




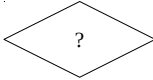


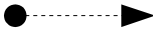


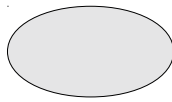

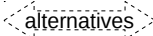
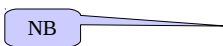


## Flow-charts describing the Auction-phase of Contract Bridge

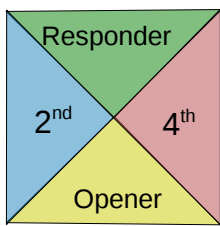
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# Symbols

-  Auction-terminator
-  Decision
-  Bid
-  Off-page connector
-  Bid transfers to partner: with possibility of intervention
-  Bid transfers to next player
-  Inter-bid Logic
-  Grey area; where opinions differ
-  Optional extra; for atypical conventions
-  Mutually exclusive options
-  Side note
-  EBU Announcement
-  EBU Alert



Players' colour-codes

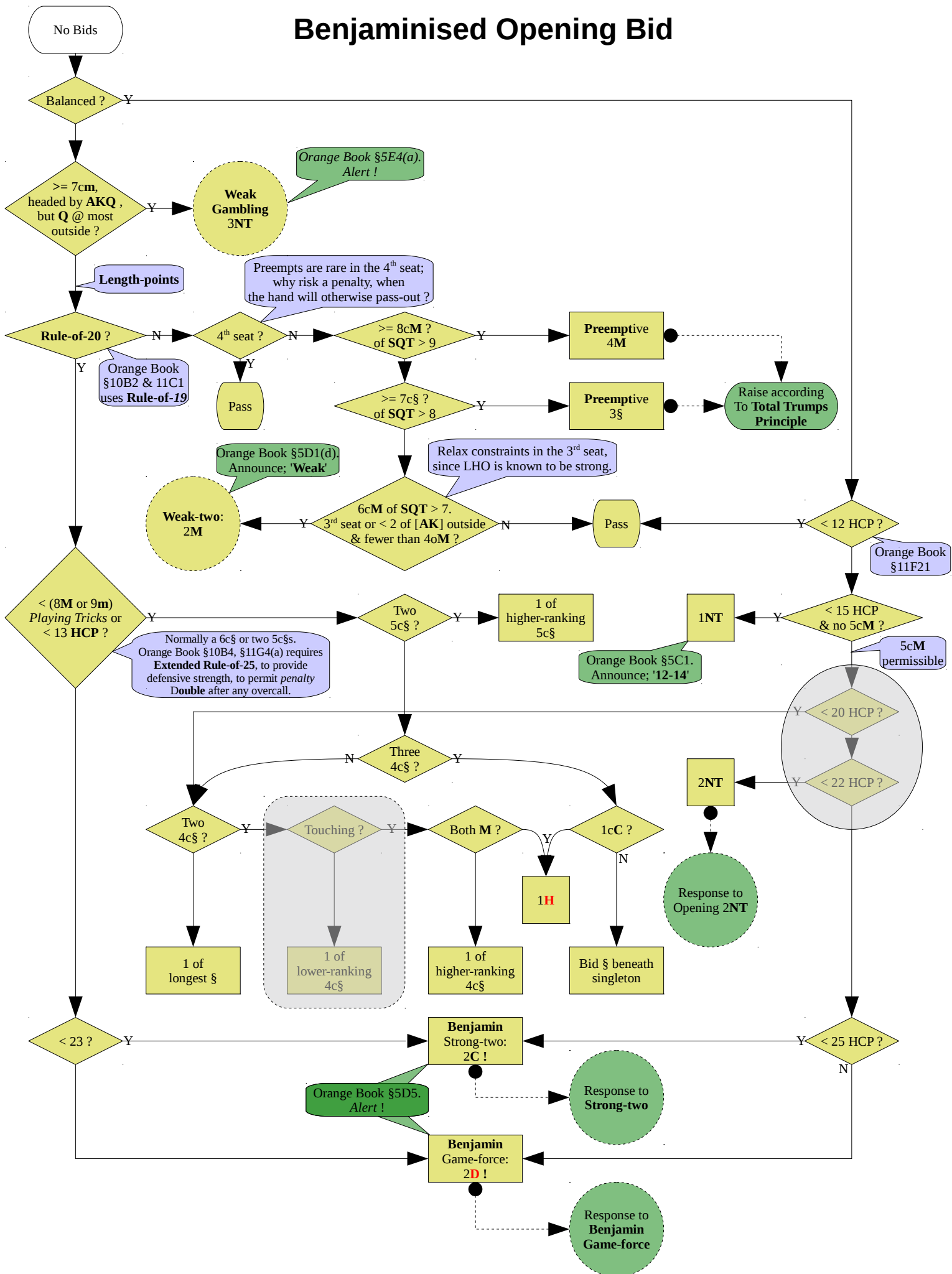
## Abbreviations

[AKQJ]	Any honour from the specified set
x	Any non-honour, i.e. <i>spot</i> card
[CDHS]	Any suit from the specified set
§	Any suit
NT	No-trumps
M	Either Major suit
m	Either Minor suit
oM	The other (inferred from context) Major suit
nc	An <i>n</i> -card long suit
!	Bid-suffix denoting use of an artificial convention
SQT	Klinger's <b>Suit-quality Test</b>
HCP	The Milton-Work <b>High-card Point-count</b>
(N)LTC	The <b>(New) Losing-trick Count</b>
LHO	Left-hand Opponent
RHO	Right-hand Opponent

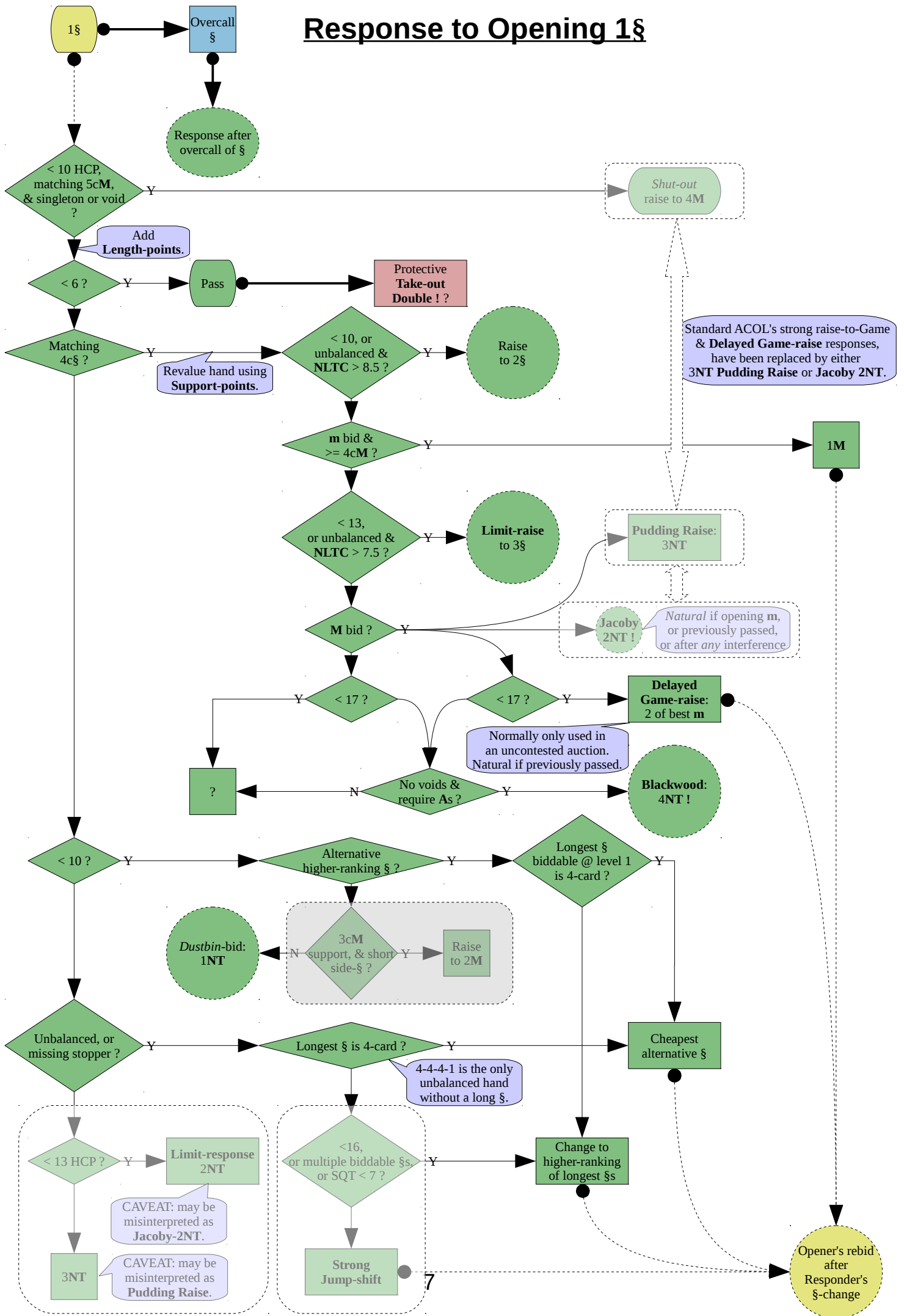
## Definitions

<b>Landy's Long-suit points</b>	1 point, for each card more than 4, in each §
<b>Klinger's Short-suit points</b>	As; <b>Dummy Contractor</b> Doubleton = 1      1 Singleton = 3      2 Void = 5      3
<b>Support-points</b>	HCP + Short-suit points
<b>Quick Tricks</b>	In each §: <b>AK</b> = 2 <b>AQ</b> = 1.5 <b>A</b> or <b>KQ</b> = 1 <b>Kx</b> = 0.5
<b>Playing Tricks</b>	Trump-length (usually a long §), minus number of honours missing from <b>[AKQ]</b> plus Quick Tricks in other §§
<b>Stopper</b>	<b>A</b> , or <b>Kx</b> , or <b>Qxx</b> , or <b>Jxxx</b>
<b>Balanced</b>	Distributions containing no voids or singletons, & no more than 1 doubleton, ie; 5-3-3-2, 4-3-3-3, 4-4-3-2
<b>Klinger's Suit-quality Test</b>	Suit-length + 1 for each of <b>[AKQ]</b> , & also for each of <b>[J,10]</b> where a higher honour also exists
<b>Total Trumps Principle</b>	The tricks required @ the maximum safe bid-level, equals the total trumps held within the partnership.

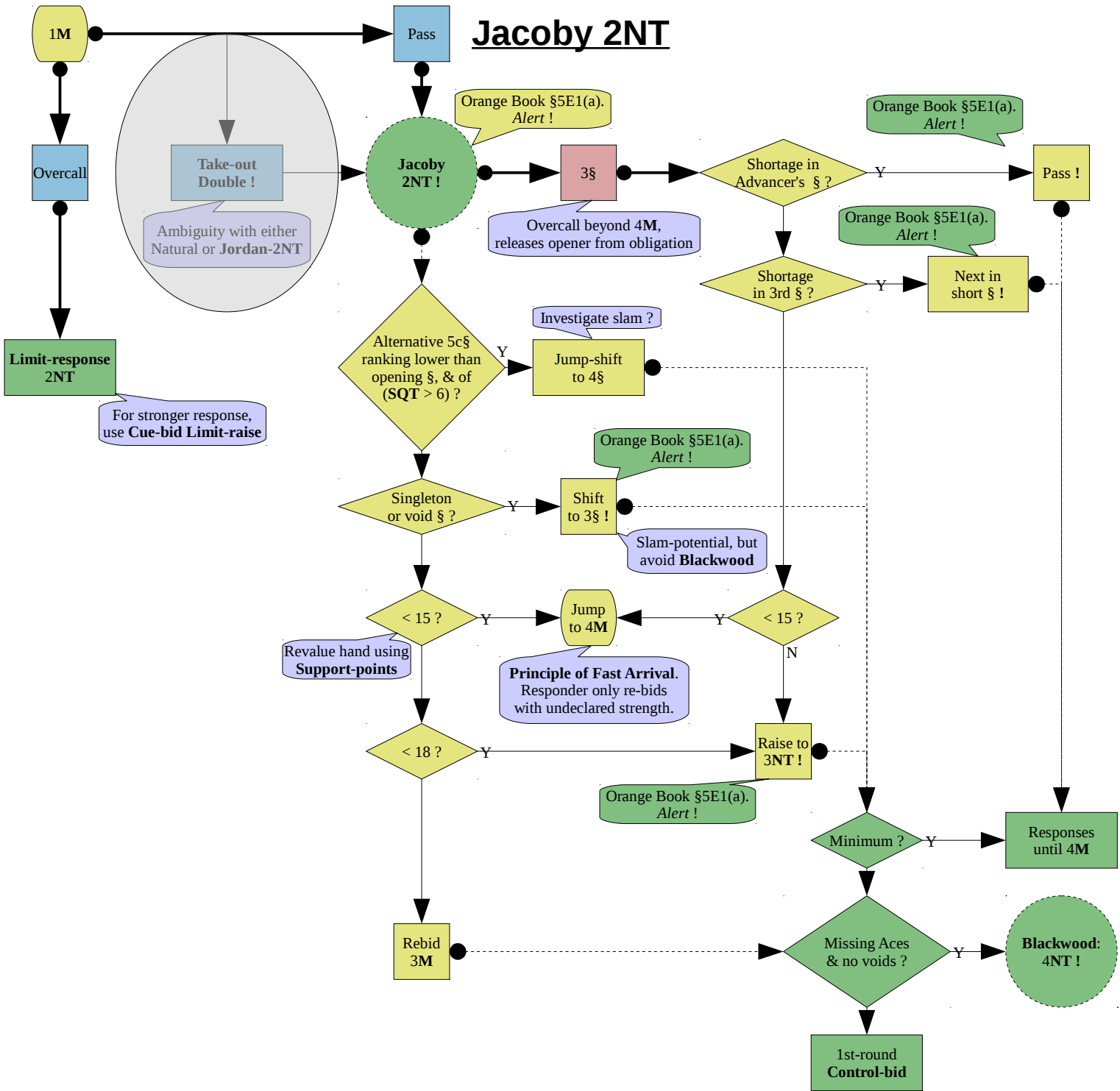
# Benjaminised Opening Bid



# Response to Opening 1♠



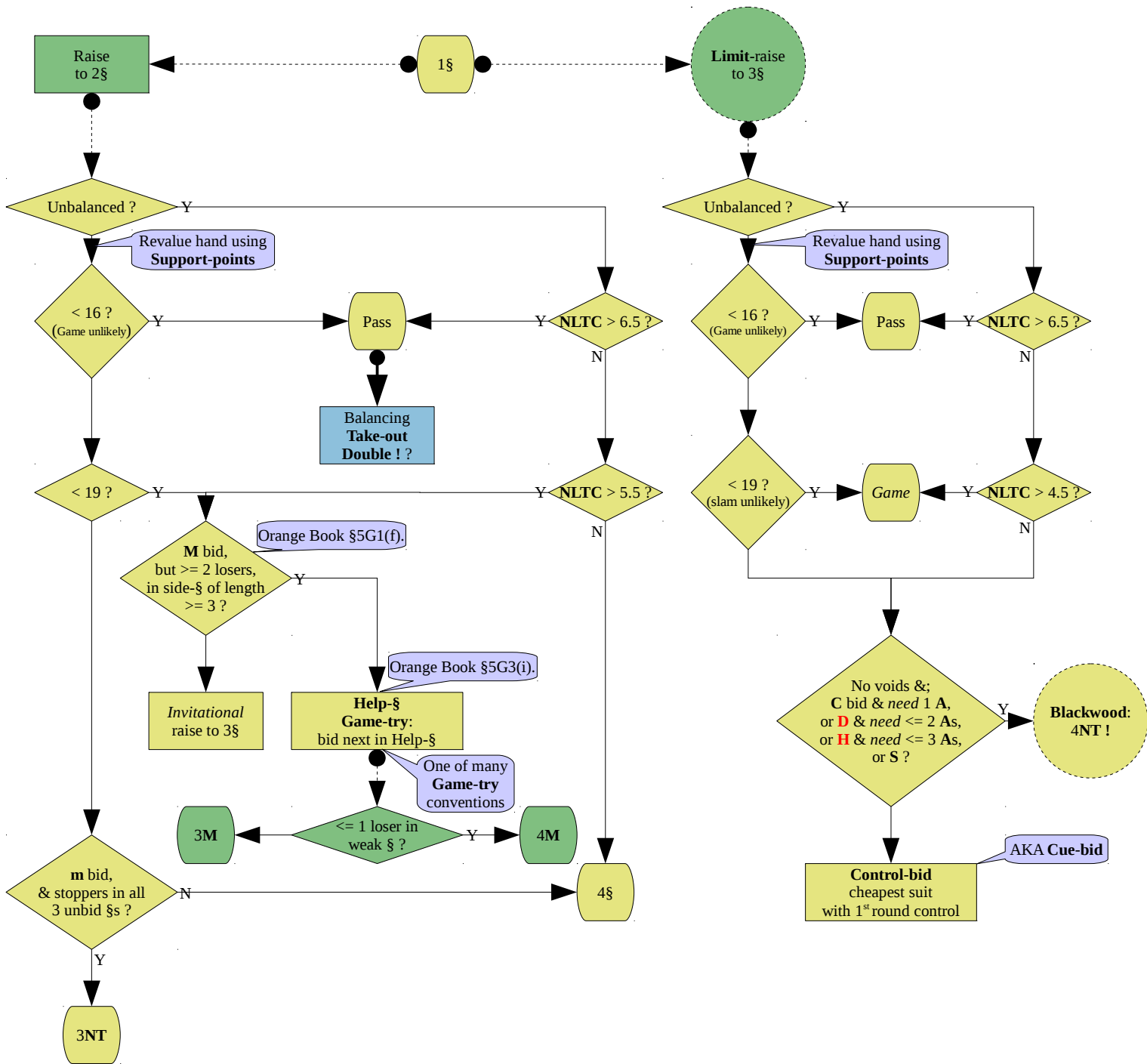
# Jacoby 2NT



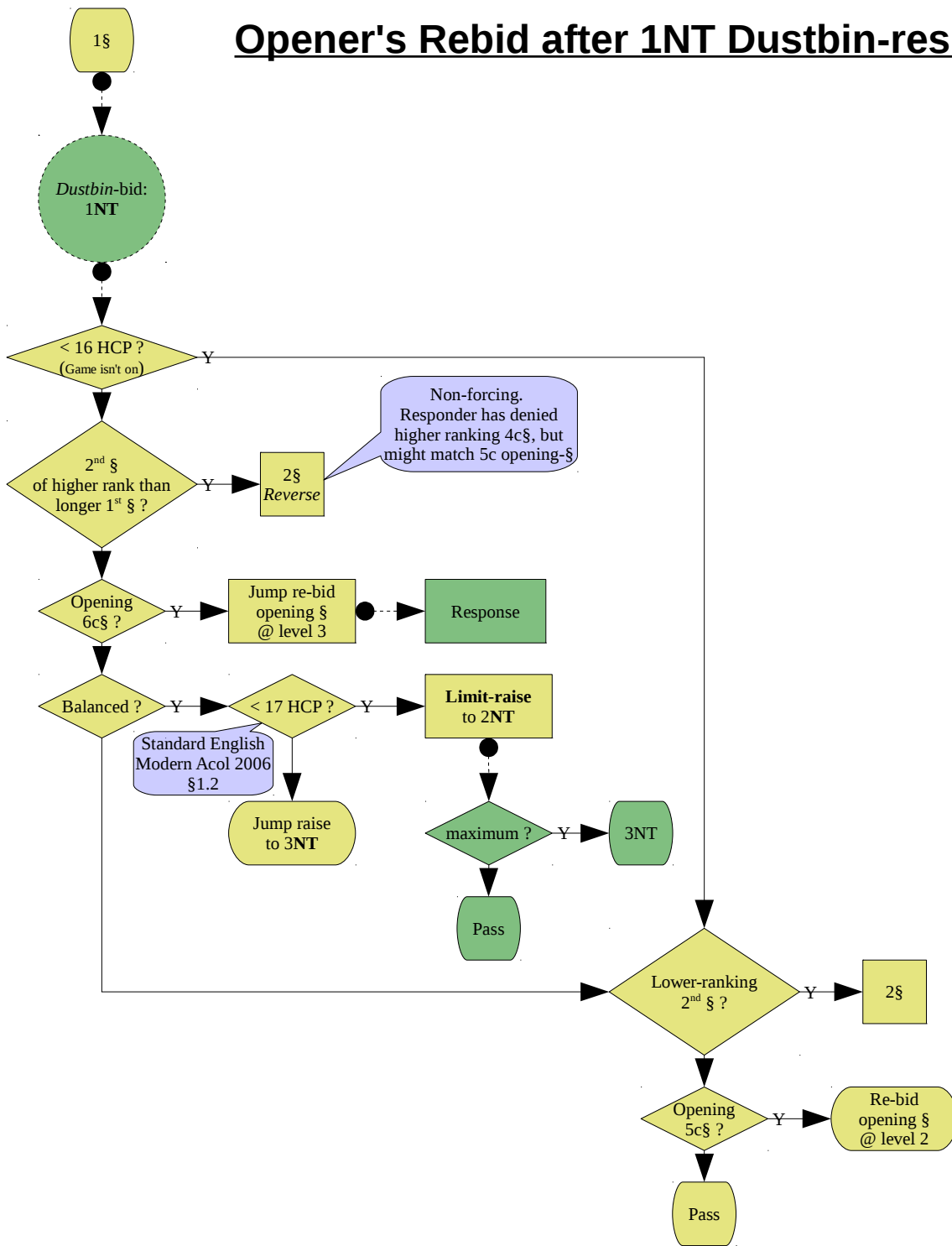




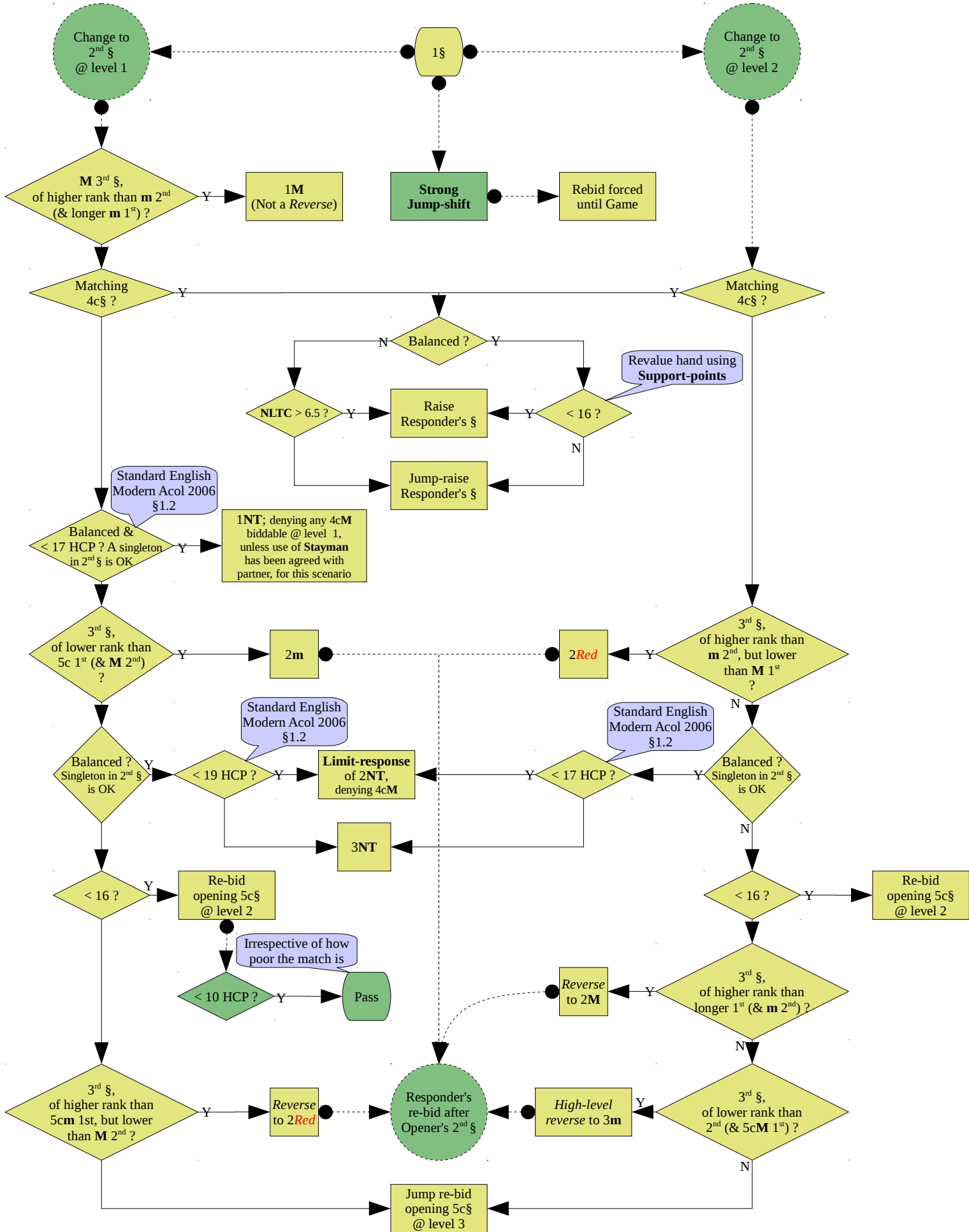
# Opener's Rebid after Responder's Raise



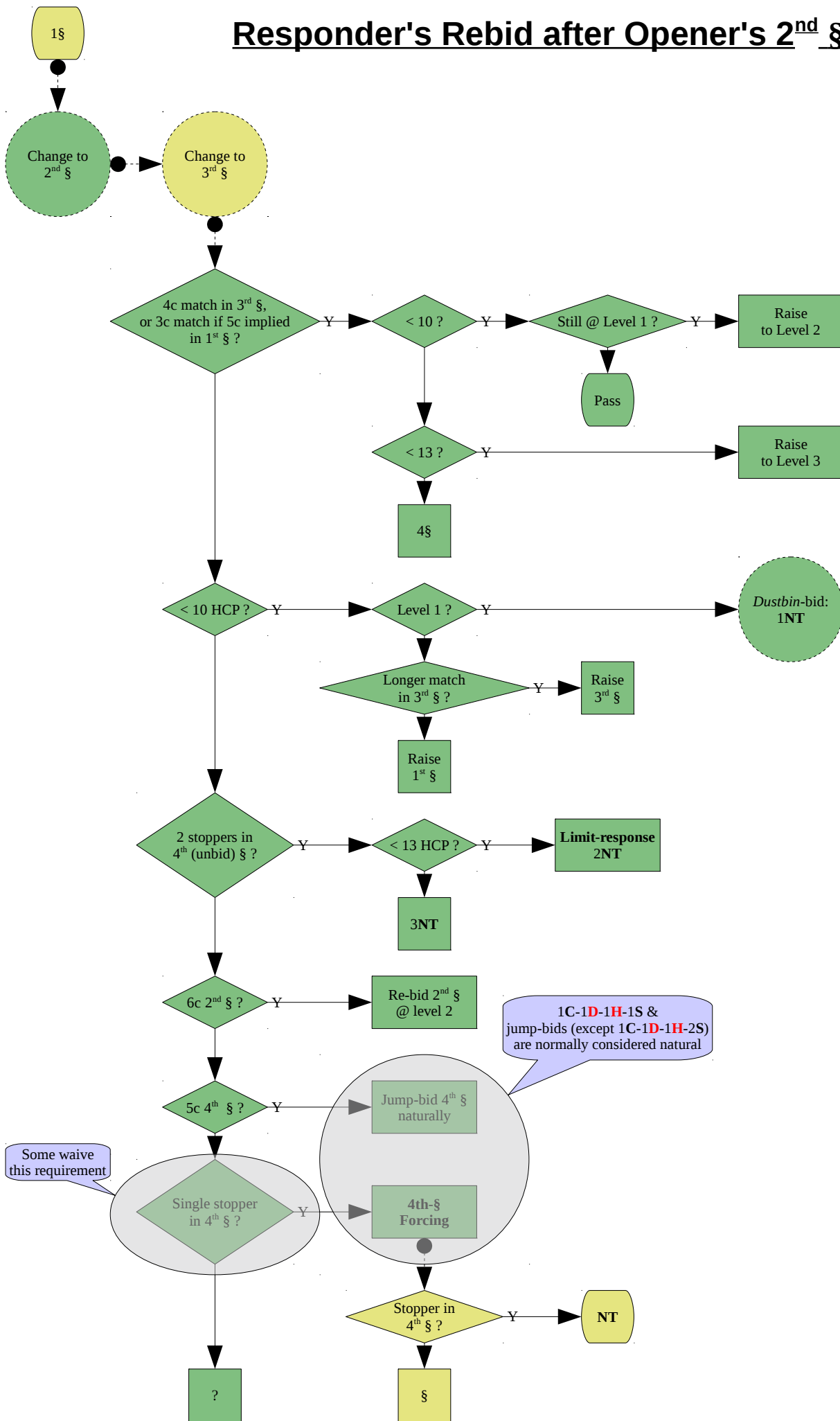
# Opener's Rebid after 1NT Dustbin-response



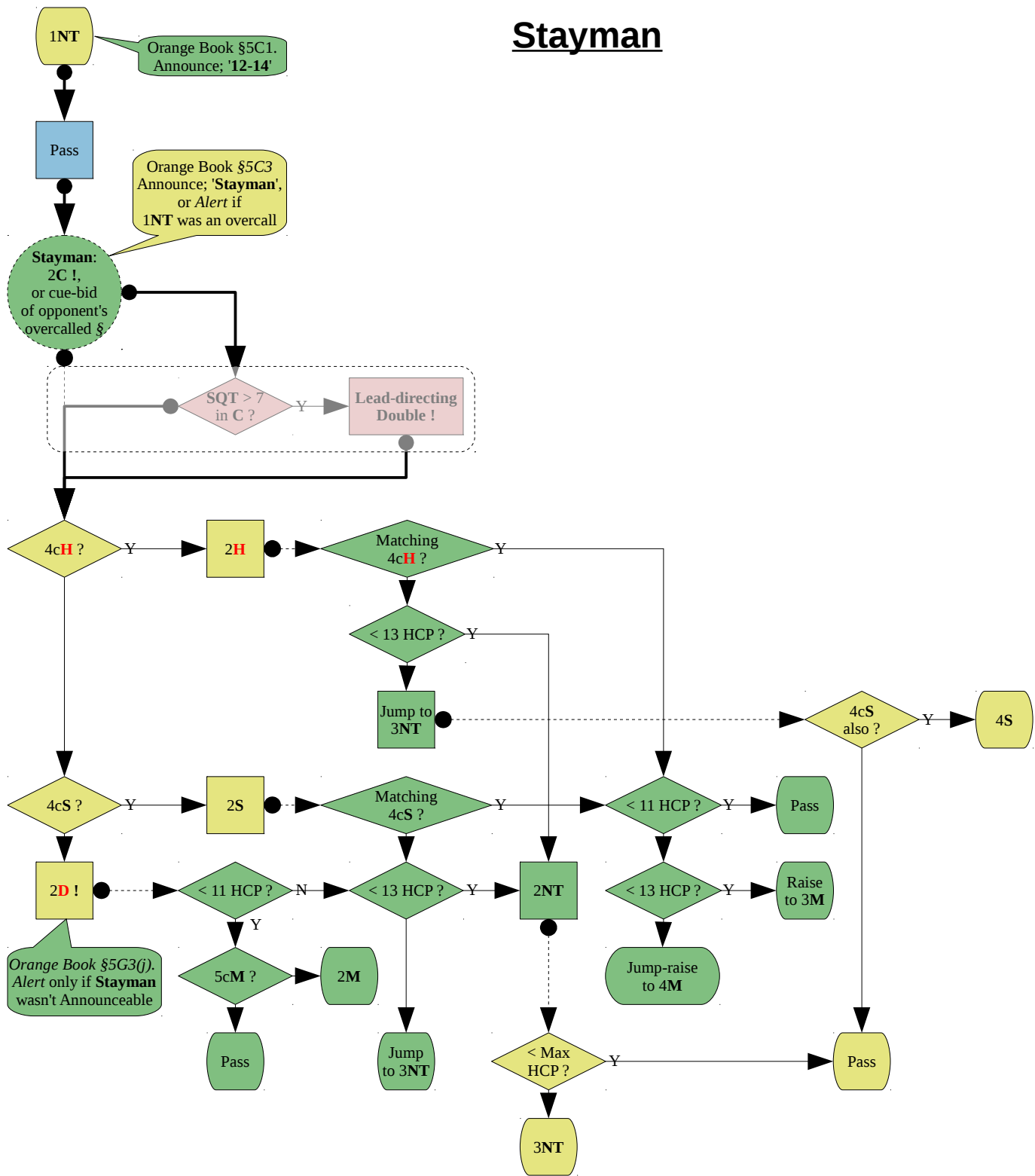
# Opener's Rebid after Responder's §-change



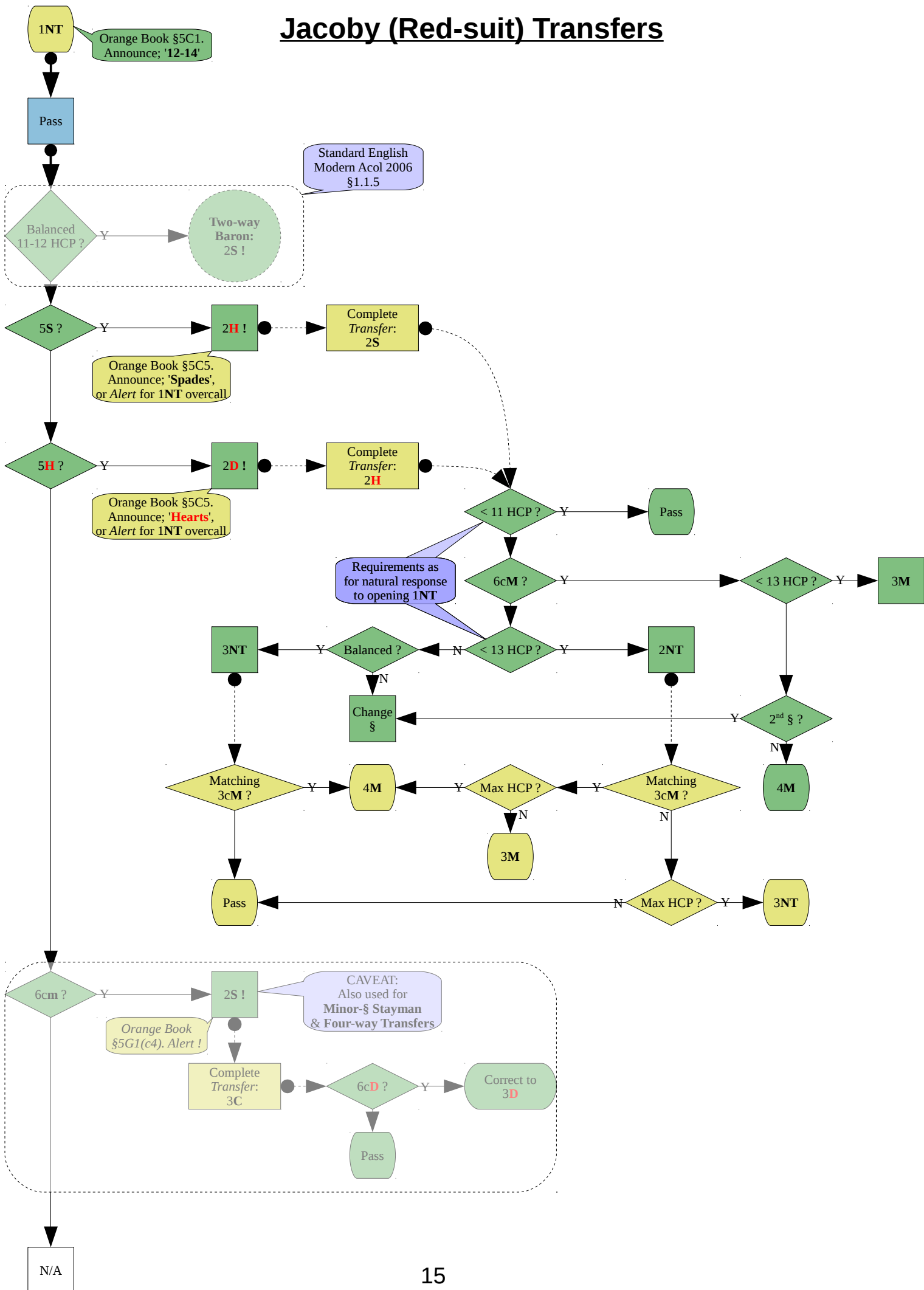
# Responder's Rebid after Opener's 2<sup>nd</sup> §



# Stayman

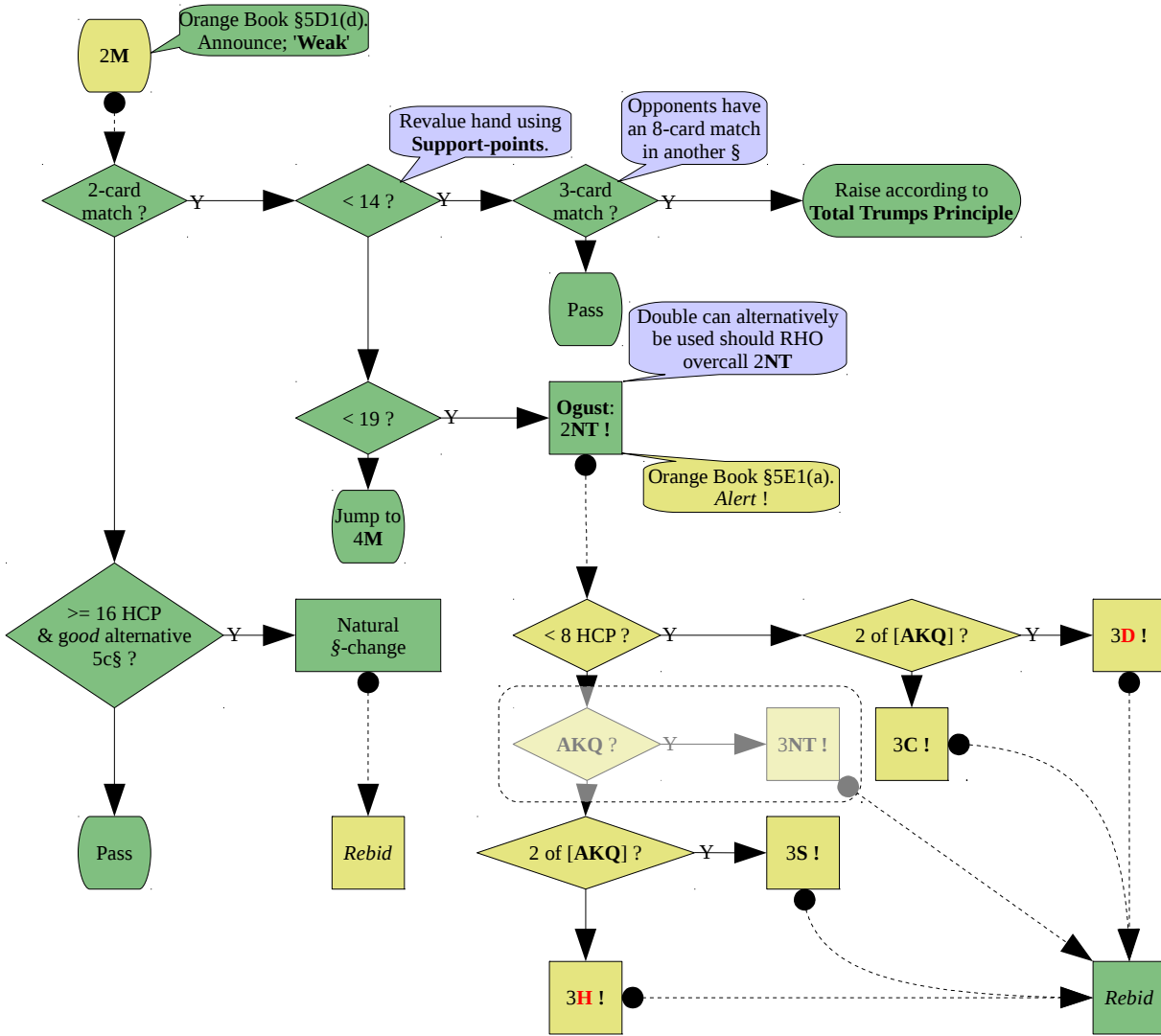


# Jacoby (Red-suit) Transfers



Response to Benjamin Weak-two (inc Ogust).

Similar to response to Weak Jump-overcall

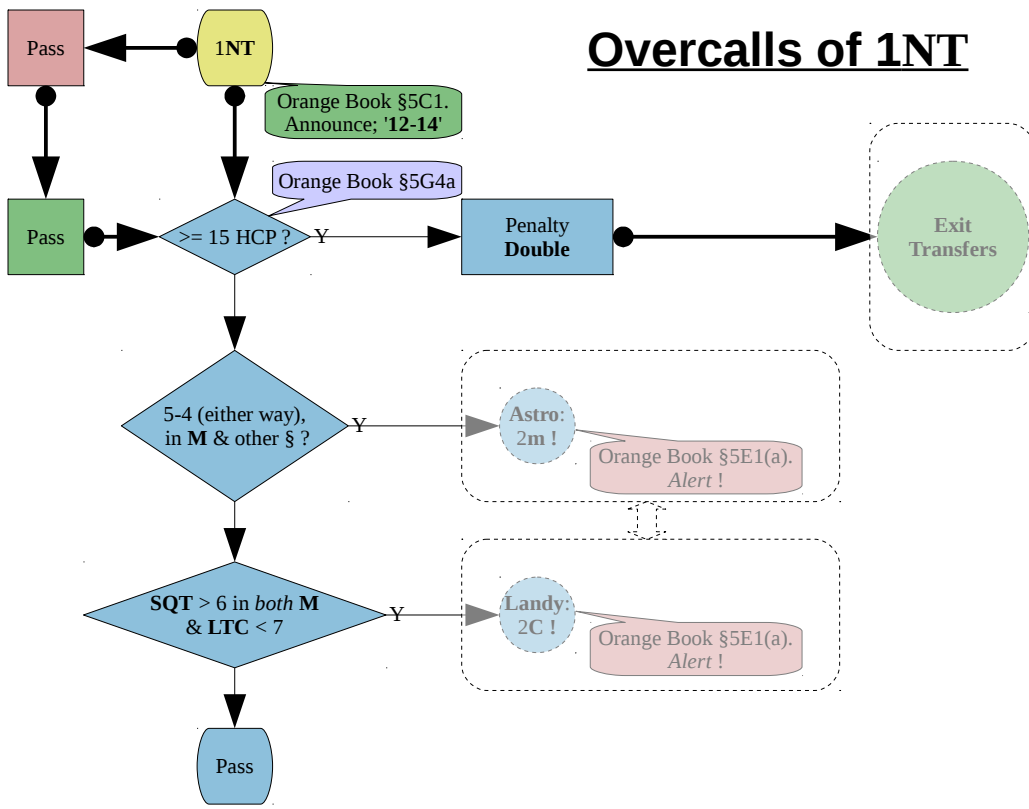




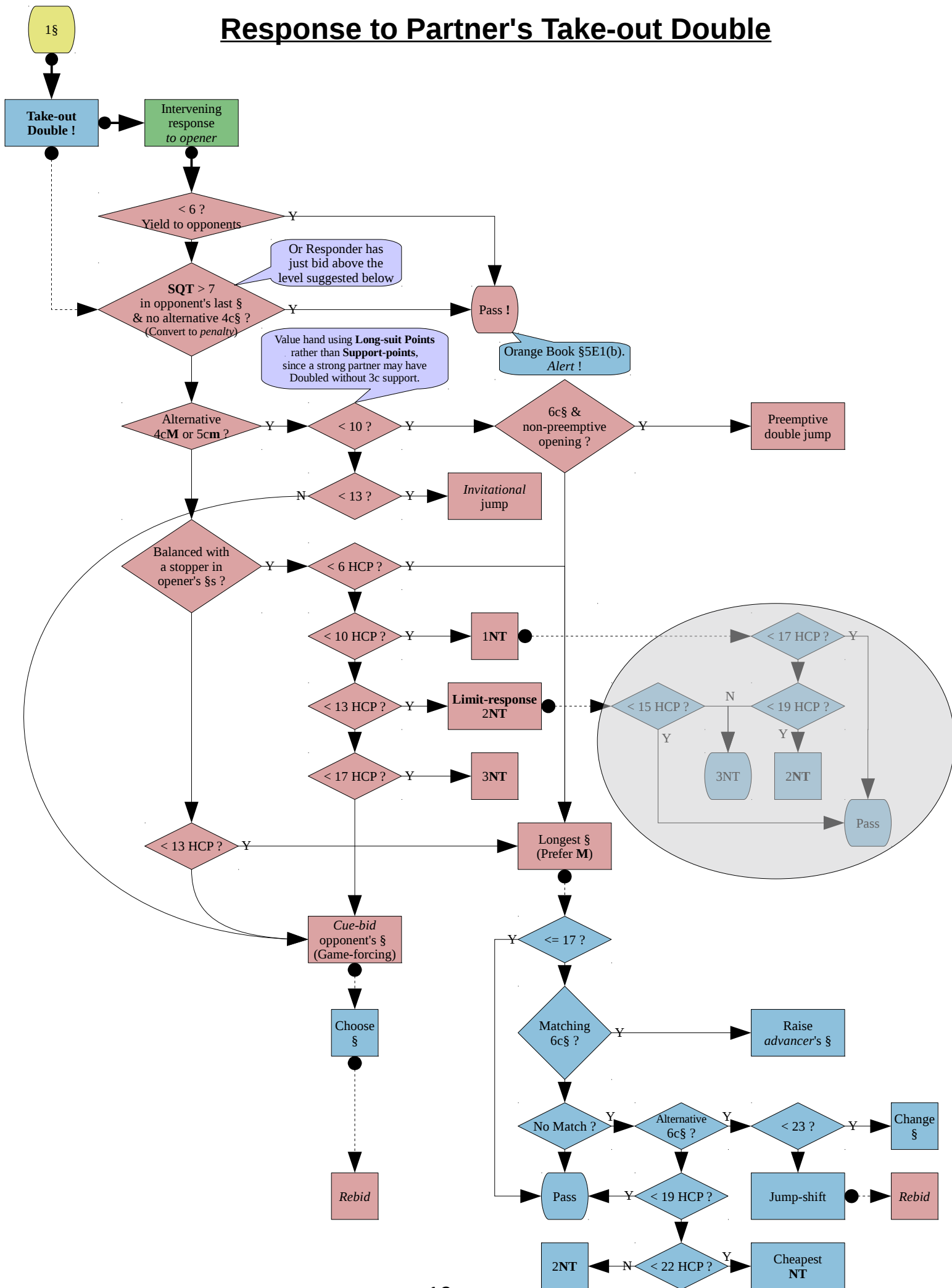
# Overcalls of 1♠



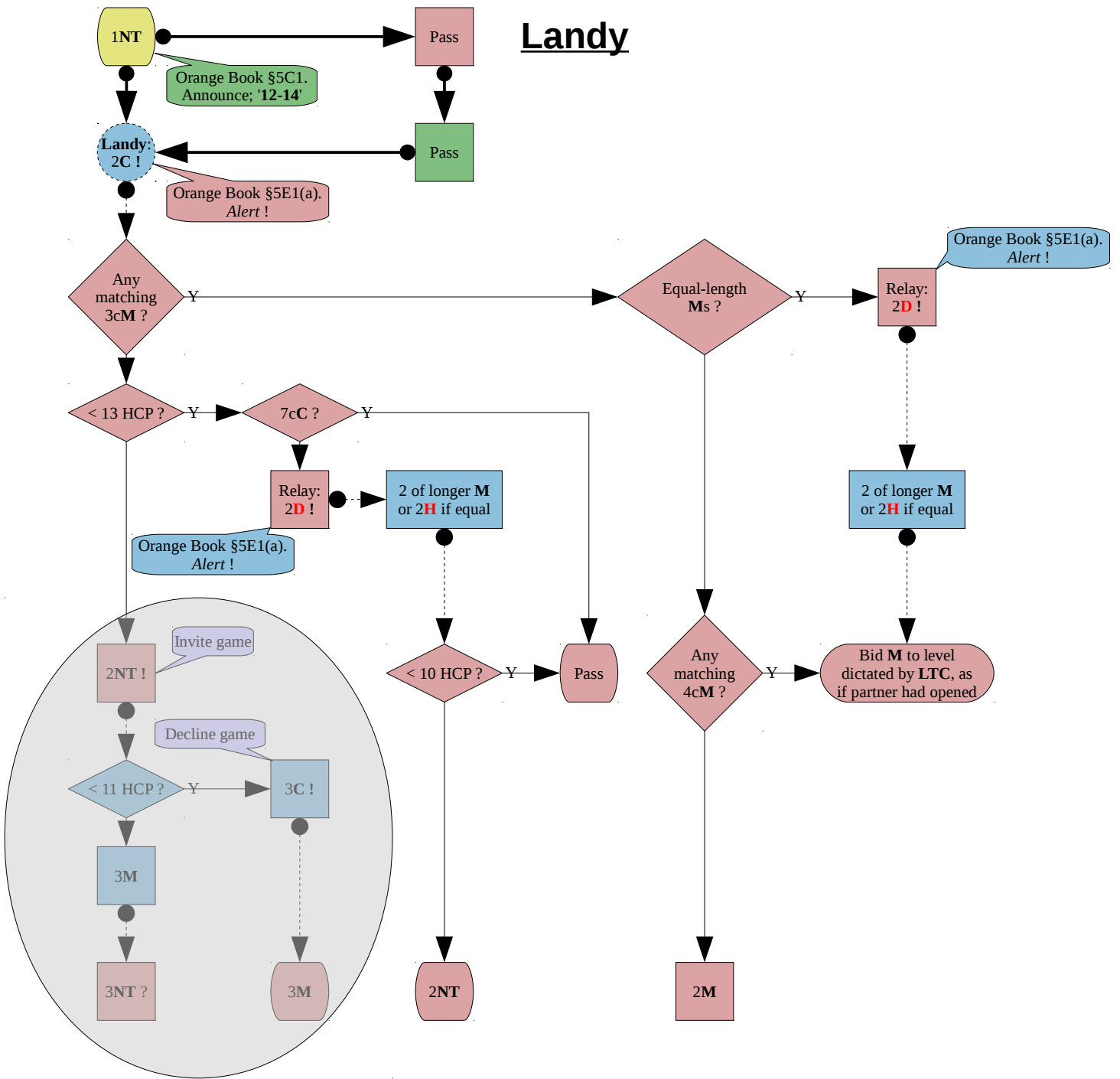
# Overcalls of 1NT



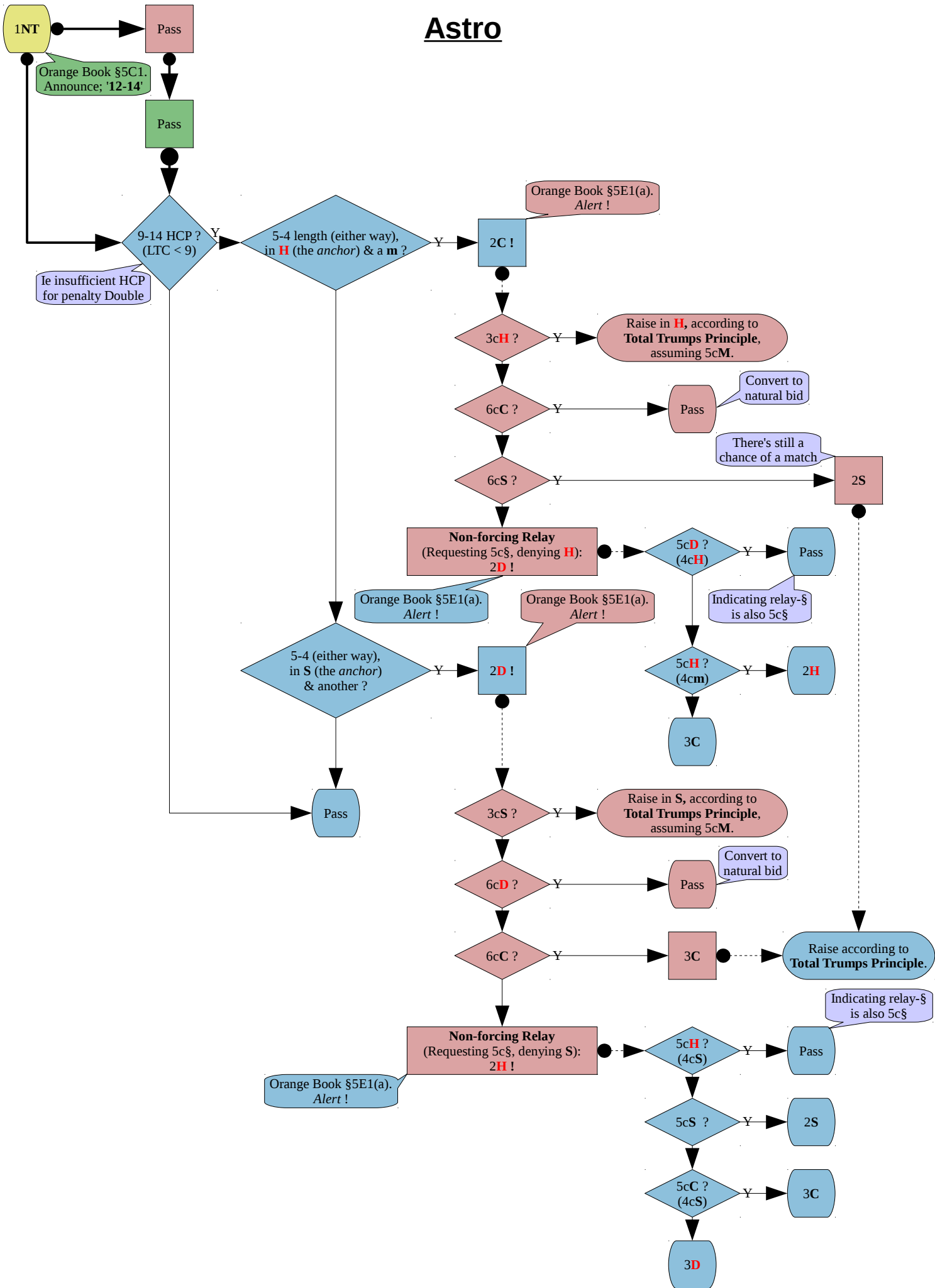
# Response to Partner's Take-out Double



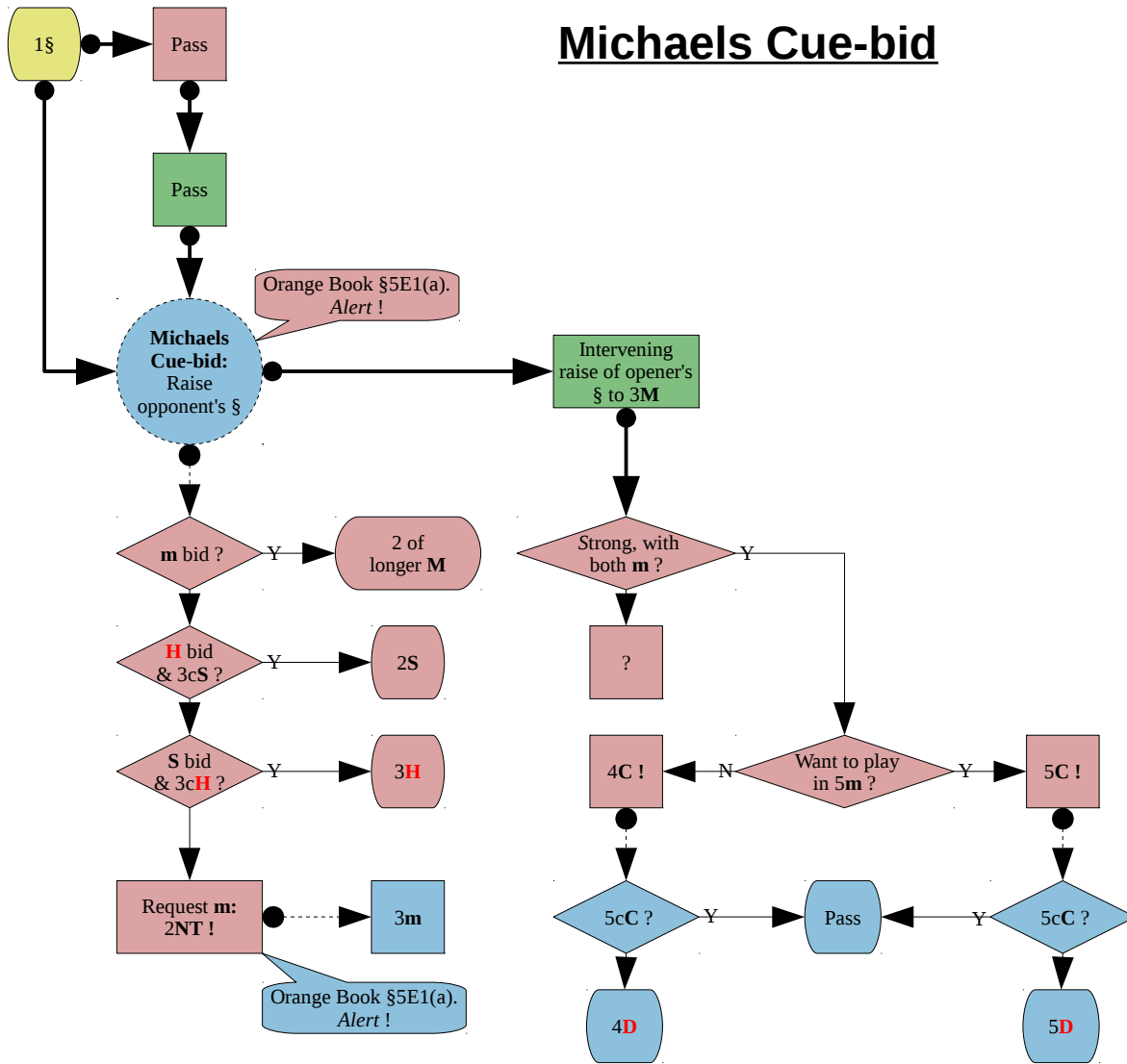
# Landy



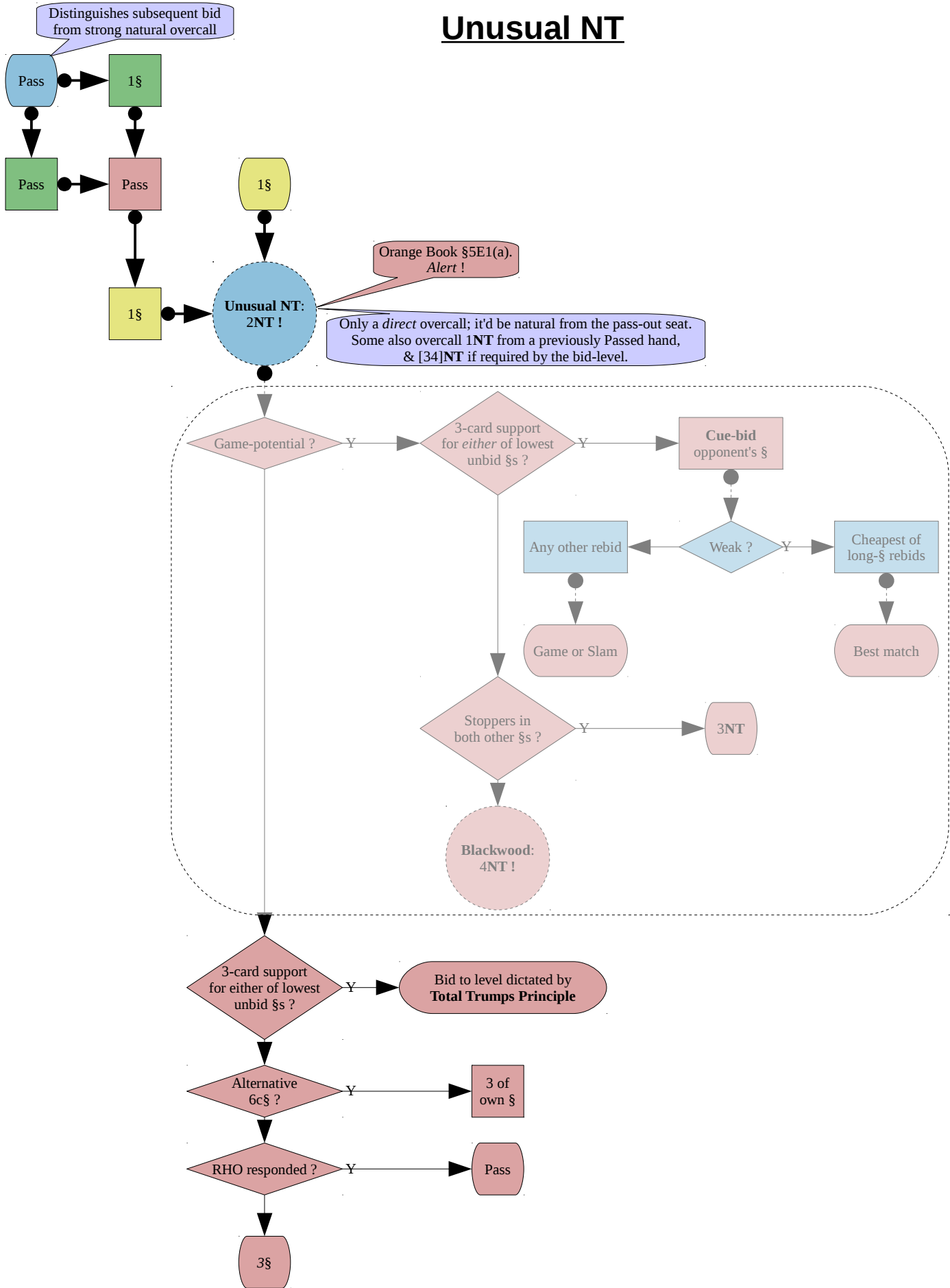
# Astro



# Michaels Cue-bid



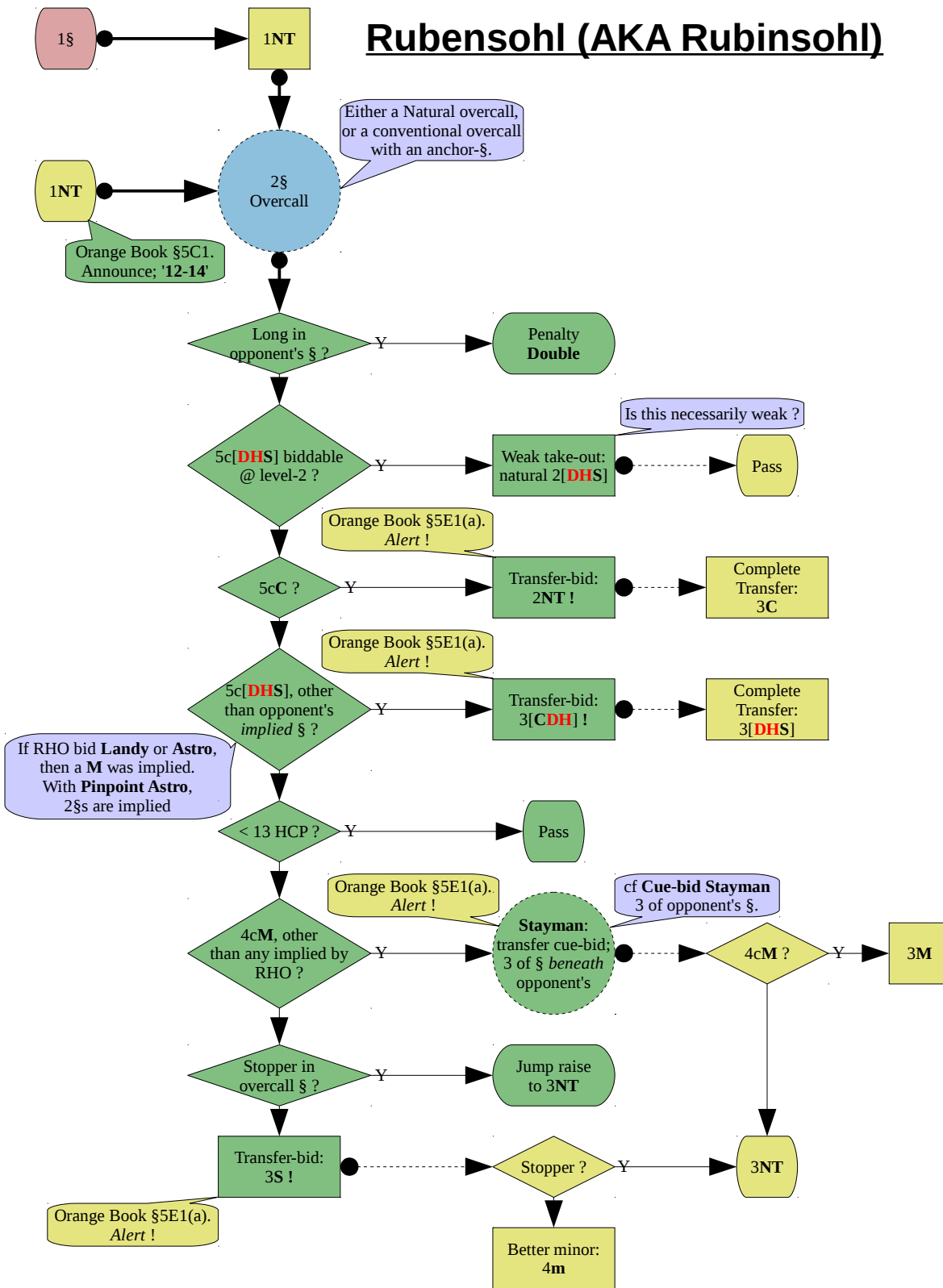
# Unusual NT



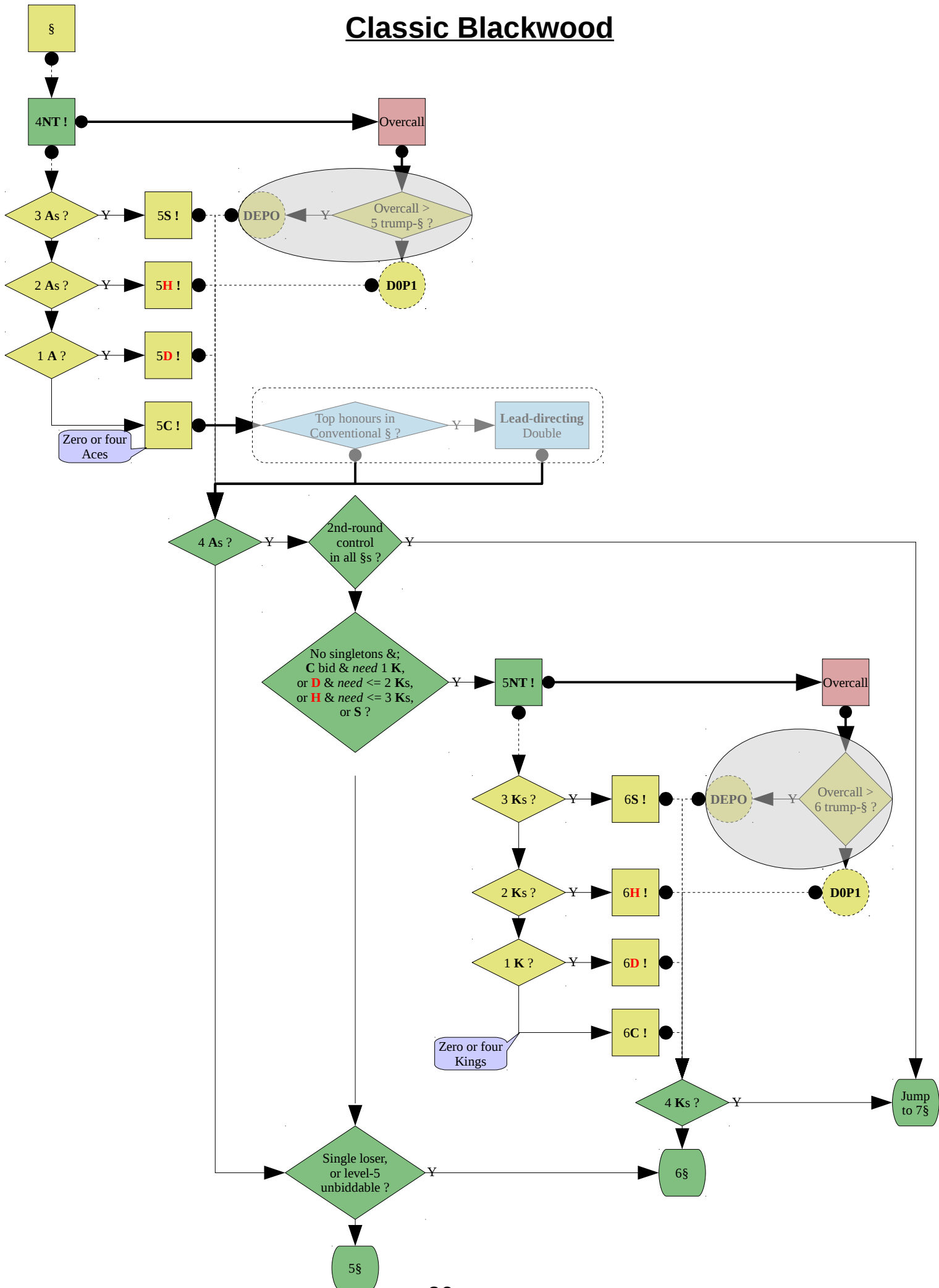




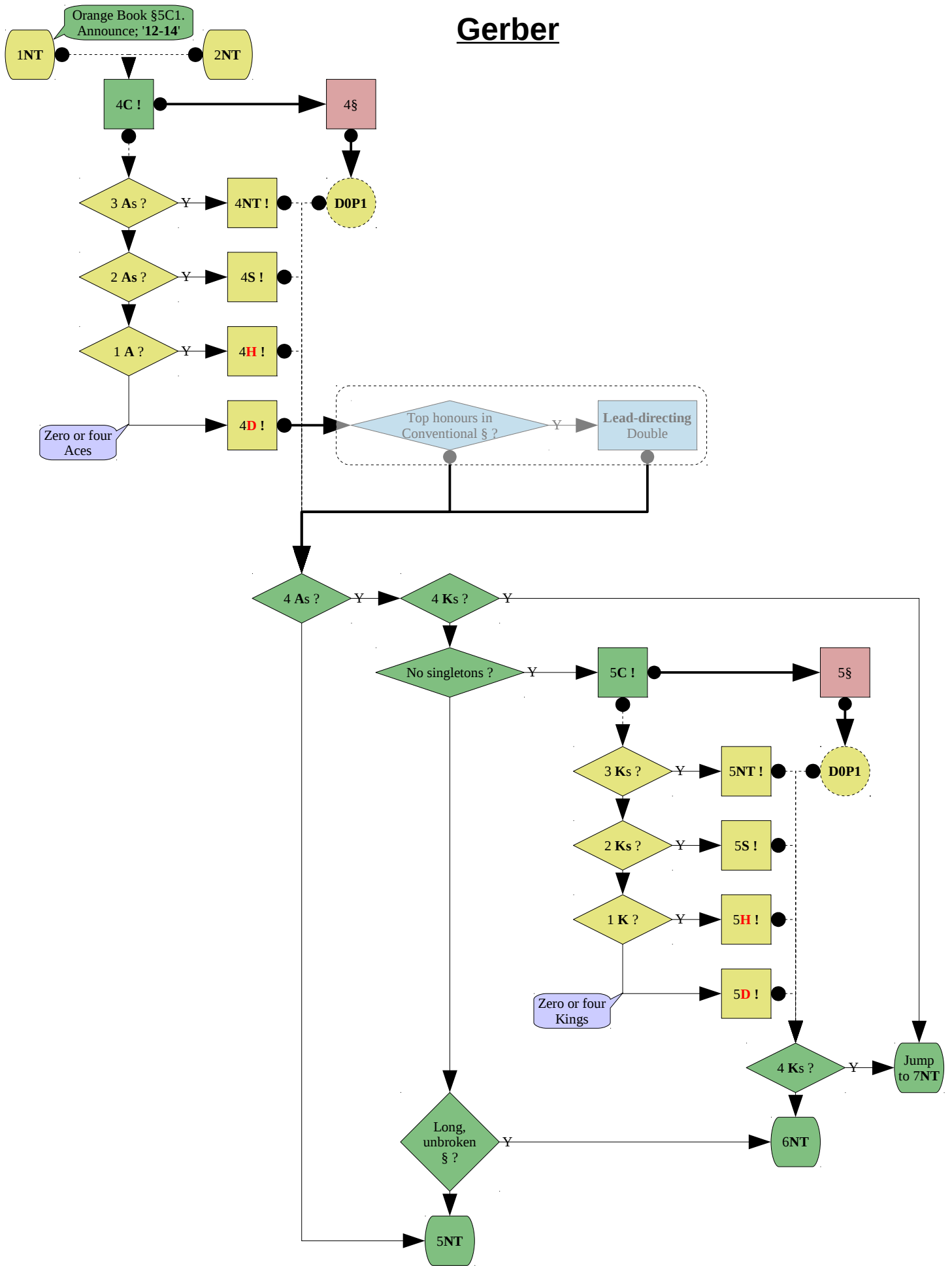
# Rubensohl (AKA Rubinsohl)



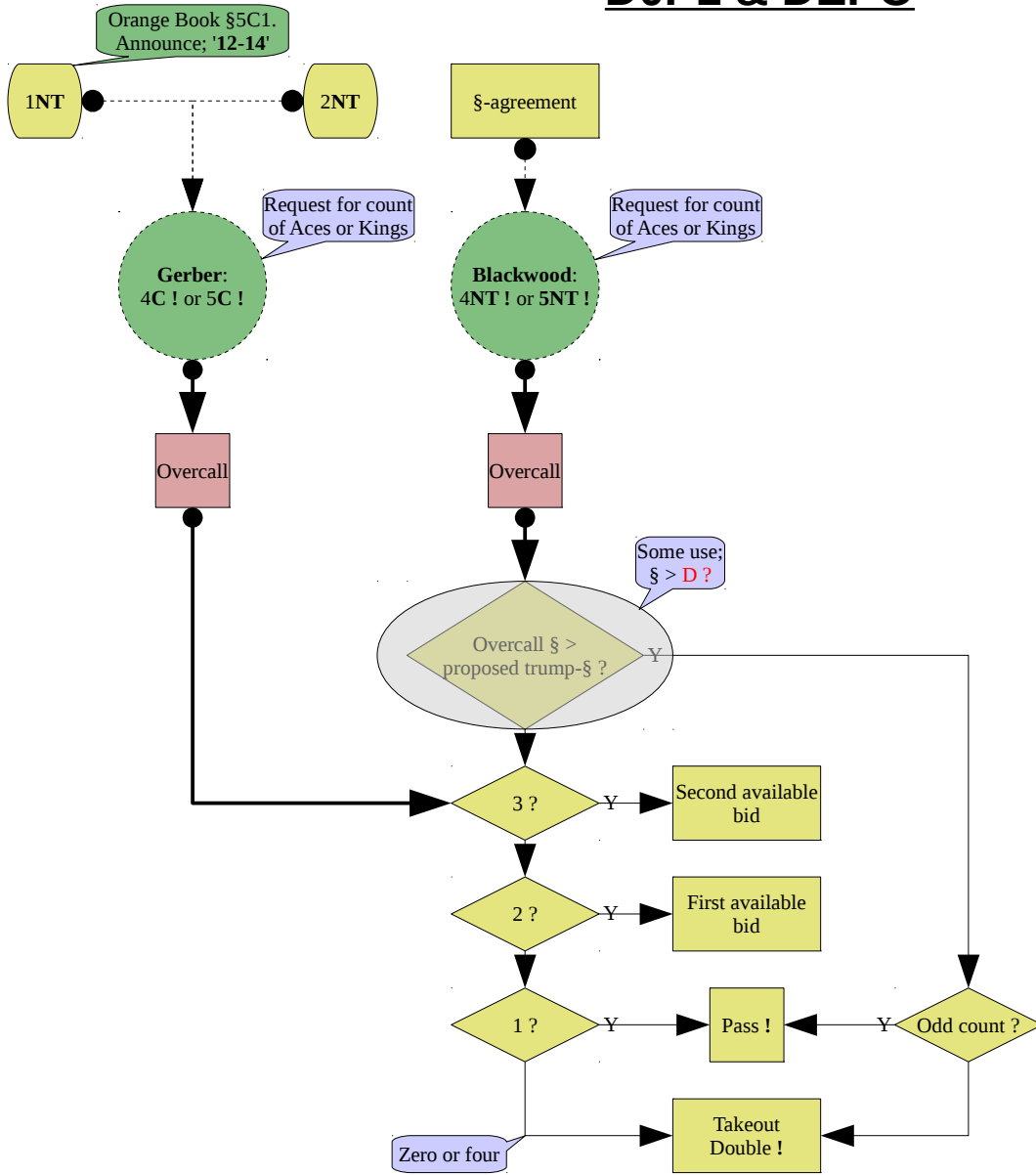
# Classic Blackwood



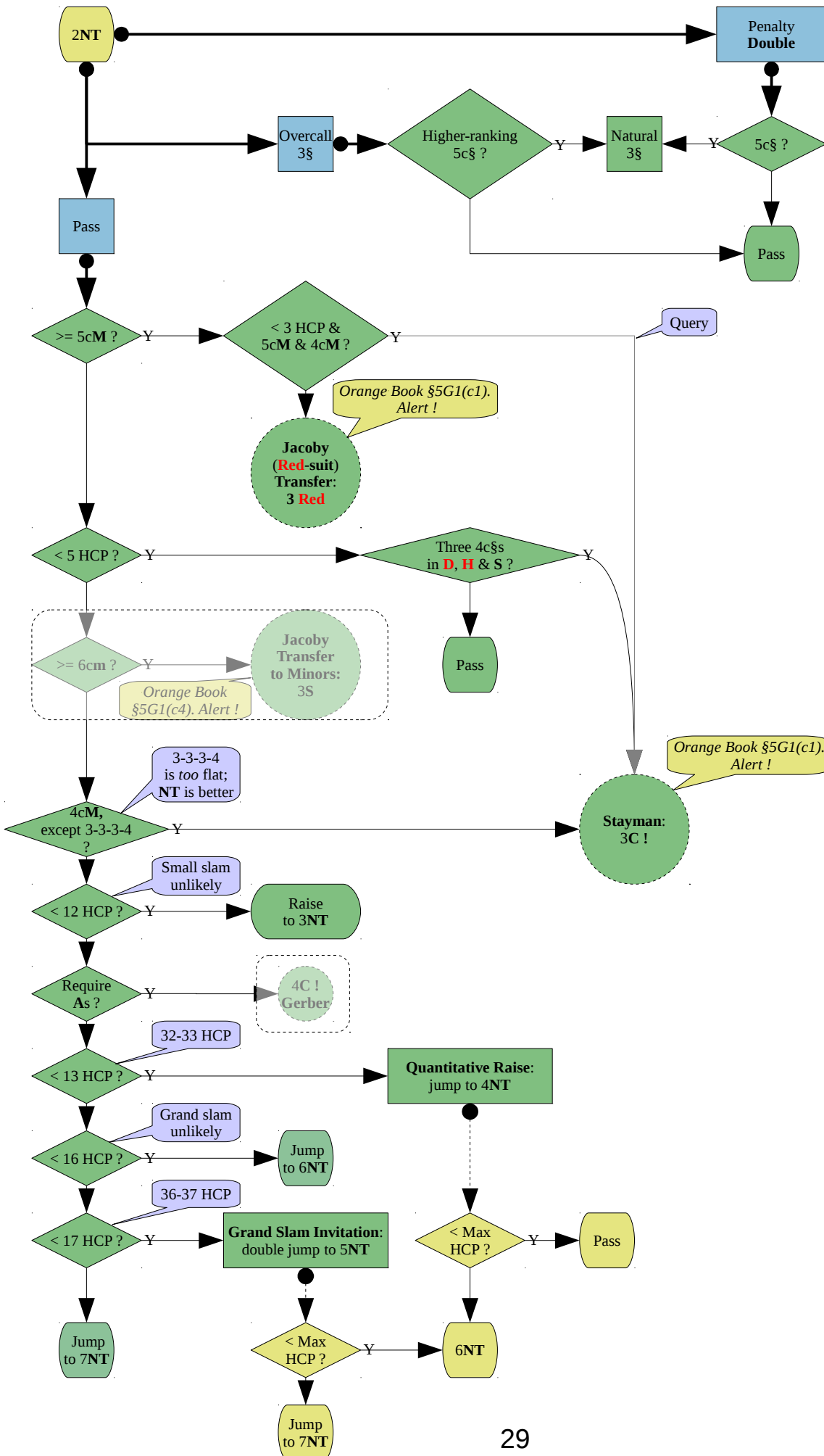
# Gerber



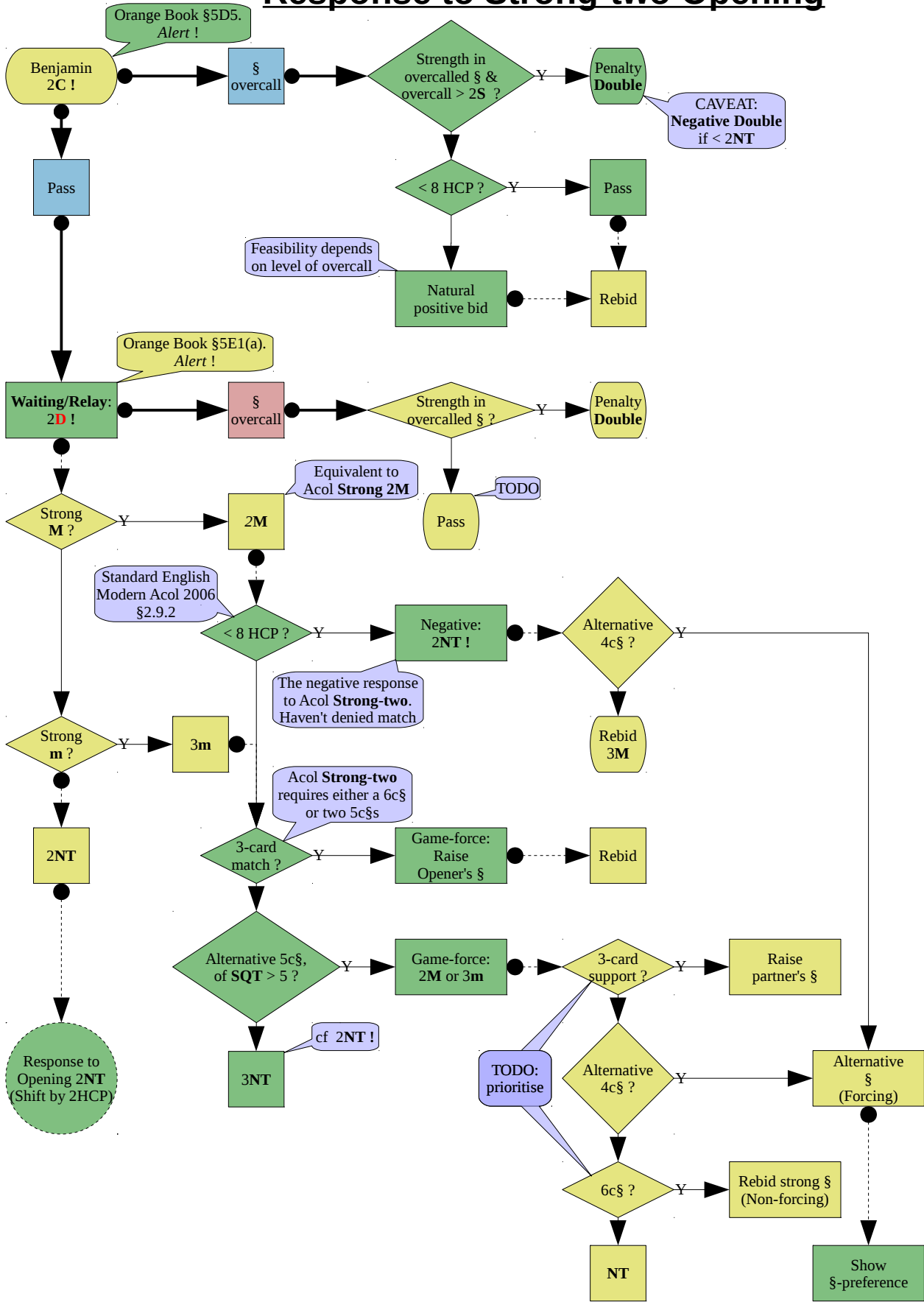
# D0P1 & DEPO



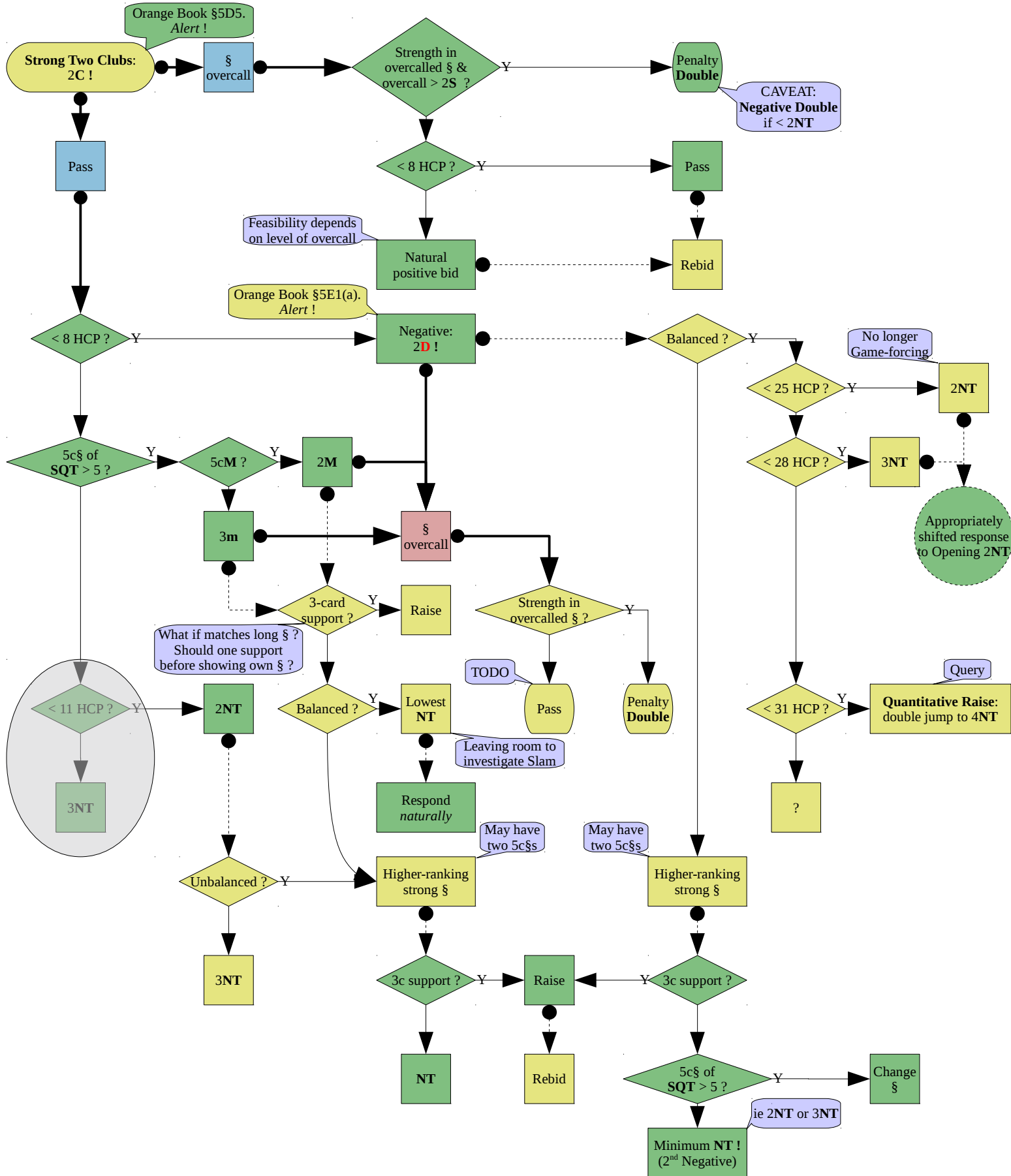
# Response to Opening 2NT



# Response to Strong-two Opening



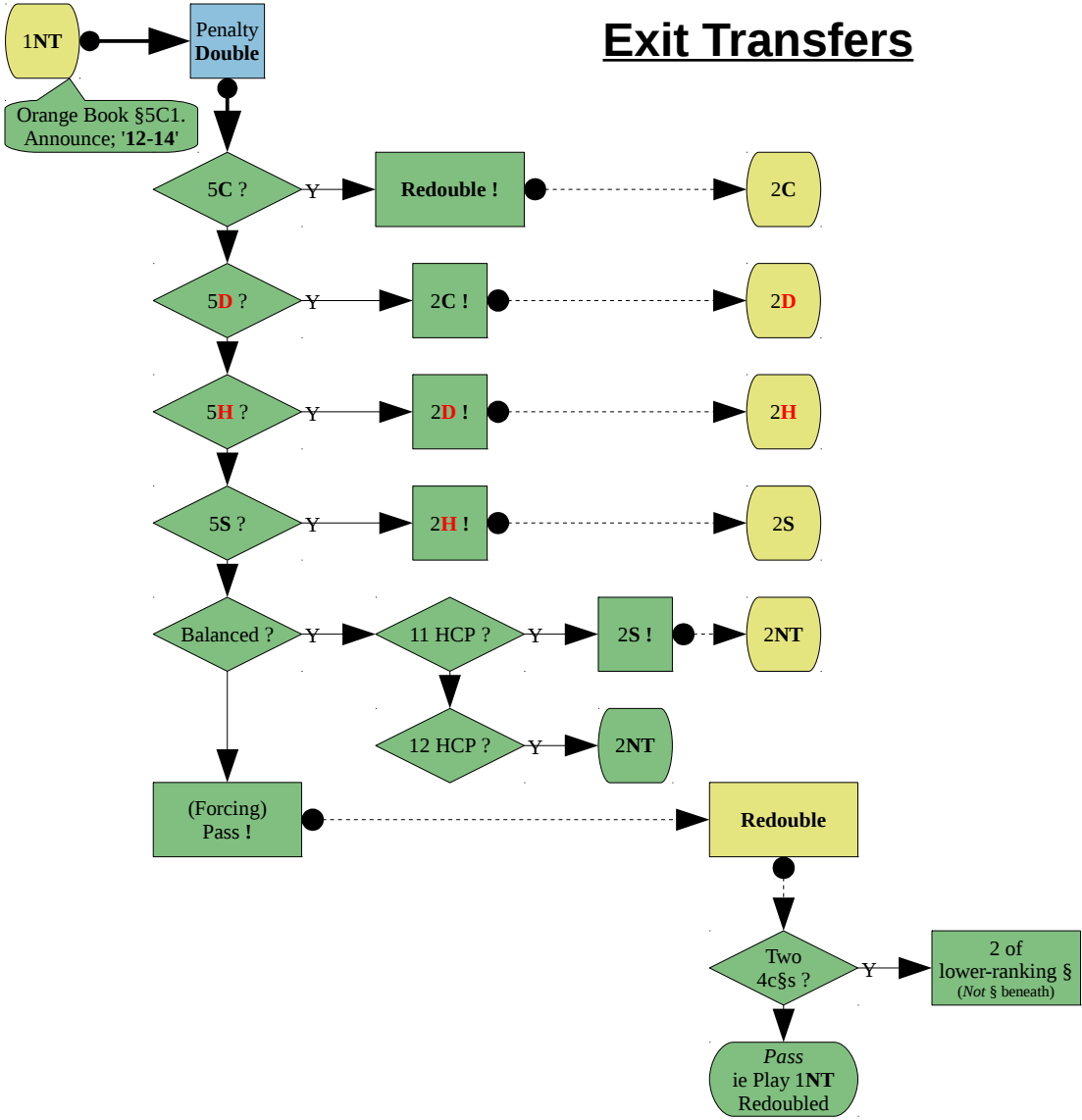
# Response to Acol Game-force Opening







# Exit Transfers



# Response to Weak Gambling 3NT

Orange Book §5E4(a).  
Alert!

