
 - 13 to 15 points (including distribution)
 - 4+ card support for partners bid suit
 - A singleton or void in another suit.

To make a Splinter bid, bid the suit with a singleton or void at two levels above the minimum required level. A **double jump** bid is necessary for the bid to be a Splinter bid (e.g., responding to a 1H bid with a hand containing 13 points, 4 hearts and a void in diamonds, bid 4D to make a Splinter bid).

Opener's rebid:

- With a minimum opening hand or wasted values (i.e., honors in opener's hand opposite the short suit in partner's hand), bid 4 of opener's major (close out).
- With a stronger opening hand and no wasted values, explore slam possibilities (e.g., bid 4NT or cue bid).

A Splinter bid can be used instead of Jacoby 2NT if all requirements are met.⁵ It also can be used by an opener following the bid of a major suit by partner.

However, it should not be used if your singleton is an ace or a king.⁶

SECTION 4 - RESPONSES TO MINOR SUIT OPENING (INCLUDING INVERTED MINOR RAISES)

If partner opens with a bid of one club or one diamond, it shows a hand with at least 12 to 14 HCP and no five-card major suit (with the possible exception of a hand that meets the requirements for a reverse). Responses should be as follows:

- With less than 5 card support for opener's suit and/or fewer than 6 HCP, **pass**⁷.

⁵ A Splinter bid shows exactly 13 – 15 points including distribution. Jacoby 2NT shows 13+ points but is unlimited. The Splinter bid takes up a lot of bidding space so Jacoby 2NT should be favored for hands containing more than 15 points to provide greater bidding room for exploring slam.

⁶ This "no ace or king" limitation is beneficial because it enables your partner to assume that your points are all in the other three (non-singleton) suits.

⁷ **Exception:** with a 6-card major and 4+ HCP or a 7-card major and 2+ HCP, bid one of the major.

- With 6+ HCP, no 5+ card suits and four cards in one or more of the unbid suits, **bid the lowest ranking of your 4 card suits** at the lowest available level and subsequently bid additional 4 card suits, if any, up the line (e.g., in response to a 1C opening, 1D/1H/1S; in response to a 1D opening, 1H/1S ⁸)
- With 6+ HCP and one or more 5+ card suits (other than partner's bid minor suit), bid the longer suit first or if two suits are of equal length, bid the higher ranking suit first. With one 5 card suit and one 4 card suit, bid the longer suit first.
- With a balanced hand and no 4-card major, **bid 1NT** with 6 to 10 HCP, **bid 2NT** with 11 to 12 HCP and **bid 3NT** with 13 to 15 HCP.
- With 6 to 9 HCP, no 4-card major and 5+ card support for partner's suit, **bid 3 of partner's minor (inverted minor raise)**. Although a jump, this bid is weak and not forcing.⁹
- With 10+ HCP, no 4-card major and 5+ card support for partner's suit, **bid 2 of partner's minor (forcing inverted minor raise)**. This bid is strong and **forcing for one round.**⁹
- With 18+ HCP and a Good 5 card suit, **bid your suit one level higher than necessary** (i.e., **jump shift**).

The main objective of a **forcing inverted minor raise** is to get to 3NT. Following a 1C – 2C or 1D – 2D start, partners should continue bidding to show stoppers in other suits for NT purposes:

- Since responder has denied a 4-card major by making an inverted minor raise, any rebid of a new suit by opener shows a NT stopper (but he may or may not be bidding a 4+ card suit).
- With stoppers in multiple unbid suits, bid the lowest ranking suit with a stopper (this bid denies a stopper in any suit that ranks lower than the suit you bid).
- **Key:** If you have stoppers in two suits and stoppers have already been established for the other two suits, bid 2NT or 3NT rather than bidding one of the suits.

⁸ If in addition to 4H and 4S you also have 4C, ignore that suit and bid both majors (up the line).

⁹ If opener's 1C or 1D opening is overcalled or doubled at the one level by opponents and responder would otherwise have made an inverted minor raise, then a single raise of opener's suit by responder shows 6 to 9 HCP and a double raise shows 2 to 5 HCP (weak). To show a limit raise (10+ HCP) following an overcall by opponents, cue bid opponent's suit. To show a limit raise (10+ HCP) following opponent's double, bid 2NT.

SECTION 5 – NO TRUMP OPENING BIDS AND RESPONSES

No Trump Opening Bids.

- A. With a Balanced Hand containing 15 – 17 HCP, and stoppers in at least 3 suits, **open 1NT**.
- B. With a Balanced Hand containing 20 – 21 HCP and stoppers in at least 3 suits, **open 2NT**.
- C. **Gambling 3NT opening and responses:**

This is a special case opening convention and does not show a strong hand in terms of HCP.

Gambling 3NT Requirements:

If your hand meets the following requirements, you should make an **opening bid of 3NT¹⁰**:

- Your hand contains a **7+ card minor suit** headed by the A, K, Q & J.
- Your hand contains nothing higher than a queen in the other three suits.

Responses by Gambling 3NT opener's partner:

Giving consideration to vulnerability, it is a matter of judgment to determine whether the partnership is better off playing the hand in no trump or in opener's suit.

- With potential stoppers in two or three of the other three suits, there is a reasonable chance that the 3NT bid can be made and responder can leave it in place by **passing**.
- If a no trump contract looks particularly dangerous because of limited help in your hand in the other three suits and/or unfavorable vulnerability, bid 4C to indicate that the hand should be played in partner's suit. He in turn will pass if his suit is clubs or correct to 4D.

Responses to 1NT opening bids include the following:

The following subsections describe the bidding options and sequences following a 1NT opening bid by partner.¹¹

¹⁰ In many bidding systems, the 3NT opening bid is reserved for very strong hands (typically containing 26-27 HCP). The Gambling 3NT opening bid of 3NT describes a very different hand and eliminates use of the 3NT opening bid to show a very strong hand. Instead, we have expanded the HCP range for the strong 2C opening bid followed by a 3NT rebid to include hands with 24 to 27 HCP (see Appendix I).

¹¹ In general, the bidding options and sequences following a **2NT** opening are similar, but not identical, to those available following a 1NT opening. For details of the bidding similarities and differences following a 2NT opening, see **Appendix II**.

A. Stayman Two Clubs

Following a 1NT opening, it is desirable to find out if there is a major suit fit. If the following criteria are met, the partner (responder) of the 1NT opener can initiate the Stayman convention by bidding 2C to determine if there is an 8 card fit in at least one of the major suits:

- Responder has 8+ HCP ¹²
- Responder usually does not have 4-3-3-3 distribution (it makes ruffing unlikely)
- Responder has at least one 4 card major, but may be 4-4 or 4-5 in the majors

The Stayman Two Club bid is artificial and says nothing about clubs. It indicates that the responder's hand contains one or more 4 card major suits and asks opener to indicate if his hand also contains one or more 4 card major suits.

1NT opener **must** bid 2D, 2H or 2S in response to a Stayman Two Club bid by partner:

- If opener has no four-card major, **bid 2D**.
- If opener has a 4+ card heart suit, **bid 2H**. A bid of 2H says the opener has 4+ hearts and may also have 4+ spades (i.e., two 4 card majors).
- If opener has a 4+ card spade suit, **bid 2S**. The 2S bid denies also having 4+ H.
- If opener has two 4 card majors, **bid 2H**.

Responder's rebid after a 2D response by 1NT opener denying a major fit:

- If responder's R16 Count is less than 16, **bid 2NT**. Except in the case of Drop Dead Stayman (see footnote ¹²), responder should not pass following a 2D response by opener because it is artificial and says nothing directly about diamonds.
- If responder's R16 Count equals or exceeds 16, **bid 3NT**. ¹³
- If responder has slam interest (typically with 16+ HCP opposite a 1NT opening by partner) he can make a **quantitative** raise in NT to explore slam

¹² **Drop Dead Stayman:** Stayman Two Clubs also can be used with a weak hand.

Following the 2C bid, responder passes whatever rebid is made by opener. A Drop Dead Stayman Two Club bid should be made **only** if responder has a hand that can play in any suit bid by opener in response to 2C (i.e., responder's hand has one of the following shapes: [4S+4H+4D+1C], [4S+3H+5D+1C], or [3S+4H+5D+1C]).

¹³ Following opener's rebid of 2D denying a major suit fit, if responder is 4-5 in the majors and has a R16 Count of 16 or greater, responder can bid the 5-card major suit at the 2-level. If opener has 3 card support for that major (and preferably also has an outside doubleton or better) opener can raise to game in the major; if not, opener can bid 3NT.

potential (**4NT**) or, with appropriate total partnership points, he can bid slam directly (**6NT/7NT**).¹⁴

Responder's rebid after a 2H/2S response by 1NT opener:

- If responder has a **R16 Count of less than 16** and **no fit** with opener's major, **bid 2NT**. 1NT opener will usually pass with minimum HCP (15) and bid 3NT with maximum HCP (17).¹⁵ However:
 - If 1NT opener has 4 cards in the other major, in his next rebid he can bid 3 of that major with minimum HCP (15) and 4 of that major with maximum HCP (17).¹⁶
 - If 1NT opener has 5 cards in the major he bid in response to the Stayman Two Club bid plus maximum HCP (17), he can bid 3 of his 5-card major. Responder should treat this as a second chance to find an 8 card major suit fit and bid 3NT with 2 or fewer card support for the major or 4 of the major with 3 card support.
- If responder has a **R16 Count of less than 16** and **a fit** with opener's major, **bid 3 of opener's major**. Opener then passes with minimum HCP (15) and bids 4 of the major with maximum HCP (17) (see footnote **15**).
- If responder has a **R16 Count of 16 or greater** and **no fit** with opener's major, **bid 3NT**.
- If responder has a **R16 Count of 16 or greater** and **a fit** with opener's major, **bid 4 of opener's major**.
- If responder has slam interest (typically with 16+ HCP opposite a 1NT opening by partner) he can make a **quantitative** raise in NT to explore slam potential (**4NT**) (see footnote **14**) or, with appropriate total partnership points, he can bid slam directly (**6/7 H, S or NT**).

Interference with Stayman.

- **Immediately following 1NT opening bid:** If immediately following a 1NT opening the opponents interject a bid of 2C or double, 1NT opener's partner can still initiate Stayman by doubling the 2C bid ("you stole my bid") or

¹⁴ A 4NT bid following a 1NT opening **does not** initiate 1430 Blackwood. To ask for aces in these circumstances, initiate Gerber (usually by bidding 4C because Gerber requires a one level jump/skip bid in clubs unless it follows immediately after a 3NT bid by partner in which case it can be initiated by a one level raise to 4C).

¹⁵ Or with 16 good points (predominantly aces and kings).

¹⁶ By bidding 2C, responder has shown a 4-card major suit. When responder bids no trump in response to opener's suit, opener knows responder has 4 cards in the other major and can correct the auction to the known 8 card major suit fit at the appropriate level. Similarly, opener can bid 4 of the other major if responder bids 3NT.

bidding 2C over opponent's double. Any other immediate intervening bid by opponents eliminates the Stayman option for the opener's partner.

- **Following Two Club Stayman-initiating bid:** If opponents interject a bid following a Two Club Stayman-initiating bid by 1NT opener's partner, Stayman status and responses are as follows:

Opponent Bid after 2C Stayman bid	Stayman Status	1NT opener rebid
2D	On	No 4-card major – double (stole my bid) With 4+H/S – normal Stayman response
2H	On for Spades only	With 4+S – bid 2S (normal Stayman) Otherwise – bid 2NT (or Pass with no stopper in opponents' bid suit)
2S	Off	Bid naturally

B. Jacoby Four Suit Transfers

Following a **1NT opening** bid, if opener's partner has a long suit (5+ major or 6+ minor), partner/responder can transfer play of the hand in that major or minor suit to opener. A transfer bid **should** be made by responder if he has low or virtually no points but also **can** be made with many points (no limit).

Transfers to 5+ card major suits (1NT opening):¹⁷

- **To transfer to hearts**, responder **bids 2D** and the 1NT opener is expected to complete the transfer by bidding 2H.
- **To transfer to spades**, responder **bids 2H** and the 1NT opener is expected to complete the transfer by bidding 2S.
- **Key:** Exceptions to completing the transfer to a major suit: **NONE**¹⁸

¹⁷ With 5-4 in the majors and 8+ points – responder should use Stayman rather than transferring.

¹⁸ **Super Acceptance:** Most often, opener will simply accept the transfer at the lowest available level. However, if opener has 4+ cards in a **major** transfer suit, maximum points (17) for a 1NT opening and a doubleton, opener should **jump** to 3 of the transfer major suit. Opener's original 17 points is valued much higher with a known 9 card fit and distributional values with the doubleton.

Transfers to 6+ card minor suits (1NT opening only)¹⁹:

- **To transfer to clubs**, responder **bids 2S** and the 1NT opener is expected to complete the transfer by bidding 3C.
 - **Exception:** If responder bids 2S (i.e., a transfer to clubs) and opener has at least K-x-x in clubs, opener can bid 3C to complete the transfer but also has the option of bidding 2NT (indicating that he is looking for a 3NT fit). If opener bids 2NT, the responder then either bids 3NT (with a reasonably good club suit and one or more outside entries) or bids 3C to show a weak 6 card club suit.
- **To transfer to diamonds**, responder **bids 2NT** and the 1NT opener is expected to complete the transfer by bidding 3D.
 - **Exception:** If responder bids 2NT (i.e., a transfer to diamonds) and opener has at least K-x-x in diamonds, opener can bid 3D to complete the transfer but also has the option of bidding 3C (indicating that he is looking for a 3NT fit). If opener bids 3C, the responder then either bids 3NT (with a reasonably good diamond suit and one or more outside entries) or bids 3D to show a weak 6 card diamond suit.

Responder rebids following opener's acceptance of a major suit transfer:

- With a balanced hand, a 5-card major transfer suit and a R16 Count of less than 16, **Pass**.
- With a balanced hand, a 5-card major transfer suit, a R16 Count of 16 or higher and no apparent slam potential, **bid 3NT**.
- With a 6 + card major transfer suit and a R16 Count of less than 16, **bid 3 of the major transfer suit**.
- With 5 + cards in a second suit and a R16 Count of 16 or higher, **bid 3 of the second suit**.
- With a 6 + card major transfer suit and a R16 Count of 16 or higher, **bid 4 of the major transfer suit**.
- **Bid 4NT (quantitative)** with 16-17 points, asking opener to choose between passing, bidding 5 or 6 of the major transfer suit or 6NT
- **Bid 5NT (quantitative)** with 18 + points asking opener to choose between passing, bidding 6 of the major transfer suit or 6NT.

Interference with Transfer

- **Immediately following 1NT opening bid:** If immediately following a 1NT opening opponents interject a bid before opener's partner can make a transfer bid, the transfer convention is adjusted as follows:

¹⁹ If responder's R16 Count equals or exceeds 16, with a 6-card **minor**, responder should bid 3NT rather than transferring.

Opponent Bid after 1NT opening bid	Xfer Status	Bid by 1NT opener's partner
Bid is same as bid opener's partner would make to transfer	On	Double (stole my bid) Opener completes transfer based on bid by opponent
Bid is lower than bid opener's partner would make to transfer	On	Partner makes normal transfer bid Opener completes the transfer
Bid is higher than bid opener's partner would make to transfer	Off	Bid naturally

- Following transfer bid by 1NT opener's partner:** If an attempted transfer bid by 1NT opener's partner is followed immediately by an opponent's intervening bid that is the same as, the **transfer is still on** if the intervening bid is lower than the bid required to accept the transfer and opener has 3+ cards in the transfer suit, opener can double (i.e., took my bid) and opener's partner can let the double stand for penalty or bid 3NT. ~~-(but acceptance of the transfer by the NT opener is no longer mandatory).~~ If the intervening bid is equal to or higher than the bid required to accept the transfer, the **transfer is off**.

C. Rule of 16

If partner opens 1NT and:

- responder's hand does not meet the requirements for a Stayman Two Club bid (at least one 4-card major, 8+ HCP and not 4-3-3-3 shape);
- responder does not have an appropriate suit for a transfer bid (see above); and
- responder's hand in combination with opener's hand does not appear to provide a slam opportunity;

responder should pass if the R16 Count for his hand is less than 16 or **bid 3NT** if the R16 Count is 16 or greater.

SECTION 6 - REVERSES

A Reverse is a bidding sequence which requires reverser's partner to go to the 3-level to show preference for Reverse bidder's first suit. This occurs when reverser bids a new suit at the two level or above on his first rebid and the second bid suit is higher ranking than the suit he bid initially.

A. Requirements

- Strong hand - 16+ HCP
- Unbalanced, two-suited hand – with suits that are unequal in length (at least 5 – 4). A reverse should never be made with a balanced hand.

B. Bidding sequence

- The initial bid should be the longer of your two suits.
- The first rebid should be your second suit bid to the level that partner must bid at the three level to show preference for your first bid suit.

C. Responses

- **Key:** A Reverse is **forcing for at least one round** – partner cannot pass. After an initial two level response²⁰ by reverser's partner, a Reverse is **forcing to game**.
- With a weak hand and no interest in game, reverser's partner can:
 - give preference for reverser's first suit²¹ at the minimum level,
 - bid no trump at the cheapest level, or
 - rebid his own suit at the cheapest level.

These bids are **not forcing** and reverser can pass before game is reached.

Key: Any other bid by reverser's partner is game-forcing.

- With enough values to play in game opposite 16-17+HCP, reverser's partner should make a forcing bid by bidding a new suit or jumping following reverser's second bid (unless reverser's partner has already made a game-forcing bid at the two level). Additionally, reverser or his partner can move toward slam by cue bidding and/or initiating 1430 Blackwood.

²⁰ For example, a bidding sequence of 1D – 2C – 2S would be a game forcing reverse but a bidding sequence of 1D – 1H – 2S, although technically a reverse and forcing for one round, is not game forcing because reverser's partner's initial response was not at the two level.

²¹ **Exception:** if reverser's partner is short or void in reverser's first bid suit and significantly longer in reverser's second bid suit, he can show preference for the second bid suit rather than the first bid suit (e.g., looking for an eight card fit).

SECTION 7 - OPENING AT THE TWO LEVEL

A. Weak Two bids and responses + Weak Jump Overcalls

The Weak Two bid is made in the first, second or third seat. It is designed to reduce bidding space and disrupt your opponents' communications and to be very descriptive of your hand allowing your partner to decide what, if anything, to bid. It is not made in the last/4th (pass-out) seat.²²

To open the bidding with 2D, 2H or 2S you generally need to have 5-11 HCP and preferably but not necessarily, a Good 6 card suit. If you are not vulnerable (particularly against a vulnerable opponent), you can consider being more aggressive in making the bid (fewer points, lower quality suit).

Weak Jump Overcalls mirror weak preemptive bids in terms of point count and suit length. The bid is made following an opening bid by the opponents **with a one level jump**. See examples below. In Example 2, to be a Weak Jump Overcall, a 3H bid by South is necessary (one level jump). Unlike a Weak Two opening, a weak jump overcall can be made in the 4th seat.

Example 1 – South's bid is a weak jump overcall:

N	E	S	W
	1D	2H	

Example 2 – South's bid is a weak jump overcall:

N	E	S	W
	1S	3H	

Example 3 – South's bid is **not** a weak jump overcall (no jump):

N	E	S	W
	1S	2H	

Longer Suits: With less than opening points and a 7 card suit, consider pre-empting by bidding 3 of the suit and with 8 + cards, 4 of the suit. With opening points or better, rather than preempting, open at the level indicated by point count to show hand strength and preserve bidding space.

²² Do not make a Weak Two opening bid in first or second seat if you have a 4-card major (other than the 6 card Weak Two suit).

Responses to Weak Two and Weak Jump Overcall bids²³:

Responses to Weak Two bids and Weak Jump Overcalls consist generally of the following:

- **Pass** on most hands without much of a fit or interest in game.
- To further the preempt, **raise partner's suit** with as little as 3 card support and 5 points – giving due consideration to vulnerability and opponent bidding. Partner can be expected to pass this non-forcing bid.
- With 13+ points, a Good 5+ card suit (other than partner's Weak Two suit) and interest in game, **bid a new suit**. **Key**: Weak Two bidder is **forced** to bid for one round and should:
 - raise your suit with at least 3 card support;
 - bid a side suit if he has one; or
 - rebid his long suit
- If Weak Two bidder's partner has reason to believe that game is possible based on combined point count and distribution, he can **bid 2NT** to initiate the **Ogust** convention. ^{24 25} The Ogust convention asks the Weak Two opener to further describe his hand. Ogust responses are as follows:

Bid	Points***	Suit Quality
3C	Min. (5-8)	Poor
3D	Min. (5-8)	Good*
3H	Max. (9-11)	Poor
3S	Max. (9-11)	Good*
3NT		Solid**

* Generally, (i) 2 of top 3 or (ii) 3 of top 5 honors (excl. Q+J+10)

** Ace, king and queen

*** With trump suit established, includes distribution points

²³ All responses to an opening Weak 2 bid are **forcing for one round**, except for a raise of partner's suit.

²⁴ The **Ogust convention** is intended to be a response to weak two opening bids but **should not be initiated in response to a Weak Jump Overcall**.

²⁵ If the Weak Two opener's partner has a strong suit of his own, he should bid it rather than initiating Ogust.

Possible rebids by Ogust initiator (depending on partner's response) include:

- Closeout by passing (but only if by coincidence, partner's artificial Ogust response happens to be 3 of his Weak Two suit).
- Close out by bidding partner's Weak Two suit at the lowest available level.
- Jump to game in partner's Weak Two suit.
- Bid 3NT.
- If interested in slam, introduce a new suit which would be a cue bid agreeing to partner's suit.

Interference with Ogust: If an opponent's bid immediately follows the initiating 2NT bid, the Ogust convention is off except if the interfering bid is the same as the bid the Ogust responder would have made in the absence of the interfering bid, in which case the Ogust responder should double to so indicate.

B. Strong Two Club opening bid and responses

The strong Two Club opening is artificial and is the only opening bid that **cannot be passed by opener's partner**. Opener's range for a 2C opening bid is usually 21+ HCP.²⁶

Key: A strong Two Club opening is **forcing to game** unless opener's 2nd bid is 2NT. Except when opener's 2nd bid is 2NT, Responder must continue to bid until game is reached or opener passes short of game (even if responder has shown a very weak hand with a second negative).

Responses to a strong Two Club opening are as follows:

- Responder's first bid will usually be **2D (negative or waiting)**. This is artificial and essentially made to stay out of opener's way in describing his hand. The bid says nothing about diamonds. It does not promise any points but will be assumed to describe a hand with less than 8 points unless subsequent bidding indicates otherwise.
- With 8+ HCP and a Good 5 card major suit or a Good 6 card minor suit²⁷ responder should bid that suit at the lowest available level (2H/2S/3C/3D).
- With 8-12 HCP and only one ace or king, responder may bid 2NT (usually without a 5-card suit).

²⁶ A strong Two Club opening can be used with as few as 16 HCP with a distributional hand (8½ tricks in your hand if your suit is a major or 9½ tricks if your suit is a minor.)

²⁷ Or with 10+ HCP and any 5+ card major or 6+ card minor.

Opener's first rebid:

- With a balanced hand, the Two Club opener's first rebid is (i) 2NT with 21-24 HCP, (ii) 3NT with 25-27 HCP and (iii) 4NT²⁸ with 28+ HCP and all four suits stopped. Possible follow on bids by opener's partner include:
 - If opener's rebid is 2-NT:
 - Standard **Stayman**²⁹ and **Jacoby Transfer** bids ([to majors only at this level](#)) used with a 2NT opening (with the necessary point count reduced due to the Two Club opener's added strength),
 - **3NT** with 4+ HCP, or
 - With 3 or fewer HCP, **pass or transfer** opener to partner's long suit and then pass.
 - If opener's rebid is 3 NT or 4 NT:
 - Pass, or
 - Bid 6 NT if combined point count equals or exceeds 33.
- With a distributional hand, Two Club opener's first rebid is generally a bid of his long suit at the cheapest level available. Follow on bids by the Two Club opener's partner include:
 - With a weak hand (0-5 points, no kings) partner bids the cheapest minor available at the 3 level (second negative), ^{29 30 31 32}
 - Jump to game in opener's major suit with 4+ card support, a weak hand with no A or K and no singleton or void, or
 - Rebid his own 5 – 6 card suit.

²⁸ Quantitative – not initiating Blackwood 1430.

²⁹ [Following an initial rebid of 2NT by 2C opener, a bid of 3C by responder initiates Stayman. However, if opener's second bid is a suit bid, a rebid of 3C by responder following his 2D initial bid is a second negative.](#)

³⁰ This bid is artificial, saying nothing about the minor suit responder is bidding, but only showing a very weak hand.

³¹ If opener's first rebid is 3D, there is no bidding room available to bid a minor suit at the 3 level. Under those circumstances, partner should bid 3H as the second negative showing a very weak hand. If opener's first rebid is 3H or 3S, partner would bid 4C as a second negative.

³² Bidding a second negative does not enable the 2C opener's partner to pass on his next bid. Unless opener has bid 2NT on his first rebid, partner must continue bidding until (i) game is reached, (ii) opener rebids his suit short of game or (iii) opener passes short of game.

SECTION 8 - OVERCALLS

Following an opening bid by opponents, the parameters for making an overcall are as follows:

- At the one level, overcall with a 5+ card suit and 8+ HCP
- At the two level, overcall with a Good 5+ card suit and 10+ HCP
- With 15 to 17 HCP, a balanced hand and 2 stoppers in opponents' bid suit, bid 1 NT
- With opening points, shortness in opponents' bid suit and the ability to play in any of the other 3 suits, double (takeout)

SECTION 9 – FOURTH SUIT FORCING

A. Meaning

When three suits have been bid by the partnership (two by the opener, one by opener's partner) a bid of the 4th suit by opener's partner is an artificial bid that says nothing about his holding in the 4th suit. **Key:** The bid of the 4th suit is forcing as follows:

- After 1C - 1D - 1H, a bid of 1S is natural and **forcing for one round** only
- If the 4th suit bid is at the two level or above the, 4th suit bid is **game forcing**

The 4th suit bid at the two level or above says the opener's partner has enough values to play in game and asks the opener to further describe his hand so that they can decide in which suit (or no trump) game should be bid and played.

B. Responses to Fourth Suit Forcing bid by partner

4th suit bidder's partner should further describe his hand:

- First priority is to show a stopper in the 4th suit by bidding no trump (this will usually be a 3NT bid with anything other than a bare minimum opening).
- Second priority is to show support for 4th suit bidder's first bid suit (if partner has 3+ card support).
- If partner's hand does not enable either of the first two bid priorities, he should rebid one of his own suits unless there is a more descriptive bid available.

SECTION 10 – TAKE OUT DOUBLE AND NEGATIVE DOUBLE

A. Take out double

Requirements for a take out double:

- Bidding is below game
- No prior bid by doubler except pass
- No prior bid by doubler's partner except pass

- Opponents have bid a suit (not NT)
- Doubler has an opening hand or better
- Doubler has trump support for all unbid suits (Jxx or better)
- Doubler is short (doubleton or less) in opponents' suit

A take out double is **forcing**³³ for one round and doubler's partner must respond unless there is an intervening bid (in which case doubler's partner can pass with a weak hand).

Responses to take out double by doubler's partner:

- With fewer than 8 HCP, **bid best suit at the cheapest level.**
- With 8 to 10 HCP, no 4+ card major and 1 stopper in opponents' suit, **bid NT at the cheapest level.**
- With 8+ HCP and a 4+ card major or 5+ card minor, **jump – bid best suit at one level higher than minimum or bid NT.**
- With 11 to 12 HCP, no 4+ card major and 1½ stoppers in opponents' suit, **jump in NT.**
- With 13+ HCP and 1½ stoppers in opponents' suit, **bid 3 NT.**

Rebids by doubler:

- With minimum opening hand and minimum response from partner, **pass.**
- With apparently sufficient combined points, **bid game.**

B. Negative double

This convention applies when partner has opened a suit and RHO overcalls in a suit. The negative double usually says you have 4+ cards in both unbid suits and would have made a free bid but could not because either you do not have the suit length or points to do so. It always promises length (4+) in any unbid major suit.

Requirements for a negative double:

- Partner opens one of a suit and RHO overcalls in a suit. A negative double can be made following any suit bid by RHO up to 3H.
- You usually have 4+ card support for both unbid suits but always in the unbid major(s).
- To double at the one level, you must have 6+ HCP
- To double at the two level, you must have 8+ HCP

³³ **Rare exception to forcing:** doubler's partner is very long in opponent's suit/has good defensive potential and wants to leave the double on for penalty. This pass strongly suggests an opening lead of trump by the defense.

- If partner must respond to the double at the three level, you must have 10+ HCP
- If partner must respond above 3 of his original bid suit, you must have at least an opening hand

Meaning of negative double:

Over 1D overcall	Doubler has 4H & 4S
Over 1H overcall	Doubler has 4S & 4 of unbid minor
Over 1S overcall	Doubler has 4H (unless partner opened 1H) & 4 of unbid minor(s)
Over 2C overcall after 1D opening	Doubler has 4H & 4S
Over 2C overcall after 1H or 1S opening	Doubler has 4D & 4 of unbid major
If both majors have been bid	Doubler has 4C & 4D

Other:

- Over a 1D overcall, double shows 4-4 in the majors. If you are 4-5 in the majors, bid one of the 5-card major. If you only have one 4 card major, bid one of that major as you would have in response to a 1C opening by partner.
- Over a 1H overcall, a negative double shows a 4-card spade suit. With a 5+ card spade suit, bid 1S.
- In response to a negative double, with minimum values and with 4 cards in one of the unbid suits, opener should bid that suit at the lowest level. With 14-15 HCP, opener should jump in that suit.
- If partner opens 1NT and RHO overcalls or if RHO bids 1NT over partner's one-of-a-suit opening, a double by you is for penalties.

SECTION 11 - MICHAEL'S CUE BID AND UNUSUAL NT BID

These bids are used to show a two suited hand. The requirements for using them are as follows:

- Right hand opponent has opened one of a suit,
- You have two 5+ card suits, and
- You have a Mini hand (less than 10 HCP) or a Maxi hand (more than 15 HCP)

With a Mini or Maxi hand, you can make a Michaels cue bid or an Unusual NT bid. If you have a hand with 10 to 15 HCP and two 5+ card suits, you should overcall the higher

ranking of your suits and perhaps you will have an opportunity to show the second suit later in the auction.

A. Michael's cue bid

The primary purpose of the Michael's cue bid is to communicate that you have 5+ cards in each of **the unbid major suits if both are unbid or in the unbid major suit and one of the minor suits** (see table below).

To make a Michael's cue bid, you overcall RHO's opening bid by bidding the same suit at the next level (e.g., RHO opens 1C and you overcall 2C). Your Michael's cue bid has the following meaning:

RHO Bid	Your Overcall	Meaning of Your Bid
1C	2C	You have 5+H and 5+S
1D	2D	You have 5+H and 5+S
1H	2H	You have 5+S and 5+C or 5+D
1S	2S	You have 5+H and 5+C or 5+D

B. Unusual NT bid

The primary purpose of the Unusual NT bid is to communicate that you have 5+ cards in each of the **two lowest ranking unbid suits**.

To make an Unusual NT bid, you **bid 2NT** over RHO's opening bid. Your Unusual NT bid has the following meaning:

RHO Bid	Your Overcall	Meaning of Your Bid
1C	2NT	You have 5+H and 5+D
1D	2NT	You have 5+H and 5+C
1H	2NT	You have 5+C and 5+D
1S	2NT	You have 5+C and 5+D

C. Responses to Michael's cue bid or Unusual NT bid³⁴

- With 3+ card support for one of bidder's 5+ card suits, bid that suit at the next level. This is making a selection of a suit and is not invitational or encouraging.

³⁴ Initially, partner should assume that Michael's/UNT bidder has a **Mini hand** and bid accordingly. If Cue bidder bids again after partner's initial response, this indicates a **Maxi hand**.

- If the Michael's cue bid shows one major suit and one (unknown) minor suit but the partnership does not have a major suit fit, responder/partner can bid 2NT to ask partner to bid the unknown suit to find out if there is a fit in that suit.
- With less than opening points, preempt by jumping to the 4 level in one of bidder's 5+ card suits.
- Bid a suit other than one of cue bidder's 5+ card suits, indicating a lack of fit with either of those suits. This is a sign-off and requires a Good and long suit on the part of the responder.
- Bid 3NT indicating adequate stoppers in the other two suits and some support in cue bidder's 5+ card suits.

SECTION 12 – CONVENTIONS TO EXPLORE SLAM

A. 1430 Roman Key Card Blackwood

1430 Blackwood seeks information regarding 5 key cards (consisting of the 4 aces and the king of trumps).³⁵ Responses to 4NT and 5NT 1430 Blackwood are as follows:

4NT – Asking for Key Cards		5NT – Asking for Non-Trump Kings	
Responder Bid	Key Cards in Hand [1430] ³⁶	Responder Bid	Non-Trump Kings in Hand
5C	1 or 4	6C	0
5D	3 or 0	6D	1
5H	2 without trump queen	6H	2
5S	2 + trump queen	6S	3

³⁵ [The trump suit should have been established \(i.e., the expected trump suit has been both bid and supported\) before initiating 1430 Blackwood.](#) If the trump suit has not been established (~~i.e., the expected trump suit has not been both bid and supported~~), for purposes of 1430 Blackwood, trump is considered to be the last suit bid [by the partnership](#) prior to 4NT.

³⁶ [By way of contrast, the first round of standard Blackwood addresses only the 4 aces and responses are 5C with zero or 4 aces, 5D with 1 ace, 5H with 2 aces and 5S with 3 aces.](#)

When not to use 1430 Blackwood:³⁷

- Generally, 1430 Blackwood should not be initiated with a hand that contains a void.
- It is inadvisable to initiate 1430 Blackwood with two quick losers [in a single suit](#) in your hand ([i.e., e.g.,](#) you lack at least a 1st or 2nd round control in a suit).
- 1430 Blackwood can be problematic when a minor suit is agreed upon because the response to 1430 Blackwood may force you to a bidding level that is higher than your number of aces can support.

B. Gerber

If the opener bids a natural no trump in his first or second bid and an agreed suit has not been found or if the last bid was a natural no trump, then **a jump to 4 clubs** is Gerber asking for aces. **Exception:** when 3NT is the last bid, a bid of 4C (i.e., no jump) by partner initiates Gerber and asks for aces.³⁸

Responses to a Gerber aces request are as shown in the left half of the following table:

4C – Asking for Aces		5C – Asking for Kings	
Responder Bid	Aces in Hand	Responder Bid	Kings in Hand
4D	0 or 4	5D	0 or 4
4H	1	5H	1
4S	2	5S	2
4NT	3	5NT	3

A bid of 5C (after initiating Gerber by bidding 4C and getting a response) indicates that all aces are accounted for and asks for kings. Responses to the 5C bid are shown in the right half of the foregoing table.

³⁷ In lieu of 1430 Blackwood consider cue bidding ([see below](#)). ~~to show first round controls. With multiple aces, responder should cue bid the lowest ranking suit with an ace.~~

³⁸ Immediately following a 3NT bid by partner, a jump to 5C is not required to initiate Gerber.

C. Cue Bidding Aces

Although there are much more complex cue bidding systems involving both first round controls (aces + voids) and second round controls (kings + singletons), we will keep our system simple by limiting cue bidding to showing aces only (i.e., not voids and not second round controls). A cue bid by either partner is showing an interest in slam.

The bid of a new suit is considered to be a control showing cue bid rather than a regular suit bid if the trump suit ³⁹ has been has been agreed (bid and supported) and:

- If the agreed trump suit is a major suit, a new suit is bid above three of the agreed trump suit ⁴⁰, or
- If the agreed trump suit is a minor suit, a new suit is bid above 3NT. ⁴¹

Key: When cue bidding, start by showing your ace in the suit that allows you to make the lowest possible bid. Often the suit that allows you to make the lowest possible bid also will be the lowest ranking suit in which you hold an ace. However, there are exceptions (see following example).

Example: You (Player 1) bid open 1H. Your partner (Player 2) bids 3H. Player 1 holds the ace of diamonds and the ace of spades and believes that a slam may be possible. Consequently, Player 1 makes a cue bid of 3S. This is the lowest available bid above 3 of the agreed trump suit (hearts). Consequently, it shows the ace of spades but does not deny the ace of diamonds (because it could not have been cue bid below 3S) so Player 1 may also be able to cue bid the diamond ace on his next bid (depending on Player 2's bid following the 3S cue bid).

Following the initial cue bid, the partnership continues to cue bid aces up the line. In addition to showing an ace in the bid suit, your cue bid denies an ace in any suit that could have been cue bid at a level below your cue bid. You cannot cue bid in the agreed trump suit.

Typically cue bidding occupies the bidding space below 4NT. Consequently, if additional information is needed to determine the viability of a slam bid after

³⁹ Cue bidding is used to explore slam in connection with suit contracts but not in connection with no trump contracts.

⁴⁰ If spades are bid for the first time at the three level that also is a cue bid (except in the case of an opening 3S preempt).

⁴¹ Note that in the event of a forcing inverted minor raise, the objective is to reach a 3NT contract, not a slam and in response, stoppers may be shown with new suit bids below the 3NT level without suggesting slam interest. While these bids may show aces, they also may show stoppers other than aces and should not be treated as showing slam interest.

reaching the limits of cue bidding, 1430 Blackwood can be initiated with a 4 NT bid. Generally, cue bidding should not be extended beyond 4S because to do so would prevent the use of 1430 Blackwood.

SECTION 13 – LEADS AND DEFENSIVE CARDING

A. Leads

[to be added]

B. Defensive Carding

[to be added]

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APPENDIX I – POINT GUIDELINES

Points Needed		
To Make Contract of:	HCP	Comments
1 NT or 2 in Suit	20-22	Fewer points needed for suit in distribution hands
2 NT or 3 in Suit	23-24	Fewer points needed for suit in distribution hands
3 NT	25-27	
4 NT	28-30	
5 NT	31-32	
6 NT	33-36	
7 NT	37-40	
4 in Suit	26-28	Fewer points needed for suit in distribution hands
5 in Suit	29-31	Fewer points needed for suit in distribution hands

Opening Bids and Rebids – Balanced Hands (1)			
Opener Points	Opening Bid	Opener Rebid	Comments
< 12 HCP	Pass		
12-14 HCP	1 Suit	1 NT	Open 5+ card major or convenient minor
15-17 HCP	1 NT		Should have stoppers in at least 3 suits
18-19 HCP	1 Suit	2 NT	Open 5+ card major or convenient minor
20-21 HCP	2 NT		
22-23 HCP	2 ♣	2 NT	Strong Two ♣
24-27 HCP	2 ♣	3 NT	Strong Two ♣
≥28 HCP	2 ♣	4 NT	Strong Two ♣
Other/Notes:	(1) Balanced Hand = No singletons or voids & no more than one doubleton		

Opening Bids – Unbalanced Hands			
Opener Points	Other Features	Opening Bid	Comments
5 to 11 HCP	6 ♦ / ♥ / ♠	2 of Suit	Weak Two (preempt)
5 to 11 HCP	7+ card suit	3+ of Suit	Preempt
12 to 21 Pts	1 Suit	1 of Suit	Open 5+ card major or convenient minor if no 5+ card major (2) (3)
21+ HCP	8½ Tricks in hand	2 ♣	Strong Two ♣

Overcalls			
Overcall Bid	Bidder Points	Other Features	Comments
1 in a suit	8+ HCP	Good 5+ card suit	
2 in a suit	10+ HCP	Good 5+ card suit	Bidding a new major suit at the two level shows a 5-card suit and ≥ 10 Pts
Double (takeout)	Opening hand	<ul style="list-style-type: none"> - Short in opener's suit - Able to accept any of the other 3 suits as trump 	Follows suit opening by opponent
1 NT	15 – 17 HCP	Balanced hand	2 stoppers in opener's suit

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APPENDIX II – BIDDING FOLLOWING 2NT OPENING

Responses to 2NT opening bids include the following:

A. Stayman Three Clubs

Following a two NT opening, it is desirable to find out if there is a major suit fit. If the following criteria are met, the partner (responder) of the NT opener can initiate the Stayman convention by bidding 3C to determine if there is an 8 card fit in at least one of the major suits:

- Responder has 4+ HCP¹
- Responder usually does not have 4-3-3-3 distribution
- Responder has at least one 4-card major, but may be 4-4 or 4-5 in the majors

The Stayman Three Club bid is artificial and says nothing about clubs. It indicates that the responder's hand contains one or more 4 card major suits and asks opener to indicate if his hand also contains one or more 4 card major suits.

Opener **must** bid 3D, 3H or 3S in response to a Stayman Three Club bid by partner:

- If opener has no four-card major, **bid 3D**.
- If opener has a 4+ card heart suit, **bid 3H**. A bid of 3H says the opener has 4+ hearts and may also have 4+ spades (i.e., two 4 card majors).
- If opener has a 4+ card spade suit, **bid 3S**. The 3S bid denies also having 4+ H.
- If opener has two 4 card majors, **bid 3H**.

Responder's rebid after a 3D response by opener denying a major fit:

- Unless responder is interested in exploring slam, he should **bid 3NT** regardless of his R16 Count.² Responder should not pass following a 3D response by opener because it is artificial and says nothing directly about diamonds.

¹ **Drop Dead Stayman**: Drop Dead Stayman is not used in response to a 2NT opening.

² Following opener's rebid of 3D denying a major suit fit, if responder is 4-5 in the majors and has a R16 Count of 11 or greater, responder can bid the 5-card major suit at the 3-level. If opener has 3 card support for that major (and preferably also has an outside doubleton or better) opener can raise to game in the major; if not, opener can bid 3NT.

- If responder has slam interest (typically with 11+ HCP opposite a 2NT opening by partner), he can make a **quantitative** raise in NT to explore slam potential (**4NT**)³ asking opener to pass (with 20 HCP) or bid 6NT (with 21 HCP) or, with appropriate total partnership points, he can bid slam directly (**6/7 H, S or NT**).

Responder's rebid after a 3H/3S response by opener:

- If responder has no fit with opener's major, **bid 3NT**. Opener will usually pass. However, if opener has 4 cards in the other major, in his next rebid opener can bid 4 of that major with maximum HCP (21) for a 2NT opening.
- Unless responder is interested in exploring slam, if responder has **a fit** with opener's major, he should **bid 4 of opener's major**.
- If responder has slam interest (typically with 11+ HCP opposite a 2NT opening by partner), he can make a **quantitative** raise in NT to explore slam potential (**4NT**) asking opener to pass (with 20 HCP) or bid 6NT (with 21 HCP) or, with appropriate total partnership points, he can bid slam directly (**6NT/7NT**).

Interference with Stayman.

- **Immediately following 2NT opening bid:** If immediately following a 2NT opening the opponents interject a bid of 3C or double, 2NT opener's partner can still initiate Stayman by doubling the 3C bid ("you stole my bid") or bidding 3C over opponent's double. Any other immediate intervening bid by opponents eliminates the Stayman option for the opener's partner.
- **Following 3C Stayman-initiating bid:** If opponents interject a bid following a 3C Stayman initiating bid by 2NT opener's partner, Stayman status and responses are as follows:

Opponent Bid after 2C Stayman bid	Stayman Status	1NT opener rebid
3D	On	No 4-card major – double (stole my bid) With 4+H/4S – normal Stayman response
3H	On for Spades only	With 4+S – bid 3S (normal Stayman) Otherwise – bid 3NT (or Pass with no stopper in opponents' bid suit)
3S	Off	Bid naturally

³ A 4NT bid following a 2NT opening **does not** initiate Blackwood or Roman Key Card. To ask for aces in these circumstances, initiate Gerber.

B. Jacoby Transfers following 2NT opening bid

Following a **2NT opening** bid, if opener's partner has a long **major** suit (5+ cards), partner/responder can transfer play of the hand in that major suit to opener.

Transfers to minor suits are not permitted following a 2NT opening.

A transfer bid **should** be made by responder if he has low or virtually no points but also **can** be made with many points (no limit).

Transfers to 5+ card major suits (2NT opening):⁴

- To transfer to hearts, responder **bids 3D** and the 2NT opener is expected to complete the transfer by bidding 3H.
- To transfer to spades, responder **bids 3H** and the 2NT opener is expected to complete the transfer by bidding 3S.
- Exceptions to completing the transfer to a major suit: **NONE**⁵

Responder rebids following opener's acceptance of a transfer:

- With a balanced hand, a 5-card major transfer suit and R16 Count of less than 11, **Pass**.
- With a balanced hand, a 5-card major transfer suit, R16 Count of 11 or higher and no apparent slam potential, **bid 3NT**.
- With a 6+ card major transfer suit, **bid 3NT or 4 of the major transfer suit** (depending on combined HCP and distribution).
- With 5+ cards in a second suit and R16 Count of 11 or higher, **bid 3 of the second suit**.
- **Bid 4NT (quantitative)** with 12+ HCP, asking opener to choose between passing, bidding 5 or 6 of the major transfer suit or 6NT

Interference with Transfer

- **Immediately following 2NT opening bid:** If immediately following a 2NT opening opponents interject a bid before opener's partner can make a transfer bid, the transfer convention is adjusted as follows:

⁴ With 5-4 in the majors and 4+ points – responder should use Stayman rather than transferring.

⁵ **Super Acceptance:** Super Acceptance is not used following a 2NT opening.

Opponent Bid after 2NT opening bid	Xfer Status	Bid by 2NT opener's partner
Bid is same as bid opener's partner would make to transfer	On	Double (stole my bid) Opener completes transfer based on bid by opponent
Bid is lower than bid opener's partner would make to transfer	On	Partner makes normal transfer bid Opener completes the transfer
Bid is higher than bid opener's partner would make to transfer	Off	Bid naturally

- Following Transfer bid by 2NT opener's partner:** If an attempted transfer bid by 2NT opener's partner is followed immediately by an opponent's intervening bid, the **transfer is still on** if the intervening bid is lower than the bid required to accept the transfer (but acceptance of the transfer by the NT opener is no longer mandatory). If the intervening bid is equal to or higher than the bid required to accept the transfer, the **transfer is off**.