

Opening bid	Response	Opener's Response	Captain
1C/1D = better minor OR minor > major, 13-21	Bid 4+ card major, up the ladder for 5-12 pts, reverse with 13+ pts - this is a one round force	1NT is a limit bid (13-15, flatish), a 2C/2D rebid shows a 5-card minor, a 2H/2S rebid shows a 6-card major, 2 of new (lower) suit is a game try, Reverse is 16+, Jump is 16-18, Jump shift if 19-21, Splinter is one level higher than jump and shows singleton or void in suit bid and support for partner's suit	Either
	3C over 1C, 3D over 1D are weak jumps 2-5 pts		
	With 13+ pts plus a major suit and diamonds, bid diamonds first, then the major. With 5-12 pts bid major first, ignoring diamond suit		
	Single Raise is 10+ and 5 card suit, no upper limit. Jump in the next round to show 13+		
	1NT = 6-9, flatish, no 4+ card major		
	2NT = 13-15 (covers other suits)		
1H/1S = 5+ card major, 13-21 (Open 1NT with 2-5-3-3 & 16-18 pts)	1NT = 5-12, one round force		
	2C/2D = 2-over-1 game force		
	2H/2S = 6-9, 3+ card support		
	3H/3S = 10-12, 4+ card support		
1NT = 16-18, 3 suits stopped, no void/singleton	2NT = 7-9, 3NT = 10-12, so on ...	If 4NT bid 6NT with max, else pass If 5NT bid 7NT with max else 6NT	Responder
	2C = Stayman	Bid 4+ card major, up the ladder	
	2D/2H = Transfer to H or S		
	3C/3D = 6 card suit 12+ pts interested in minor suit game or slam		
	2S = minor suit Stayman	Bid longer of 3C or 3D & play there	
	If RHO interferes, with weak hand (0-6), bid 2NT	Bid 3C - maybe passed or corrected	
2C = strong, 22+ pts or 8.5 tricks	2D = 0-3, 2H = 4-6, 2S = 7-9, 2NT = 10-12	Bid natural suit, place contract	Opener
2D = 13+ pts, 4-4-4-1 distribution	Bid longest suit	A step above response indicates singleton in partner's suit	Responder

2H/2S = weak (6-11 pts), 6 card suit	Pass w/ weak hand; with decent hand (10+ pts), bid 2NT to enquire quality of opening bid	3C - weak hand & suit, 3D - weak hand & good suit, 3H - good hand & weak suit, 3S - good hand & suit	Responder
2NT = 13+ pts, at least 5-5 in minors	Pick favorite minor, play part-score or game		Responder
All 3 level openings are pre-emptive, 5-11 pts (based on vul), 7+ cards			Responder
3rd & 4th seat openings, after 2-3 passes: 1H/1S opening w/ 11 (shapely 10) pts okay	2C - enquiring quality of opening bid	2D shows "normal" opening, 2-level rebid of major shows weaker hand	Responder
<b>Specialized bids</b>	<b>Notes</b>	<b>Responses</b>	
4NT in suit contract is RKC-Blackwood	Don't ask RKC if suit is H, and you have only 1 keycard and no H:Q	5C=0/3, 5D=1/4, 5H=2 w/o Q, 5S =2 w/ Q	
Splinter bids	After LHO opens and partner overcalls	Jump (esp. in minor) shows void/singleton with support for partner's suit	
Cue bids (after suit agreed upon)	Don't bid Blackwood with void, singleton or low doubleton, bid 1st & 2nd round controls	Bid 1st & 2nd round controls	
Overcalls	11-15 pts, natural 5+ card suit		
Negative Doubles (if LHO & RHO have bid)	Cover 1 or more suits below RHO's suit	Bid longest suit	
Doubles at 1- & 2-level are for take-out	Opponent's normal 1- or weak 2-level opening	Bid longest suit	
Bid of suit above 3-level pre-empt is for take-out	Opponent's pre-emptive 3-level opening	Bid longest suit	
Doubles of 3-level pre-empts are for penalty	Opponent's pre-emptive 3-level opening	Pass (trust partner)	