Toad Club System Notes

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TOAD CLUB SYSTEM Introduction

The Toad Club system is a big club system in which all good hands of 16+ high card points (17+ HCP if balanced) or equivalent playing strength are opened with 1♣. Failure to open 1♣, therefore, usually limits the hand to at most 16 points (except a 1♥ opening may contain 17 HCP when holding a 5-card suit and unbalanced hand). The system actively encourages aggressive opening bids and, by design, allows the opener to get out at a low level in many auctions in which he has elected to open light. Consequently, many auctions that would be forcing in Standard American are non-forcing in Toad Club.

The Toad Club system employs the use of variable range No Trumps also, the range varying with the vulnerability. A very aggressive 11-13 point range is used when not vulnerable. When vulnerable, a 14-16 point range is used.

The major component of the Toad Club system is the use of many distributional relays to ascertain partner's exact distribution. In all auctions in which a game force has been established, exact distribution may be determined (barring interference from the opponents). After partner's exact distribution is known, Roman Key Card Blackwood may be used in any suit. Relays are designed to be where one person (the captain) is asking his partner (the servant) a series of questions to determine his distribution. The asking bid, or relay, is typically the next step. The servant's responses are in a series of steps and, therefore, are not natural. Consequently, when the wheels fall off in one of these auctions, the results can be truly spectacular. ☺

Relays do require a certain amount of memorization; however, Toad Club was designed in part to make rules to memorize, instead of exact bids. The rules are simply applied to "create" the proper bid.

In addition to being a very exact system for offensive bidding, the system was designed to also be very aggressive with distributional weak hands to make constructive bidding by the opponents more difficult. All hands with 5-5 or better distribution and between 4 and 10 points may be opened at 2 (or 3) level. In addition, a fairly standard preemptive structure may be used. In addition, NAMYATS 4♣ and 4♦ bids may be used for those very offensive hands that don't qualify as 1♣ openings. A Multi 2♦ bid is also used with weak 2♥ and 2♠ hands, which further complicates the opponents' constructive auctions.
(Note: Playing the Multi 2♦ assumes that Midchart conventions are allowed).

Opening Bids in Toad Club

1♣	16 or more high-card points (HCP), any distribution
1♦	11-16 HCP, 2 or more ♦
1♥	11-17 HCP, 5 or more ♥ in 1st and 2nd seat, 4 or more in 3rd and 4th
1♠	11-15 HCP, 5 or more ♠ in 1st and 2nd seat, 4 or more in 3rd and 4th
1NT	11-13 HCP, not vulnerable 14-16 HCP, vulnerable
2♣	11-15 HCP, 6 or more ♣, and may have another 4 card or longer suit
	************ Below are when playing Midchart ************
2♦	(1) 4-10 HCP with either a weak 2♥ or 2♠ bid, or (2) 17-20 HCP with 1♠-4-4-4
2♥	11-15 HCP. Either 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5
2♠	4-10 HCP with 5+♠ and 5+ in a minor (Similar to Polish)
2NT	A normal preempt in either ♣ or ♦ (not both)
3♣	4-10 HCP with 5-5 or better in the minors
3♦	A 7 card or longer solid suit somewhere (not necessarily ♦)
	************ Below are if NOT playing Midchart ************
2♦	11-15 HCP. Either 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5
2♥	4-10 HCP, 5-7 ♥ (weak 2 bid)
2♠	4-10 HCP, 5-7 ♠ (weak 2 bid)
2NT	4-10 HCP with 5-5 or better in the minors
3♣	3-10, preemptive ♣ bid
3♦	3-10, preemptive ♦ bid
	************ Below are for both ************
3♥	A normal 3♥ preempt
3♠	A normal 3♠ preempt
3NT	A normal 4♣ or 4♦ preempt
4♣	A good 4♥ preempt with 7-8 playing tricks (NAMYATS)
4♦	A good 4♠ preempt with 7-8 playing tricks (NAMYATS)
4♥	A normal 4♥ preempt
4♠	A normal 4♠ preempt
4NT	At least 11 cards in the minors (6-5 or better)
5♣	A normal 5♣ preempt
5 ♦	A normal 5♦ preempt

Relays in Toad Club

One of the cornerstones of the Toad Club system is the ability to relay and determine partner's exact distribution. Relays only occur in game forcing auctions. One partner becomes the "captain", asking the questions of the "servant", who answers with distribution showing responses. When the questions are completed, the captain has a picture of the servant's hand and can then bid Roman key-card Blackwood (RKCB) in any of the four suits, or simply place the contract.

Typically in a relay situation, the servant shows his longest suit first (when holding a 5 card or longer suit), and then shows 4 card suits. Next, the relative lengths of the shown suits are disclosed. Finally, the remaining fragments are shown, completing the description. All the responses are in steps, utilizing as little space as possible. When the servant holds a balanced hand, he describes his hand as balanced first, and then completes the suit lengths. To summarize:

    1.) Show the longest suit (via steps). With 5-5 or better, show the higher
        ranking suit first; then,
    2.) Show the next longest suit,
    3.) Show the relative lengths of the 2 suits; and finally,
    4.) Show the remaining fragments.

Important note: Relays are OVER if the last response was 3♠ or higher! (If the last response was 3♠, 4-suit Kickback rules apply, regardless of whether the full pattern has been shown or not!)

The first bid which begins this interrogatory process is called a relay, usually starting with 2♣ (at least over 1♦, 1♥, and 1♠). After receiving a response from the servant he bids the next step to continue the relay. If the captain bids anything other than the next step he has "broken the relay" and the bidding reverts to natural. The "relay initiating bid" after a 1NT opening is, however, 2♦.
(Note: Anytime you have shown at least a doubleton in a suit, a non-relay bid asks how you like your hand with that suit as trump. The next step says you don't like it. Other bids say you like it and have values in the suit bid. The cheapest NT bid (unless it is the next step) says you like your hand and have values in the suit that would have been the negative reply.)
Anytime the servant is (a) unlimited, and (b) makes a pattern-showing bid of 3N, and 4♣ would have shown a different pattern, 3N is forcing. If 4♣ does not show a different pattern, then 3N is not forcing since, with extra values, the servant would have bid 4♣ or higher to show the 3N pattern according to the following scheme:
4♣ (12-13), 4♦ (14-15), 4♥ (16-17), 4♠ (18-19), etc.

Relay examples:

1♥		11-17 HCP, 5+♥ (bid the longest suit first)
	2♣	Start of relay, asking for more information (game forcing)
2♦		4 or more ♣ (show second suit, if any)
	2♥	Relay (next step) asking for more information
2NT		Exactly 5♥ and 5♣ (show relative lengths of 2 suits)
	3♣	Relay (next step)
3♥		Remaining fragments are 2♠ and 1♦. Therefore, the entire distribution is 2-5-1-5.

Not all relays function the same. Although many of the rules are the same in all relays, the basic premises may be slightly different.
There are several basic relay sequences:

Opening Bid	Bid initiating relay
1♦	2♣
1♥	2♣ (Appendix C)
1♠	2♣ (Appendix D)
1NT	2♦ (Appendix B)
2♣	No relays, but special treatment
1♣ →1♥(5+♣/♠ or balanced 8-11)	1♠
1♣.1♥.1♠.1NT	2♣ (Appendix A NT relays)
1♣ →1♠ (5+♦/♥)	1NT
1♣ →1NT (12+)	2♣ (Appendix A NT relays)
1♣ →2♠ (4441)	2NT

Four-Suit Kickback

***** I cannot stress the importance of learning this concept *******

After any exact distribution has been shown, by either partner, Roman Key-card Blackwood (RKCB) may be used in ANY suit, or the person may just sign off. Here's how it works! Although I have enclosed all the bids, the basic premise is this:

    4♣ = sign off or size ask. Responder always responds as if it is size asking, although more often than not it is a sign off. The responses are simple:

        4♦ = minimum (or rarely, LOTS of extras), and
        4♥ =maximum.
    4♦ = Key card for ♣
    4♥ = Key card for ♦
    4♠ = Key card for ♥
    4NT= Key card for ♠

A corollary to 4-suit Kickback is what to do when the last distribution (or high-card showing) bid was 4♣ or higher.

If the last bid was 4♣, then the following structure applies:
    4♦ = Puppet to 4♥ (signoff sequence), then;
        Pass = to play 4♥
        4♠ = to play 4♠
        4NT = to play
        5♣ = to play 5♣
        5♦ = to play 5♦
    4♥ = RKCB / ♣
    4♠ = RKCB / ♦
    4NT= RKCB / ♥
    5♣ = RKCB / ♠

If responder is unlimited, size-ask (4♣) responses are:
    4♦ = 8-11 or 15+
    4♥ = 12-14
This allows the 1♣ bidder always to sign off at any contract but 4♦.

Four-Suit Kickback (continued)

If the last response showing shape is 4♦, then 4♥, 4♠, 4N, 5♣, 5♦ are to play.
If the 4♦ or higher bid (showing extra high cards) comes over 3N, 4N is to play.

After bids showing extra strength:

4♣ (12-13) - 4♦ = puppet to 4♥   - 4NT= RKC (♥)
            - 4♥ = RKC (♣)   - 5♣ = RKC (♠)
            - 4♠ = RKC (♦)

4♦ (14-15) - 4♥ = puppet to 4♠   - 5♣ = RKC (♥)
            - 4♠ = RKC (♣)   - 5♦ = RKC (♠)
            - 4NT= RKC (♦)

4♥ (16-17) - 4♠ = puppet to 4♠   - 5♦ = RKC (♥)
            - 4NT= RKC (♣)   - 5♥ = RKC (♠)
            - 5♣ = RKC (♦)

4♠ (18-19) - 4NT= to play   - 5♥ = RKC (♥)
            - 5♣ = RKC (♣)   - 5♠ = RKC (♠)
            - 5♦ = RKC (♦)

4NT (20-21)- 5♣ = RKC (♣)   - 5♥ = RKC (♥)
            - 5♦ = RKC (♦)   - 5♠ = RKC (♠)

etc.

If servant's exact distribution is known, and then relayer makes a natural bid, 4-suit Kickback is NOT on. For example, 1♣-2♠ (some 4441)-2N-3♣ (short ♣)-3♥ (natural)-3♠ (don't like my hand for ♥) – 4-suit Kickback is not applicable, but Kickback is on for relayer's suit. In this example 4♣ and 4♦ are cue bids, 4♥ is to play, and 4♠ is Kickback for ♥.

The 1♣ Opening Bid

A 1♣ opening bid is made any time you have 16 or more points (17 if balanced) and virtually any distribution. High card requirements may be shaded if playing strength is sufficient, as in a big 2-suiter:

For example, the following hands would all be opened 1♣:

(1)	(2)	(3)
♠ A-K-x-x-x	♠ x	♠ K-J-x-x-x
♥ K-Q-x-x	♥ A-K-J-x-x-x	♥ x
♦ A-K-x	♦ x	♦ A-K-Q-J
♣ x	♣ A-Q-J-T-x	♣ K-x-x

(4)	(5)	(6)
♠ A-Q-J-x-x-x	♠ A-K-Q-J	♠ x
♥ x	♥ K-Q-J-x	♥ A-K-Q-J-x-x
♦ A-x	♦ A-Q-J	♦ A-x-x-x-x-x
♣ A-K-Q-x	♣ A-K	♣ --

Notice in hands (2) and (6), the 1♣ bidder doesn't have 16 HCP, but does have equivalent playing strength, meaning the distribution and concentration of high cards makes it good enough to open 1♣ anyway. Often, the decision to open these distributional hands is strictly a judgment call. Also notice, as in hand (5), there is NO upper limit for a 1♣ opener!

Responses to 1♣

The following are the responses to a 1♣ opening:

1♦	0-7 HCP, any distribution
1♥	8 or more HCP, game forcing, 5 or more cards in either ♠ or ♣ (one of the black suits) <u>or</u> a balanced hand with 8-11 HCP
1♠	8 or more HCP, game forcing, with 5+♦ or 5+♥
1NT	12+ HCP, balanced hand. Can be 5332 with either major suit
2♣	4-7 HCP, 6 decent ♣ or ♦ (at least QJTxxx)
2♦	4-7 HCP, 6 decent ♥ (at least QJTxxx)
2♥	4-7 HCP, 6 decent ♠ (at least QJTxxx)
2♠	8 or more HCP, game forcing, with any 4-4-4-1 hand
2NT	4-7 HCP, with 7 or more decent ♣ (at least QJTxxxx)
3♣	4-7 HCP, with 7 or more decent ♦ (at least QJTxxxx)
3♦	4-7 HCP, with 7 or more decent ♥ (at least QJTxxxx)
3♥	4-7 HCP, with 7 or more decent ♠ (at least QJTxxxx)
3♠	7+ solid suit somewhere, no outside aces or kings
3NT	7+ solid suit somewhere, plus at least 1 outside ace or king
4♥/♠	8 card broken major, 3-5 HCP

All auctions after 1♣ and a game forcing response may be relayed. Opener can find out responder's exact distribution if he chooses, or break the relay and convert the auction to natural (how boring!☺). In all cases where responder bids at the one level, 2♣ is the beginning of the relay. After 1♣ -1NT, showing a balanced hand, 2♣ begins the relay. After a 2♠ bid (4441 hand), opener bids 2NT to begin the relay.

Auctions after 2 or 3 level responses to 1♣

After 2♣, 2♦, 2♥, 2N, 3♣, 3♦, 3♥, bidding partner's suit at the minimum level is non-forcing. Anything else is forcing 1 round (except 4 of partner's major or 3NT). Any new suit after Ogust or shortness ask is also forcing. A "good suit" (for Ogust purposes contains 5+HCP in the suit).

After 2♣ (showing either ♣ or ♦)
   2♦ = relay, asking partner which minor he has
    2♥ = shows ♣
     2♠ = asks for shortness
      2NT= no shortness
      3♦ = short ♦
      3♥ = short ♥
      3♠ = short ♠
     2NT= Ogust
      3♣ = minimum (4-5), not AJTxxx or better suit
      3♦ = minimum (4-5), AJTxxx or better suit
      3♥ = maximum (6-7), not AJTxxx suit
      3♠ = maximum (6-7), AJTxxx or better suit
      3NT=KQJTxx or AQJTxx (one loser suit)
     3♣ = to play
    2♠ = shows ♦
     2NT= Ogust
      3♣ = minimum (4-5), not AJTxxx or better suit
      3♦ = minimum (4-5), AJTxxx or better suit
      3♥ = maximum (6-7), not AJTxxx suit
      3♠ = maximum (6-7), AJTxxx or better suit
      3NT=KQJTxx or AQJTxx (one loser suit)
     3♣ asks for shortness
      3♦ = short ♣
      3♥ = short ♥
      3♠ = short ♠
      3NT= no shortness
     3♦ = to play

After 2♦ (showing 4-7 with 6♥),
   2♥ = not forcing
   2♠ = asks for shortness
     2NT= no shortness
     3♣ = short ♣
     3♦ = short ♦
     3♥ = short ♥
     3♠ = short ♠

2NT= Ogust:

    3♣ = minimum (4-5), not AJTxxx or better suit

    3♦ = minimum (4-5), AJTxxx or better suit

    3♥ = maximum (6-7), not AJTxxx suit

    3♠ = maximum (6-7), AJTxxx suit

    3NT=KQJTxx or AQJTxx (one loser suit)

After 2♥ (showing 4-7 with 6♠),

    2♠ = not forcing

    2NT= Ogust:

        3♣ = minimum (4-5), not AJTxxx or better suit

        3♦ = minimum (4-5), AJTxxx or better suit

        3♥ = maximum (6-7), not AJTxxx suit

        3♠ = maximum (6-7), AJTxxx suit

        3NT=KQJTxx or AQJTxx (one loser suit)

After 2♠ (showing some 4-4-4-1 hand), 2NT asks for the singleton

    3♣ = singleton ♣

    3♦ = singleton ♦

    3♥ = singleton ♥

    3♠ = singleton ♠

After 3♠ (showing some 7+ solid suit, no outside A or K)

    3NT = to play

    4♣ = "bid your suit" (4NT = ♣)

        Next step (except 4NT or 5♣) is modified RKC for outside Q's and the J of trumps:

        1st – 0 Qs, next asks J of trumps

        2nd – 1 Qs, next asks J of trumps

        3rd – 2 Qs, no J of trumps

        4th – 2 Qs, plus the J of trumps

    4♦ = natural and GAME FORCING

    4♥, 4♠ = to play

After 3NT (showing some 7+ solid suit, at least 1 outside A or K), this bid is <u>forcing</u> to 4NT.
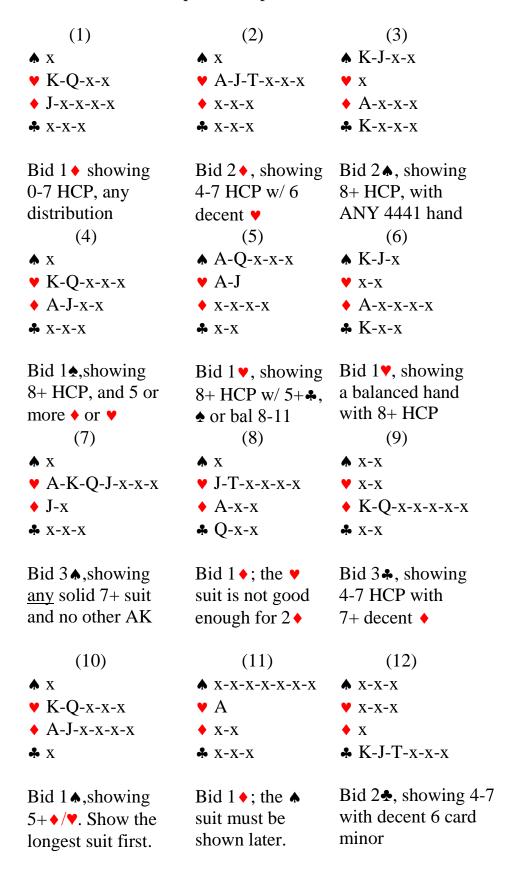
    4♣ = "bid your suit" (4NT = ♣)

        Next step is modified RKC for outside aces and J of trump:

        1st – 0 aces, next asks J of trump (if yes, cue bid lowest K or bid 6 of trump suit)

2nd – 1 ace, next asks J of trump
3rd – 2 aces, no J of trump
4th – 2 aces, plus J of trump; then bidding 5 of suit above
asks specific kings

4♦, 4♥, 4♠ are natural and forcing.

Examples of responses to 1♣:

(1)
♠ x
♥ K-Q-x-x
♦ J-x-x-x-x
♣ x-x-x

Bid 1♦ showing 0-7 HCP, any distribution

(2)
♠ x
♥ A-J-T-x-x-x
♦ x-x-x
♣ x-x-x

Bid 2♦, showing 4-7 HCP w/ 6 decent ♥

(3)
♠ K-J-x-x
♥ x
♦ A-x-x-x
♣ K-x-x-x

Bid 2♠, showing 8+ HCP, with ANY 4441 hand

(4)
♠ x
♥ K-Q-x-x-x
♦ A-J-x-x
♣ x-x-x

Bid 1♠, showing 8+ HCP, and 5 or more ♦ or ♥

(5)
♠ A-Q-x-x-x
♥ A-J
♦ x-x-x-x
♣ x-x

Bid 1♥, showing 8+ HCP w/ 5+♣, ♠ or bal 8-11

(6)
♠ K-J-x
♥ x-x
♦ A-x-x-x-x
♣ K-x-x

Bid 1♥, showing a balanced hand with 8+ HCP

(7)
♠ x
♥ A-K-Q-J-x-x-x
♦ J-x
♣ x-x-x

Bid 3♠, showing any solid 7+ suit and no other AK

(8)
♠ x
♥ J-T-x-x-x-x
♦ A-x-x
♣ Q-x-x

Bid 1♦; the ♥ suit is not good enough for 2♦

(9)
♠ x-x
♥ x-x
♦ K-Q-x-x-x-x
♣ x-x

Bid 3♣, showing 4-7 HCP with 7+ decent ♦

(10)
♠ x
♥ K-Q-x-x-x
♦ A-J-x-x-x-x
♣ x

Bid 1♠, showing 5+♦/♥. Show the longest suit first.

(11)
♠ x-x-x-x-x-x-x
♥ A
♦ x-x
♣ x-x-x

Bid 1♦; the ♠ suit must be shown later.

(12)
♠ x-x-x
♥ x-x-x
♦ x
♣ K-J-T-x-x-x

Bid 2♣, showing 4-7 with decent 6 card minor

Auctions after 1♣ → 1♦:

1♥	20+ HCP, artificial, nothing about ♥
1♠	16-19, 4+♠, may have longer side suit
1NT	17-19, balanced hand, no singletons/voids 4-suit transfers, Stayman, Smolen apply 3 level bids show inv 5-5 in that suit and next higher
2♣	16-19, 5+♣ → responses similar to after 2♣ openings
2♦	16-19, 5+♦
2♥	16-19, 5+♥
2♠	16-18, 5+♠ and 5+ minor
2NT	16-18, 5+♥-5+♣
3♣	16-18, 5+-5+ in the minors
3♦	16-18, 5+-5+ in the red suits
3♥	16-18, 5+-5+ in the majors
3♠	long ♠, 9 tricks
3NT	9 tricks, usually long minor

Examples after 1♣ → 1♦:

(1)
♠ A-K-x-x-x
♥ K-J-x
♦ A-K-x-x
♣ x

Bid 1♠, showing 16-19 HCP, and 4+♠. NF

(2)
♠ A
♥ A-K-Q-x-x
♦ A-x-x
♣ A-J-x-x

Bid 1♥, artificial showing 20+ pts Forcing.

(3)
♠ x-x
♥ x
♦ A-Q-J-x-x
♣ A-K-Q-x-x

Bid 3♣ showing 16-18 HCP and 5+♣/5+♦. NF

(4)
♠ x
♥ K-Q-x-x-x-x
♦ A-K-J
♣ A-x-x

Bid 2♥, showing 16-19 HCP, 5+♥ Not forcing.

(5)
♠ A-x-x
♥ A-J-T-x
♦ K-Q-x-x
♣ A-x

Bid 1NT, showing 17-19 HCP. Not forcing.

(3)
♠ x
♥ A-K-J-x-x
♦ A-K-Q-x-x
♣ x-x

Bid 3♦, showing 16-18 HCP, and 5+♥/5+♦. NF

Auctions after 1♣ → 1♦ → 1♥: (20+ HCP)

1♠	Waiting, can be reasonable 5-7 that is not balanced (bid 2♣), not 4-4-4-1 hand (bid 2♠), and not 6 card major (2♦=6♥, 2♥=6♠)

1NT	Really bad hand with long (6+ suit), 0-2 HCP, and no other suit
	For example: xx JT98xxx xx xx
	2♣ = "What's your suit?"
	      2♦ = ♦
	      2♥ = ♥
	      2♠ = ♠
	      2NT= ♣

2♣	Balanced 5-7, can have 5 card ♥ suit 2♦ = relay (Appendix B) 2♥, 2♠, 2NT, 3♣ = natural and forcing 3♦, 3♥ and 3♠ = asks partner to cue Ace, bid 3NT with no ace but at least 1 king, and raise suit with no A,K
2♦	6 or more bad hearts, 5-7 HCP, game force
2♥	6 or more bad spades, 5-7 HCP, game force

2♠	5-7 with any 4441
	2NT = relay
	      3♣ = stiff ♣
	      3♦ = stiff ♦
	      3♥ = stiff ♥
	      3♠ = stiff ♠

2NT	3-4, with 7 card ♣ suit, 3♣ is not forcing
3♣	3-4, with 7 card ♦ suit, 3♦ is not forcing
3♦	3-4, with 7 card ♥ suit, 3♥ is not forcing
3♥	3-4, with 7 card ♠ suit, 3♠ is not forcing

(1)	(2)	(3)
♠ x-x-x	♠ A-x-x	♠ J-x-x-x
♥ K-J-x	♥ J-x-x-x	♥ x
♦ x-x	♦ Q-x-x-x	♦ A-Q-x-x
♣ x-x-x-x-x	♣ x-x-x	♣ x-x-x-x

| Bid 1♠, waiting. Says nothing about ♠ | Bid 2♣, showing 5-7 HCP and a balanced hand. | Bid 2♠, showing 5-7 HCP, and ANY 4441 hand |

(4)	(5)	(3)
♠ x	♠ A-x-x-x-x	♠ x
♥ K-Q-x-x-x	♥ x	♥ Q-J-T-x-x-x-x
♦ x-x-x-x	♦ Q-x-x-x	♦ x-x-x
♣ J-x-x	♣ x-x-x	♣ x-x

| Bid 1♠, waiting. Plan to bid ♥ next time. | Bid 1♠, waiting. Plan to bid ♠ later, | Bid 3♦, showing 3-4 HCP, and 7+ reasonable ♥ |

Auctions after 1♣→ 1♦ → 1♥ → 1♠: (0-7 HCP, waiting)

1NT	20-22 HCP
	2♣ = Stayman
	2♦ = transfer to ♥
	2♥ = fewer than 4♥
	2♠ = 4♥ and 4+♠, maximum
	2NT=3♥, maximum
	3♣ = 4♥ and 4+♣, maximum
	3♦ = 4♥ and 4+♦, maximum
	3♥ = 4♥, minimum hand
	2♥ = transfer to ♠
	2♠ = fewer than 4♠
	2NT=3♠, maximum
	3♣ = 4♠ and 4+♣, maximum
	3♦ = 4♠ and 4+♦, maximum
	3♥ = 4♠ and 4+♥, maximum
	3♠ = 4♠, minimum hand
	2♠ = transfer to ♣ (6+ cards)
	2NT= like ♣
	3♣ = don't like ♣
	2N = transfer to ♦ (6+ cards)
	3♣= like ♦
	3♦ = don't like ♦
	3♣ = 5-5 minors, not especially forward going
	3♦ = 5-5 minors, forcing
	3♥ = 5-5 majors, invitational
	3♠ = 5-5 majors, forcing
2♣	22+ HCP, artificial (23+ if NT)
2♦	20-21, 5+♦, not forcing → bidding is natural
2♥	20-21, 5+♥, not forcing → bidding is natural
2♠	20-21, 5+♠, not forcing → bidding is natural
2NT	20-21, 5+♣, not forcing → bidding is natural
3♣	19-20, 5-5 in the minors
3♦	19-20, 5-5 in the red suits
3♥	19-20, 5-5 in the majors
3♠	19-20, 5-5 in the black suits
3NT	To play, "I think I have 9 tricks"

Auctions after 1♣→ 1♦ → 1♥ → 1♠ → 2♣: (22+ HCP)

(The auctions are forcing to 3 of a major or 4 of a minor, but only if 1♣ opener bids and **rebids** his suit)

2♦	Waiting, but denies 4-7 with a 5 card major <u>or</u> a 3-4 HCP 4441 hand
	2♥ = Kokish: either natural with ♥ as the primary suit, <u>or</u> 25+HCP, balanced (game force)
	2♠ = waiting
	2NT = 25+ balanced
	3♣ = Stayman
	3♦ = transfer
	3♥ = transfer
	3♠ = says "bid 3NT", then:
	4♣ = long ♣
	4♦ = RKC/♣
	4♦ = long ♦
	4♥ = RKC/♦
	4♥ = 5-5 minors, short ♥
	4♠ = 5-5 minors, short ♠
	4NT=4-4 or 5-4 minors
	3♣ = ♥ and ♣, 1 round force
	3♦ = ♥ and ♦, 1 round force
	3♥ = not forcing, 6+♥
	3♠ = ♥ and ♠, 1 round force
	2♠ = natural, forcing to 3♠
	2NT = 23-24 HCP (not game force)
	3♣ = Stayman
	3♦ = no major
	3♥ = 4♥, may have 4♠
	3♠ = 4♠, denies 4♥
	3♦ = transfer to ♥
	3♥ = transfer to ♠
	3♠ = minor suit Stayman
	3♣ = natural, forcing to 4♣
	3♦ = natural, forcing to 4♦
	3♥ = 6+♦, 4♥, game force
	3♠ = 6+♦, 4♠, game force
	3NT = to play
	4♥ = to play
	4♠ = to play

2♥	3-7 HCP, 5+♥, game force 3♥ = "Do you like your hand?"
2♠	3-7 HCP, 5+♠, game force 3♠ = "Do you like your hand?"
2NT	Weak 5+-5+ in majors, 0-2 HCP For example: Jxxxx JTxxx xx x 3♣ = natural, 1 round force 3♦ = natural, 1 round force 3♥ = natural, not forcing 3♠ = natural, not forcing
3♣	3-4 HCP, 4-4-4-1, game force
3♦	3-4 HCP, 4-4-1-4, game force
3♥	3-4 HCP, 4-1-4-4, game force
3♠	3-4 HCP, 1-4-4-4, game force

Examples after 1♣→1♦→1♥→1♠→2♣:

(1)	(2)	(3)
♠ K-J-x-x-x	♠ J-x-x-x	♠ J-x-x-x
♥ x	♥ J-x	♥ x
♦ x-x-x-x	♦ Q-x-x	♦ K-x-x-x
♣ J-x-x	♣ x-x-x-x	♣ x-x-x-x
Bid 2♠, showing 3-7 HCP and 5 or more ♠	Bid 2♦, showing either 0-4 or 5-7 w/o 5 card major	Bid 3♥ showing 3-4 HCP, and 4-1-4-4 (stiff ♥)
(4)	(5)	(6)
♠ xxxxx	♠ Q-J-x-x	♠ x
♥ xxxxxx	♥ J-x-x-x	♥ Q-T-9-x-x
♦ x	♦ x-x-x-x	♦ K-x-x-x
♣ J	♣ x	♣ x-x-x
Bid 2N showing 0-2 HCP, and both majors	Bid 3♣, showing 3-4 HCP, with 4-4-4-1 (stiff ♣)	Bid 2♥, showing 3-7 HCP, and 5 or more ♥

Auctions after 1♣ → 1♦ → 1♠: (16-19 HCP):
Shows 4+♠ (could have longer side suit)

1NT	5-7 HCP, semi-forcing 2♣ = natural, 4+♣,16-17 2♦ = natural, 4+♦,16-17 2♥ = natural, 4+♥, 16-17 2♠ = 5+(good) ♠, 16-17 2NT= 18-19, balanced 3♣ = 5♠, 4♣, 18-19 3♦ = 5♠, 4♦, 18-19 3♥ = 5♠, 4♥, 18-19 3♠ = 18-19, 6+♠ 3NT = 6+solid ♠

2♣	5-7 HCP (5+♣) , not forcing
	     2♦ = natural, non-forcing
	     2♥ = natural, non-forcing
	     2♠ = natural, non-forcing
	     2NT = natural, non-forcing
	     3♣ = raise, 4+♣
	     3♠ = 18-19, 6+♠

2♦	5-7 HCP (5+♦) , not forcing
	     2♥ = natural, not forcing
	     2♠ = natural, not forcing
	     2NT = natural, not forcing
	     3♣ = natural, 6+ bad ♣
	     3♦ = raise, 4+♦
	     3♠ = 18-19, 6+♠

2♥	5-7 HCP (5+♥), not forcing
	     2♠ = natural, not forcing
	     2NT = natural, not forcing
	     3♣ = natural, 5+♣
	     3♦ = natural, 5+♦
	     3♥ = natural, 3+♥
	     3♠ = 6+♠, maximum

2♠	3-5 HCP with 4+♠, or 6-7 HCP with 3♠
	    2NT = natural, game try, nf
	    3♣ = help suit game try
	    3♦ = help suit game try
	    3♥ = natural, invitational
	    3♠ = natural, invitational, 5+♠

2NT	4-5 HCP, unspecified sing/void, 4+♠
	    3♣ = asks for x
	         3♦ = ♣ sing/void
	         3♥ = ♦ sing/void
	         3♠ = ♥ sing/void

3♣	Fit jump, 5+♣, 3♠, not forcing
3♦	Fit jump, 5+♦, 3♠, not forcing
3♥	Fit jump, 5+♥, 3♠, not forcing
3♠	6-7 HCP, 4+♠, no x/void, not forcing

3NT	6-7, unspecified singleton, 4+♠
	    4♣ = asks for singleton
	         4♦ = ♣ singleton
	         4♥ = ♦ singleton
	         4♠ = ♥ singleton

4♣	6-7 HCP, ♣ void, 4+♠
4♦	6-7 HCP, ♦ void, 4+♠
4♥	6-7 HCP, ♥ void, 4+♠
4♠	Lots of ♠, shape but minimum high-cards

Auctions after 1♣ → 1♥:

This shows 8+HCP, 5+ in one of the black suits or 8-11 with a balanced hand. Note: if responder has 5♣, the hand is unbalanced; otherwise bid 1♥ (with 8-11 HCP) or 1NT (with 12+HCP), showing a balanced hand)

1♠	Relay, asking for more information
	1NT = 8-11 with a balanced hand, you could have 5♥ or 5♠
	if 5-3-3-2
	2♣ = relay (see Appendix A for type-1 NT relays)
	2♦ = natural
	2♥ = natural
	2♠ = natural
	2♣ = 5+♣, may have other 4+ suits
	2♦ = relay
	2♥ = 4+♦, but not 2-2-4-5 (show balanced hand)
	2♠ = relay
	2♠ = 4+♥, but not 2-4-2-5 (show balanced hand)
	2NT=relay
	2NT=4+♠, but not 4-2-2-5 (show balanced hand)
	3♣ = relay
	3♣ = 6♣, no other suit, no more relays
	3♦ = 7+♣, no more relays
	3♥ = 4-4-0-5
	3♠ = 4-0-4-5
	3NT=0-4-4-5, 8-11 HCP
	4♣ = 0-4-4-5, 12-13
	--------- all bids above 2♣ shows 5+♠ -----------
	(see Appendix D for full relays)
	2♦ = 5+♠, 4+♣ → 2♥ is relay
	2♥ = 5+♠, 4+♦ → 2♠ is relay
	2♠ = 5+♠, 4+♥ → 2NT is relay
	2NT= 6♠, no other suit → 3♣ is relay
	3♣ = 5♠-332 → 3♦ is relay (show xx in ascending order)
	3♦ = 7+♠, no further relays
	3♠ = "How do you like your hand?"
	3♥ = 5-4-4-0
	3♠ = 5-4-0-4
	3NT=5-0-4-4, 8-11 HCP
	4♣ = 5-0-4-4, 12-13 HCP
	... etc ...

1NT	17-19, natural, turns captaincy over to responder. The NT bidder can have a 5 card major here.
	2♣ = relay (see Appendix A for type-1 NT relays)
	2♦ = natural, 5+♣, 4+♦ (not 2-2-4-5)
	2♥ = transfer (the only way responder can have ♠ is by transferring or bidding 2♣)
	2♠ = fewer than 4♠
	2NT=3♠, maximum
	3♣ = 4♠ and 4+♣, maximum
	3♦ = 4♠ and 4+♦, maximum
	3♥ = 4♠ and 4+♥, maximum
	3♠ = 4♠, minimum hand
	2♠ = 5+♣, 4+♥ (not 2–4–2–5)
	2NT= relay
	2NT = 5+♣, 4+♠ (not 4-2-2-5)
	3♣ = relay
	3♣ = 6+♣, no other suit, no shortness, slam interest
	3♦ = no slam interest (1st step)
	3♥/♠/NT(♦) = cue, slam interest
	3♦ = 6+♣, singleton/void in ♦, doesn't promise extras
	3♥ = 6+♣, singleton/void in ♥, doesn't promise extras
	3♠ = 6+♣, singleton/void in ♠, doesn't promise extras
	3NT=to play, usually showing ♣, 8-11 HCP
2♣	16+, 5+♣, bidding is natural
2♦	16+, 5+♦, bidding is natural
2♥	16+, 5+♥, bidding is natural
2♠	♠ are trumps, please cue bid something
	2NT= no aces, but at least one King
	3♣ asks to start bidding kings up the line
	3♦ = K♦
	3♥ = K♥ (denies K♦)
	3♠ = K♣ (denies both red kings)
	3NT= 2 kings
	3♣ = ♣ ace
	3♦ = ♦ ace
	3♥ = ♥ ace
	3♠ = no aces or kings
3♣	Clubs are trumps, please cue bid something
3♦	Diamonds are trumps, please cue bid something
3♥	Hearts are trumps, please cue bid something

Examples after 1♣ → 1♥:

(1)	(2)	(3)
♠ A-K-x	♠ A	♠ x
♥ K-J-x	♥ A-K-x-x-x	♥ x
♦ A-Q-x-x	♦ A-x-x	♦ A-Q-J-x-x-x
♣ J-x-x	♣ A-J-x-x	♣ A-K-Q-x-x

Bid 1NT, showing 17-19 HCP, and balanced hand

Bid 1♠, artificial relay asking for more info

Bid 2♦ natural and begin to show your hand

(4)	(5)	(6)
♠ x	♠ A-x-x	♠ x
♥ K-Q-J-x-x-x	♥ A-J-T-x	♥ A-K-J-x-x
♦ A-K-J	♦ K-Q-x-x-x	♦ A-K-Q-x-x
♣ A-x-x	♣ A	♣ x-x

Bid 2♥, showing 16-19 HCP, 5+♥ (could relay)

Bid 1♠, relay.

Bid 1♠, relay, asking about responder's hand

Auctions after 1♣ → 1♠:

(Showing 8+ HCP and 5+♦ or 5+♥) Note: if responder has 5♦, the hand is unbalanced; otherwise bid 1♥ (8-11 HCP) or 1NT (12+ HCP), showing balanced hands

1NT	Relay asking partner for more information
	2♣ = 5+♦ (promises either shortness or 6+♦)
	2♦ = relay
	2♥ = 5+♦, 4+♣ → 2♠ is relay
	2♠ = 5+♦, 4+♥ → 2NT is relay
	2NT = 5+♦, 4+♠ → 3♣ is relay
	3♣ = Exactly 6♦, no more relays
	3♦ = 7+♦, no other suit, no more relays
	3♥ = 4-4-5-0
	3♠ = 4-0-5-4
	3NT=0-4-5-4, 8-11 HCP
	4♣ = 0-4-5-4, 12-13 HCP
	------------- all bids above 2♣ show 5+♥ -----------
	(see Appendix C for full relays)
	2♦ = 5+♥, 4+♣ → 2♥ is relay
	2♥ = 5+♥, 4+♦ → 2♠ is relay
	2♠ = 5+♥, 4+♥ → 2NT is relay
	2NT= 6♥, no other suit → 3♣ is relay
	3♣ = 5♥-332 → 3♦ is relay (show xx in ascending order)
	3♦ = 7+♥, no further relays
	3♥ = "How do you like your hand?"
	3♥ = 4-5-4-0
	3♠ = 4-5-0-4
	3NT=0-5-4-4, 8-11 HCP
	4♣ = 0-5-4-4, 12-13 HCP
	4♦ = puppet to 4♥
	4♠, 4NT, 5♣, and 5♦ are to play
	4♥ = RKC in ♣
	4♠ = RKC in ♦
	4NT=RKC in ♥
2♣	16+, 5+♣, bidding is natural
2♦	16+, 5+♦, bidding is natural
2♥	16+, 5+♥, bidding is natural
2♠	16+, 5+♠, bidding is natural
2NT	Minimum balanced 17-19, relinquishes control
	3♣ = Stayman
	3♦ = 5+♥ (transfer)
	3♥ = ♦ slam try, stiff somewhere

	3♠ = ♦ slam try, no shortness
3♣	Clubs are trumps, please cue bid something
3♦	Diamonds are trumps, please cue bid something
3♥	Hearts are trumps, please cue bid something

Auctions after 1♣ → 1NT:

(Showing 12+ HCP and balanced hand-may have 5 card major)

2♣	Relay (see Appendix A) If partner relays and then signs off in 3NT, 4♣ = 14-15 HCP, 4♦ = 16-17 HCP, then: Next suit is a puppet to sign off and 4 steps above that are RKC in ♣/♦/♥/♠ respectively.
2♦	16+, 5+♦, bidding is natural
2♥	16+, 5+♥, bidding is natural
2♠	16+, 5+♠, bidding is natural
2NT	16+, 5+♣, bidding is natural
3♣/3♦/3♥/ 3♠	Natural, sets trumps. Requests cue bids

Interference over 1♣:

It has become increasingly popular to interfere with reckless abandon as often as possible over strong ♣ systems, which speaks highly for their fear of leaving their opponents in an unimpeded auction. The success (or failure) of strong ♣ practitioners depends on dealing with this interference. (Note: 2♣ relay is used after our 1-level 8+ HCP bids. 2♦ begins the relay after 2♣ [balanced]. In the auction 1♣-(1♦)-1♥-(Pass /DBL)-1♠, the auction is as though the opponents were silent/)

Toad Club uses the following structure of responses:

After 1♣ → DBL:

(Bids are the same as after a pass except for RDBL, Pass, and 1♦. Since the 1♦ was freed up, it is used to show the balanced 8-11 that was previously incorporated with the 1♥ bid)

1) RDBL = 0-4 HCP, the most negative bid possible
2) Pass= 5-7 HCP, usually not a long suit (good 6+)
3) 1♦ = balanced 8-11 HCP → bidding is natural
      (if opener rebids 1NT, then Stayman and Jacoby transfers apply)
4) 1♥ = 5+♣ or 5+♠, 8+ HCP, game force
     1♠ = relay
         1NT= "I forgot to bid 1♦"
         2♣ = 5+♣
            2♦ = relay
               2♥ = 5+♣, 4+♦
               2♠ = 5+♣, 4+♥
               2NT= 5+♣, 4+♠
               3♣ = 6♣, no other suit
               3♦ = 7+♣, no other suit
               3♥ = 4-4-0-5
               3♠ = 4-0-4-5
               3NT= 0-4-4-5, 8-11 HCP
               4♣ = 0-4-4-5, 12-13, etc
        2♦ and higher all show 5+♠ (see Appendix D)
      1NT= natural, 17-19 balanced
        (Responses are the same as after 1♣ - 1♥ - 1NT)

5) 1♠ = 5+♦ <u>or</u> 5+♥, 8+ HCP, game force
        1NT = relay
              2♣ = 5+♦
                    2♦ = relay
                        2♥ = 5+♦, 4+♣
                        2♠ = 5+♦, 4+♥
                        2NT= 5+♦, 4+♠
                        3♣ = 6♦, no other suit
                        3♦ = 7+♦, no other suit
                        3♥ = 4-4-5-0
                        3♠ = 4-0-5-4
                        3NT= 0-4-5-4, 8-11 HCP
                        4♣ = 0-4-5-4, 12-13, etc
            2♦ and higher all show 5+♥ (see Appendix C)
6) 1NT= balanced hand, 12+ HCP → 2♣ is relay (Appendix A)
7) 2♣ and higher are the same as after a Pass

After 1♣ → (suit bid at one level):

1) DBL= 0-4 HCP
2) Pass = 5-7 HCP, usually not decent long suit, <u>or</u> trap pass of overcall. Pass is forcing on opener if his right hand opponent passes.
3) Suits are transfers, 8+ HCP, and game forcing
4) 1NT= 8+ HCP, stopper in the opponent's suit and game forcing
5) 2♠ and higher are the same as after a pass.
6) A cue bid tends to be a game forcing hand with no stop in the opponent's suit

After 1♣ → (1NT):

1) Pass= 0-4 HCP
2) Dbl = 5-7 HCP, usually no decent 6+ suit
3) 2♣ = balanced 8+ HCP → 2♦ begins relay
4) 2♦ = 8+ HCP, 5+♥
5) 2♥ = 8+ HCP, 5+♠
6) 2♠ = 8+ HCP, 5+♣ (not 5♣-332) or any 4441
      2NT= relay
            3♣ = 5+♣ → natural bidding, 4♦ = RKC/♣
            3♦ = 4-4-4-1
            3♥ = 4-4-1-4
            3♠ = 4-1-4-4
            3NT= 1-4-4-4
7) 2NT = 8+ HCP, 5+♦ (not 5♦-332)
8) 3♣ = 4-7 HCP, 6+ decent ♣
9) 3♦ = 4-7 HCP, 6+ decent ♦
10) 3♥ = 4-7 HCP, 6+ decent ♥
11) 3♠ = 4-7 HCP, 6+ decent ♠
12) 3NT= 7+ solid suit someplace, no outside A,K

After 1♣ → (bids at two level):

1) Pass = 0-4 HCP
2) Dbl = 5-7 HCP, **or** 8+ balanced without a stop **or** 8+ 4441
3) Suits = Natural, 8+, game forcing
4) 2NT = Natural, 8+, game forcing
5) Jump shifts = 4-7 HCP, 6+ good suits
6) 3NT = solid 7+ suit someplace, no outside A,K

After 1♣ → (bids at three level):

1) Pass= 0-bad 7 HCP
2) DBL = good 7+ HCP, card showing
3) Suits= 5+ natural, 8+ HCP, game force.
4) 3NT= natural

The 1♦ Opening Bid

A 1♦ opening bid can be made with **2+**♦ and shows anywhere from a great 10 HCP to any many as a bad 17 HCP. 1♦ basically shows one of three possible hand types:

    1) a balanced hand with at least 2♦ (NT hand), or
    2) an unbalanced hand with 3+♦, or
    3) a hand with 6 or more ♦

Note: This structure is still on after 1♦ → DBL as well. Ignore the DBL basically.

Responses to 1♦:

1♥	4 or more ♥, not forcing, 0-12 HCP
1♠	4 or more ♠, not forcing, 0-12 HCP
1NT	6-10 HCP, not forcing
2♣	Artificial game force (begins relay sequence)
2♦	Artificial game invitation, showing: 1) 6+♣, 10-11, invitational 2) 6+♦, 10-11, invitational 3) balanced 11-12, no 4 card major, 4) 10-11, 4+-4+ in both minors
2♥	Invitational with 6 or more ♥, 10-11 HCP, usually KQxxxx+
2♠	Invitational with 6 or more ♠, 10-11 HCP, usually KQxxxx+
2NT	invitational, 5+-5+ in the minors
3♣	6-9 HCP, 6 or more ♣
3♦	6-9 HCP, 6 or more ♦
3♥	6-9 HCP, 7 or more ♥
3♠	6-9 HCP, 7 or more ♠
3NT	13-15 HCP, 3-3-3-4 or 3-3-4-3
4♣	Natural, weak, 7+♣
4♦	Natural, weak, 7+♦
4♥	Natural and non-forcing
4♠	Natural and non-forcing

Auctions after 1♦ → 1♥:

Pass	11- bad 13, 3-4♥ (NEVER 4♥ unless really bad 11)
1♠	11-15,4+♠, not forcing (tend not to have balanced 14-16)
1NT	Balanced, tend not to have 4♠ vulnerable; NV=14-16, Vul=11-13
2♣	Unbalanced, 9+ cards in minors (4+ in each minor)
2♦	6+♦, usually minimum (unless bad ♦)

2♥	3+♥,11-15 (if 3♥, 13-15)
	    2♠ = help suit game try
	    2NT= spiral game try
	        3♣ = minimum, 3♥
	        3♦ = maximum, 3♥
	        3♥ = minimum, 4♥
	        3♠ = maximum, 4♥, usually balanced
	        3NT= maximum, 4♥, singleton ♠
	        4♣ = maximum, 4♥, singleton ♣
	    3♣ = help suit game try
	    3♦ = help suit game try
	    3♥ = not forward going

2♠	4+♥, singleton somewhere, maximum;
	    then:
	2NT asks for singleton: (not GAME FORCING)
	    3♣ = ♣ singleton
	    3♥ = ♠ singleton

2NT	Good 6+♦, outside stops
3♣	5♦, 5♣, maximum
3♦	Maximum with 6+ good ♦ (AQJxxx is the minimum holding)
3♥	17-18 dummy points
3♠	Maximum, ♠void
3NT	Usually 7 solid ♦, somewhat gambling
4♣	Maximum, ♣ void, 4+♥
4♦	6+ one loser ♦ (at least AQJxxx), 4+♥
4♥	1-5-6-1 probably
4♠	RKC/♥

Auctions after 1♦ → 1♥ → 1♠:

1NT	Balanced 7-10, ♣ stopped usually

2♣	XYZ, puppets to 2♦, no game interest
	    2♦ = forced, unless 3 good hearts
	        2♥ = 6♥, 6-7 HCP
	        2♠ = 4♠, 6-7 HCP
	        3♣ = 6+♣, to play
	    2♥ = 3 good hearts

2♦	XYZ, game invitational at least (best possible hand),
	usually 11-bad 13 HCP
	    2♥ = 3♥, minimum
	    2♠ = 6♦-5♠, minimum
	    2NT= minimum, no interest
	    3♣ = 4♥,5+♣, accepting game try
	    3♦ = 5+♦, accepting game try
	    3♥ = accepting invite, 3♥
	    3♠ = accepting game try and 6+♦-5♠ maximum
	    3NT=accepting game try

2♥	6+♥, 8-10 HCP, not forcing
2♠	Natural, usually 4♠, 8-10 HCP
2NT	11-12 HCP, invitational
3♣	Invitational 5+♥, 5+♣, 11-12 HCP
3♦	Invitational 5+♥, 5+♦, 11-12 HCP
3♥	11-12, 6 bad ♥, invitational (bid 2♥/1♦ with good suit)
3♠	11-12, 4♠, invitational

Auctions after 1♦ → 1♥ → 1NT: (transfer responses)

We use transfers after 1NT rebids by opener, using the following rules:
1. 2♣ puppets to 2♦ and is invitational at <u>best</u>,
2. 2 level transfers followed by a new suit at 2 level or 2NT is invitational,
3. 2 level transfers followed by any bid at the 3 level is <u>highly</u> invitational over a 1NT rebid that shows 11-13 HCP and forcing after a 1NT rebid that shows 14-16.
4. Jump shifts into lower ranking suits are invitational 5+-5+, and
5. Jump rebids are <u>highly</u> (11-12 HCP) invitational with usually poor suits (such as: JTxxxx)

After 1♦ →1♥ →1NT: (auctions below that say "highly invitational" are forcing if the 1NT rebid=14-16)

2♣	Puppet to 2♦; then:
	2♥ = 5♥, 4♠, not forward going
	2♠ = 4♥, 4♠, invitational, unbalanced
	2NT = 10-11, balanced, invitational, ♦ fit
	3♣ = 4♥, 6♣, 10-11, invitational
	3♦ = 4♥, 5+♦, 10-11, invitational
	3♥ = 6 bad ♥, 10-11, invitational, not KQxxxx+
2♦	Transfer to 2♥, shows 5+♥; then:
	2♥ = forced, then:
	Pass = want to play 2♥
	2♠ = 5♥, 4♠, 10-11, invitational
	2NT = 5♥, 10-11, invitational
	3♣ = 5♥, 4♣, 11-12, highly invitational
	3♦ = 5♥, 4♦, 11-12, highly invitational
	3♥ = 6 bad ♥, 11-12, highly invitational
2♥	Shows 4+♠, invitational:
	2♠ = 3 or (usually) 4♠, minimum, may be passed
	2NT= minimum, tends to deny 4♠
	3♣ = 4♠, further game try with ♣ values
	3♦ = 4♠, further game try with ♦ values
	3♠ = 4♠, a 3-1/2 ♠ bid
	3NT = To play. Maximum without 4♠ (usually)
	4♠ = to play, maximum with 4♠

2♠	Shows 5+ (usually 6) ♣; Opener then bids: 2NT = No ♣ fit; then: 3♣ = to play, weak 4♥, 6+♣ 3♦ = 4♥-4+♣-4+♦, highly invitational 3♥ = 6♥- 4♣, highly invitational 3♠ = 4♥,5♣,4♠, highly invitational 3♣ = 3+♣; then: 3♦ = 4♥-5♣-4♦,highly invitational 3♥ = 6♥-5♣, highly invitational 3♠ = 4♥,5♣,4♠,highly invitational
2NT	11-12 balanced, invitational, NO ♦ fit (go through 2♣ puppet to show a ♦ fit)
3♣	5♥, 5♣, invitational
3♦	5♥, 5♦, invitational
3♥	6♥, invitational, 11-12 HCP, probably weak 4♠ also

Auctions after 1♦ → 1♠:

Pass	11-12, 3-4♠ (NEVER 4♠ unless bad 11)
1NT	Balanced, natural 11-13 HCP, vulnerable 14-16 HCP Not Vulnerable
2♣	Unbalanced, 8+ cards in minors, can be 4+♦, 4+♣ not forcing
2♦	6+♦, not forcing
2♥	4+♥, good 13+-15, but not forcing

2♠	3+♠,11-15 (only 3♠ if 13-15)
	    2NT= spiral game try
	        3♣ = minimum, 3♠
	        3♦ = maximum, 3♠
	        3♥ = minimum, 4♠
	        3♠ = maximum, 4♠, usually balanced
	        3NT= maximum, 4♠, singleton ♥
	        4♣ = maximum, 4♠, singleton ♣
	    3♣ = help suit game try
	    3♦ = help suit game try
	    3♥ = not forward going

2NT	Shows 4+♠, singleton somewhere, maximum; then:
	    3♣ asks for singleton: (not game force)
	        3♦ = ♣ singleton
	        3♠ = ♥ singleton

3♣	5♦, 5♣, maximum, 13+-15 HCP
3♦	Maximum with 6+ good ♦ (AQJxxx +)
3♥	Maximum, ♥ sing / void, 4+♠
3♠	17-18 dummy points, 4+♠
3NT	Usually 7 solid ♦, somewhat gambling
4♣	Maximum, ♣ void, 4+♠
4♦	6+ one loser ♦ (AQJxxx or better), 4+♠
4♥	Maximum, ♥ void, 4+♠
4♠	5-1-6-1 probably
4NT	RKC in ♠

Auctions after 1♦ → 1♠ →1NT: (transfer responses)

2♣	Puppets to 2♦; then: 2♥ = 5♠, 4♥, not forward going 2♠ = 5♠, invitational, unbalanced 2NT = 10-11, balanced, invitational, shows 4+♦ 3♣ = 4♠, 6♣, 10-11, invitational 3♦ = 4♠, 5+♦, 10-11, invitational 3♥ = 5♠, 5♥, invitational 3♠ = 6 bad ♠, 10-11, invitational

2♦	Transfer to 2♥, shows 4+♥; then:
	If partner bids 2♥ (showing more ♥ than ♠); then:
	    2♠ = 5-6♠, invitational (with 4♥)
	    2NT= 5♠, 4♥, invitational
	    3♣ = 4♣, highly invitational (5-4-0-4)
	    3♦ = 4♦, highly invitational (5-4-4-0)
	    3♥ = 5♥, 5♠, highly invitational (better ♠)
	If partner bids 2♠ (same or more ♠ than ♥); then:
	    2NT= 5♠, 4♥, invitational
	    3♣ = 4♣, highly invitational (5-4-0-4)
	    3♦ = 4♦, highly invitational (5-4-4-0)
	    3♥ = 5♥, 5♠, highly invitational

2♥	Transfer to 2♠, 5+♠, then, after 2♠: 2NT = 5♠, 10-11, balanced 3♣ = highly invitational 3♦ = highly invitational

2♠	Shows 5+ (usually 6) ♣; then after:
	2NT = No ♣ fit; then:
	    3♣ = to play, weak 4♠, 6+♣
	    3♦ = 4♠, 5♣, 4♦, highly invitational
	    3♥ = 4♠, 3♥, 5♣, highly invitational
	    3♠ = 6♠, 4♣, highly invitational
	3♣ = 3+♣; then:
	    3♦ = 4♠, 5♣, 4♦, highly invitational
	    3♥ = 4♠, 3♥, 5♣, highly invitational
	    3♠ = 6♠, 4♣, highly invitational

2NT	11-12 balanced, invitational, tends to deny ♦ fit
3♣	5♠, 5♣, invitational
3♦	5♠, 5♦, invitational
3♥	5♠, 5♥, invitational (better ♥)

(beginning of relay auction, asking for shape).

2♦	Unbalanced hand with singleton / void somewhere or 6+♦ (but not 4-4-5-0, 4-0-5-4, 0-4-5-4)
	2♥ = relay
	    2♠ = 6+♦, or 5+♦-5+♣, 2NT (not a relay) asks
	        3♣ = 4-5♣
	            3♦=natural, plus "How do you like your hand?"
	              (then 4♥=RKC/♦)
	            3♥=natural (4♠ next = RKC/♥)
	            3♠=natural (4N next = RKC/♠)
	            3NT=to play
	            4♣=natural (plus "How do you like your hand?"
	            4♦=RKC/♣
	            4♥= exclusion for ♣ (♥ void)
	            4♠= exclusion for ♣ (♠ void)
	        3♦ = 6+♦, no other suit:
	            3♥=natural (4♠ next = RKC/♥)
	             3♠=natural (4N next = RKC/♠)
	             3NT=to play
	             4♣=natural
	             4♦=Natural (plus "How do you like your hand?")
	             4♥= RKC/♦
	             4♠=to play
	        3♥ response = 6+♦, 4+♥
	            3♠=natural (4N next = RKC/♠)
	             3NT=to play
	             4suit Kickback applies here...
	        3♠ response (6+♦,4+♠):
	            3N=to play
	            4suit Kickback applies here...
	     2NT = exactly 5♦, no other 5+suit;
	        3♣ = relay
	            3♦ = shows 4♣ (1-3-5-4 or 3-1-5-4)
	               3♥ = relay
	                  3♠ = 1-3-5-4
	                  3NT = 3-1-5-4
	            3♥ = shows 4♥ (1-4-5-3 or 3-4-5-1)
	               3♠ = relay
	                  3NT = 1-4-5-3

	4♣ = 3-4-5-1
	3♠ = 4-1-5-3
	3NT = 4-3-5-1
	3♣ = exactly 4♦ (and 5♣)
	3♦ = relay
	3♥ = 1-3-4-5
	3♠ = 3-1-4-5
	3NT = 0-4-4-5
	4♣ = 4-0-4-5
	3♦ = exactly 3♦ (and 5♣)
	3♥ = relay
	3♠ = 1-4-3-5
	3NT = 4-1-3-5
	3♥ = 4-4-4-1
	3♠ = 4-1-4-4
	3NT = 1-4-4-4
	2♠ = natural and forcing, ends relays
	2NT = natural and forcing, ends relays
	3♣ = natural and forcing, ends relays
	3♦ = natural + "Do you like your hand"
	3♥ = minimum ("No")
	3♠/4♣/4♦ = maximum ("Yes")
	3NT = maximum + ♥ feature
2♥	balanced hand with 4 or 5♣
	2♠ = same relays as after 1N→2♦→2♥ (Appendix B)
	2NT = 4♦ → normal relays
	3♣ = 4♥ → normal relays
	3♦ = 4♠ → normal relays
	3♥ = 3-3-2-5
	3♠ = 3-2-3-5
	3NT = 2-3-3-5
	2NT = natural, ends relays
	3♣ = natural + "Do you like your hand"
	3♦ = minimum ("No")
	3♥/3♠/4♣ = maximum ("Yes")
	3NT = maximum + ♦ feature
	3♦ = natural, ends relays
	3♥ = natural, ends relays
2♠	balanced hand with 4 or 5♦
	2NT = same relays as after 1NT→2♦→2♠ (Appendix B)
	3♣ = 4♥ → normal relays

	3♦ = 4♠ → normal relays
	3♥ = 3-3-5-2
	3♠ = 3-2-5-3
	3NT = 2-3-5-3
	3♣ = natural, ends relays
	3♦ = natural + "Do you like your hand"
	3♥ = minimum ("No")
	3♠/4♣/4♦ = maximum ("Yes")
	3NT = maximum + ♥ feature
	3♥ = natural, ends relays
	3♠ = natural, ends relays
2NT	balanced hand with 4♥
	3♣ = same relays as after 1NT→2♦→2NT (Appendix B)
	3♦ = natural, ends relays
	3♥ = natural + "Do you like your hand"
	3♠ = minimum ("No")
	3NT = maximum ("Yes") + ♠ feature
	4♣/4♦ = maximum + ♣/♦ feature
	4♥ = maximum + no good feature
	3♠ = natural, ends relays
3♣	balanced hand with 4♠
	3♦ = same relays as after 1N→2♦→3♣ (Appendix B)
	3♥ = natural, ends relays
	3♠ = natural + "Do you like your hand"
	3NT = minimum ("No")
	4♣/4♦/4♥ = maximum + feature
	4♠ = maximum + no good feature
3♦	3-3-3-4 or 3-3-4-3 (3♥ asks which)
3♥	4-4-5-0
3♠	4-0-5-4
3NT	0-4-5-4

Auctions after 1♦ → 2♦: (Artificial game invitation)

2♥	Waiting, also made with ALL minimums except balanced 12+-13 with both majors stopped (bid 2NT) or 6♦ and 5 of a major hands (bid 3♥ or 3♠). Can be a maximum just waiting for clarification.
	
	2♠ = 4+-4+ in both minors, then;
	  2NT= minimum, no other good bid
	  3♣ = not forcing, wants to play 3♣
	  3♦ = not forcing, wants to play 3♦
	  3♥ = maximum, some ♥ card(s)
	  3♠ = maximum, some ♠ card(s)
	2NT= balanced 11-12, majors stopped
	  3♣ = long ♣
	  3♦ = long ♦
	  3♥ = maximum, some ♥ card(s)
	  3♠ = maximum, some ♠ card(s)
	3♣ = long ♣
	  3♦ = minimum with 6+♦
	    don't like ♣ at all
	  3♥ = maximum, ♥ card(s)
	  3♠ = maximum, ♠ card(s)
	3♦ = 5+ (usually 6) ♦, limit raise values

2♠	Shows 5♣, 2-3 ♦ (not balanced with both majors stopped) 2N = 11-12 balanced, invitational 3♣ = not forcing, 3+♣ 3♦ = long ♦, not forcing 3♥ = long ♣ + ♥ card 3♠ = long ♣ + ♠ card 3N = long ♣ + ♦ stopper
2NT	Shows 12+-13 if 1NT rebid = 11-13, and is non-forcing If rebid shows 14-16, is game forcing 3♣ = long ♣ 3♦ = long ♦ Generally 2♦ bidder bids 3NT with a GOOD 6+ suit, hoping it will run.

Auctions after 1♦ → 2♦: (Artificial game invitation) (cont'd)

3♣	Maximum, 5+-5+ in ♦/♣ 3♦ = not forcing, balanced 11-12 3♥ = stopper 3♠ = stopper 3NT= to play 4♣ = raise 4♦ = raise
3♦	Maximum, 6+♦ 3♥ = stopper 3♠ = stopper 3NT= to play 4♣ = long ♣, not forcing 4♦ = raise 4♥ = RKCB / ♦ (struck a nerve!)
3♥	6+♦ / 5+♥ 3♠ = uncertainty what to do 3NT= to play 4♣ = long ♣, not forcing 4♦ = preference, not forcing 4♥ = to play 4♠ = RKCB / ♥ (struck a nerve!)
3♠	6+♦ / 5+♠ 3NT= to play 4♣ = long ♣, not forcing 4♦ = preference, not forcing 4♥ = RKCB / ♦ (struck a nerve!) 4♠ = to play 4NT= RKCB / ♠ (struck a nerve!)

The 1♥ Opening Bid

A 1♥ opening bid shows 10+-17 HCP, and at least 5♥ in 1ˢᵗ or 2ⁿᵈ position. The only game forcing bid over 1♥ is 2♣, the beginning of an artificial relay sequence. All other bids (except 2♦ or shortness-showing bids), may be passed.

Responses to 1♥ (by an unpassed hand):

1♠	4 or more ♠, not forcing, 2-12 HCP
1NT	Semi-forcing, typically passed with a 5-3-3-2 minimum (10+ to 12) or mini Flannery (4♠-5♥) with 11-13 HCP
2♣	Artificial game force. Start of relay.
2♦	Artificial game invitation. One of 3 hands: 1) long ♣, 10-11, invitational, 2) long ♦, 10-11, invitational, or 3) a limit raise in ♥ with 3 trumps
2♥	Natural, 3+♥, somewhat constructive
2♠	Invitational, 6+♠, 10-12 HCP
2NT	Invitational, 10-12, 5♣/5♦
3♣	Fit showing jump: ♣ suit + limit raise in ♥
3♦	Fit showing jump: ♦ suit + limit raise in ♥
3♥	Limit raise, 4♥, 10-12
3♠	8-12 HCP, 4+♥, singleton somewhere (opener bids 3N to ask singleton)
3NT	8-12 HCP, ♠ void
4♣	8-12 HCP, ♣ void
4♦	8-12 HCP, ♦ void
4♥	To play: can be either bad hand or good hand not interested in slam.
4♠	To play, a lot of ♠ (NOT RKCB)

Responses to 1♥ (by a passed hand)

1♠	4 or more ♠, not forcing, 5-11 HCP
1NT	Semi-forcing, may only be passed with a 5-3-3-2 minimum (10 to 12)
2♣	Reverse Drury, 3+♥, limit raise values
2♦	Natural, 9-11, not forcing
2♥	Natural, 3+♥, somewhat constructive
2♠	Mini splinter: singleton/void ♠, 4♥
2NT	Mini splinter: singleton/void ♣, 4♥
3♣	8-10, 6+ decent ♣
3♦	Mini splinter: singleton/void ♦, 4♥
3♥	Mixed raise with 5+ trumps

Miscellaneous 1♥ auctions:

- 1♥-1♠-1NT shows 11 – bad 15 and transfer responses are on.
  With 15+ to 17, after 1♥-1♠, rebid 2nd suit (or minor with 5-3-3-2) and then bid again (or open 1NT vulnerable with 14-16 and 5♥-332)

- 1♥-1♠-2NT shows max, 4♠, and a singleton; responder bids 3♣ to locate shortness.

- 1♥-3♥-3♠ is Mathe asking for singleton.

- After 1♥-2♥, we play 2-way game tries:
  - 2♠ – initiates short-suit game try, puppet to 2NT, then:
    - 3♣ – short ♣
    - 3♦ – short ♦
    - 3♥ – short ♠
  - 2NT – help-suit game try in ♠
  - 3♣ – help-suit game try in ♣
  - 3♦ – help-suit game try in ♦
  - 3♥ – preemptive

Auctions after 1♥ → 2♣ (Artificial game force):

2♦	4+♣, may have 4♦ or 4♠; then:
	2♥ is a relay:
	2♠ = exactly 5♥,4♣, then:
	2NT is a relay:
	3♣ = 2-5-2-4
	3♦ = 1-5-3-4
	3♥ = 3-5-1-4
	2NT = exactly 5♥,5♣, then:
	3♣ is a relay:
	3♦ = 1-5-2-5
	3♥ = 2-5-1-5
	3♠ = 0-5-3-5
	3NT= 3-5-0-5
	3♣ = exactly 6♥,4♣, then:
	3♦ is a relay:
	3♥ = 1-6-2-4
	3♠ = 2-6-1-4
	3NT = 0-6-3-4
	4♣ = 3-6-0-4
	3♦ = exactly 6♥,5♣, then:
	3♥ is a relay:
	3♠ = 1-6-1-5
	3NT = 0-6-2-5
	4♣ = 2-6-0-5
	3♥ = exactly 6♥,6♣, then:
	3♠ is a relay:
	3NT = 0-6-1-6
	4♣ = 1-6-0-6
	3♠ = exactly 7♥,4♣, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc
	3NT = exactly 7♥, 5♣
	4♣ = exactly 7♥, 6♣
	4♦ = 8+♥

2♥	4+♦, may have 4♠ (but NOT 4♣); then:
	2♠ is a relay:
	2NT = exactly 5♥,4♦, then:
	3♣ is a relay:
	3♦ = 2-5-4-2
	3♥ = 1-5-4-3
	3♠ = 3-5-4-1
	3♣ = exactly 5♥,5♦, then:
	3♦ is a relay:
	3♥ = 1-5-5-2
	3♠ = 2-5-5-1
	3NT= 0-5-5-3
	4♣ = 3-5-5-0
	3♦ = exactly 6♥,4♦, then:
	3♥ is a relay:
	3♠ = 1-6-4-2
	3NT = 2-6-4-1
	4♣ = 0-6-4-3
	4♦ = 3-6-4-0
	3♥ = exactly 6♥,5♦, then:
	3♠ is a relay:
	3NT = 1-6-5-1
	4♣ = 0-6-5-2
	4♦ = 2-6-5-0
	3♠ = exactly 6♥,6♦, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc
	3NT = exactly 7♥,4♦, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc

2♠	4+♠, denies 4♣ and 4♦; then:
	2NT is a relay:
	3♣ = exactly 5♥,4♠, then:
	3♦ is a relay:
	3♥ = 4-5-2-2
	3♠ = 4-5-1-3
	3NT= 4-5-3-1
	3♦ = exactly 6♥,4♠, then:
	3♥ is a relay:
	3♠ = 4-6-1-2
	3NT= 4-6-2-1
	4♣ = 4-6-0-3
	4♦ = 4-6-3-0
	3♥ = exactly 6♥,5♠, then:
	3♠ is a relay:
	3NT = 5-6-1-1
	4♣ = 5-6-0-2
	4♦ = 5-6-2-0
	3♠ = exactly 7♥,4♠, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc
	3NT = exactly 7♥,5♠, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc
	4♣ = 7♥, 6♠
	4♦ = 8♥, 4♠
	4♥ = 8♥, 5♠
	4♠ = 9♥, 4♠

2NT	6♥, no other 4 card or longer suit, then:
	3♣ is a relay:
	    3♦ = 6♥, some 3-2-2 then:
	        3♥ is a relay:
	            3♠ = 2-6-2-3
	            3NT= 2-6-3-2
	            4♣ = 3-6-2-2
	    3♥ = 3-6-3-1
	    3♠ = 3-6-1-3
	    3NT = 1-6-3-3

3♣	ALL 5♥-332 hands
	    3♦ relays:
	        3♥ = 3-5-3-2
	        3♠ = 3-5-2-3
	        3NT= 2-5-3-3

3♦	7+♥, no other 4 card suit, then: Bidding is natural, but 4♠=RKC/♥
3♥	4-5-4-0, 4 suit Kickback applies
3♠	4-5-0-4 , 4 suit Kickback applies
3NT	0-5-4-4 , 4 suit Kickback applies

Auctions after 1♥ → 2♦: (Artificial game invitation)

Note: a 2♦ bidder may have 4♠ and a longer minor!

2♥	Minimum, not forcing, willing to play opposite xx (two small) or a limit raise. 2♠ = 4♠, long minor (2NT by opener asks for minor). 2NT= balanced limit raise with 3♥ 3♣ = long ♣ 3♦ = long ♦ 3♥ = good limit raise with 3♥
2♠	Natural, 4♠, forcing one round 2NT= balanced limit raise with 3♥ 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 3♥ 3♠ = 4♠, invitational (probably 3♥ too)
2NT	Conventional, asking 2♦ bidder to clarify his invitation: 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 3♥
3♣	Maximum, 5-4+ in ♥/♣ 3♦ = long ♦ 3♥ = limit raise with 3♥ 3♠ = shows uncertainty about what to do 3NT= to play 4♣ = raise 4♦ = RKC / ♣ (struck a nerve!) 4♥ = to play 4♠ = RKC / ♥
3♦	Maximum, 5-5 in ♥/♦ 3♥ = limit raise with 3♥ 3♠ = shows uncertainty about what to do 3NT= to play 4♣ = long ♣, no interest in ♥/♦ 4♦ = raise 4♥ = RKC / ♦ (struck a nerve!)
3♥	Maximum with 6+ good ♥
3♠	Maximum with 6♥, 5♠

The 1♠ Opening Bid

A 1♠ opening bid shows 10-15 HCP, and at least 5♠ in 1st or 2nd position, and can be a 4 card suit in 3rd or 4th seat.

The only game forcing bid over 1♠ is 2♣, the beginning of an artificial relay sequence. All other bids (except 2♦ and shortness-showing bids), may be passed.

Responses to 1♠ (by an unpassed hand):

Pass	Can be as much as 7 bad HCP
1NT	Semi-forcing, typically passed with a 5-3-3-2 minimum (10 to 12) or minimum Flannery (5♥-4♠)
2♣	Artificial game force. Start of relay.
2♦	Artificial game invitation. One of 3 hands: 4) long ♣, 10-11, invitational, 5) long ♦, 10-11, invitational, or 6) a limit raise in ♠ with 3 trumps
2♥	Natural, 5+♥, 9-11, not forcing
2♠	Natural, 3+♠, somewhat constructive
2NT	Invitational, 10-12, 5♣/5♦
3♣	Fit showing jump: ♣ suit + limit raise in ♠
3♦	Fit showing jump: ♦ suit + limit raise in ♠
3♥	Fit showing jump: ♥ suit + limit raise in ♠
3♠	Limit raise with 4♠
3NT	8-12, unspecified singleton; opener bids 4♣ to locate shortness
4♣	8-12 HCP, ♣ void, 4+♠
4♦	8-12 HCP, ♦ void, 4+♠
4♥	8-12 HCP, ♥ void, 4+♠
4♠	To play, either a bad hand or good hand not interested in slam
4NT	RKCB/♠

Responses to 1♠ (by a passed hand)

Pass	Can be as much as bad 7 count
1NT	Semi-forcing, may only be passed with a 5-3-3-2 minimum (10 to 12)
2♣	Reverse Drury, 3+♠, limit raise values
2♦	Natural, 9-11, not forcing
2♥	Natural, 5+♥, constructive, but not forcing
2♠	Natural raise, 3+♠, somewhat constructive
2NT	Mini splinter: singleton/void ♣, 4♠
3♣	8-10 HCP, 6+ decent ♣
3♦	Mini splinter: singleton/void ♦, 4♠
3♥	Mini splinter: singleton/void ♥, 4♠
3♠	Preemptive with usually 5♠

Miscellaneous 1♠ Auctions

- 1♠-3♠-3N is Mathe asking bid for a singleton.

- After 1♠-2♠, we play 2-way game tries:
    - 2N – initiates short-suit game try, 3♣ puppets
        - 3♦ – short ♣
        - 3♥ – short ♦
        - 3♠ – short ♥
    - 3♣ – long-suit game try in ♣
    - 3♦ – long-suit game try in ♦
    - 3♥ – long-suit game try in ♥
    - 3♠ – preemptive

Auctions after 1♠ → 2♣ (Artificial game force):

2♦	4+♣, may have 4♦ or 4♥; then:
	2♥ is a relay:
	2♠ = exactly 5♠,4♣, then:
	2NT is a relay:
	3♣ = 5-2-2-4
	3♦ = 5-1-3-4
	3♥ = 5-3-1-4
	2NT = exactly 5♠,5♣, then:
	3♣ is a relay:
	3♦ = 5-1-2-5
	3♥ = 5-2-1-5
	3♠ = 5-0-3-5
	3NT= 5-3-0-5
	3♣ = exactly 6♠,4♣, then:
	3♦ is a relay:
	3♥ = 6-1-2-4
	3♠ = 6-2-1-4
	3NT = 6-0-3-4
	4♣ = 6-3-0-4
	3♦ = exactly 6♠,5♣, then:
	3♥ is a relay:
	3♠ = 6-1-1-5
	3NT = 6-0-2-5
	4♣ = 6-2-0-5
	3♥ = exactly 6♠,6♣, then:
	3♠ is a relay:
	3NT = 6-0-1-6
	4♣ = 6-1-0-6
	3♠ = exactly 7♠,4♣, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc

2♥	4+♦, may have 4♥ (but NOT 4♣); then:
	2♠ is a relay:
	2NT = exactly 5♠,4♦, then:
	3♣ is a relay:
	3♦ = 5-2-4-2
	3♥ = 5-1-4-3
	3♠ = 5-3-4-1
	3♣ = exactly 5♠,5♦, then:
	3♦ is a relay:
	3♥ = 5-1-5-2
	3♠ = 5-2-5-1
	3NT= 5-0-5-3
	4♣ = 5-3-5-0
	3♦ = exactly 6♠,4♦, then:
	3♥ is a relay:
	3♠ = 6-1-4-2
	3NT = 6-2-4-1
	4♣ = 6-0-4-3
	4♦ = 6-3-4-0
	3♥ = exactly 6♠,5♦, then:
	3♠ is a relay:
	3NT = 6-1-5-1
	4♣ = 6-0-5-2
	4♦ = 6-2-5-0
	3♠ = exactly 6♠,6♦, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc
	3NT = exactly 7♠,4♦, then:
	No relays, but 4 suit kickback
	applies:
	4♣ = size ask/sign off
	4♦ = RKC / ♣, etc

2♠	4+♥, denies 4♣ and 4♦; then:
	2NT is a relay:
	    3♣ = exactly 5♠,4♥, then:
	       3♦ is a relay:
	          3♥ = 5-4-2-2
	          3♠ = 5-4-1-3
	          3NT= 5-4-3-1
	    3♦ = exactly 5♠, 5♥, then:
	       3♥ is a relay:
	          3♠ = 5-5-1-2
	          3NT= 5-5-2-1
	          4♣ = 5-5-0-3
	          4♦ = 5-5-3-0
	    3♥ = exactly 6♠,4♥, then:
	       3♠ is a relay:
	         3NT = 6-4-1-2
	         4♣ = 6-4-2-1
	         4♦ = 6-4-0-3
	         4♥ = 6-4-3-0
	    3♠ = exactly 6♠,5♥, then:
	       No relays, but 4 suit kickback
	       applies:
	         4♣ = size ask/sign off
	         4♦ = RKC / ♣, etc
	    3NT= exactly 6♠, 6♥
	    4♣ = exactly 7♠, 4♥
	    4♦ = exactly 7♠, 5♥
	    4♥ = exactly 7♠, 6♥
	    4♠ = exactly 8♠, 4♥
	    4NT= exactly 8♠, 5♥
	    5♣ = exactly 9♠, 4♥

2NT	6♠, no other 4 card or longer suit, then:
	3♣ is a relay:
	    3♦ = 6♠, some 3-2-2 then:
	        3♥ is a relay:
	            3♠ = 6-2-2-3
	            3NT= 6-2-3-2
	            4♣ = 6-3-2-2
	    3♥ = 6-3-3-1
	    3♠ = 6-3-1-3
	    3NT = 6-1-3-3

3♣	ALL 5♠-332 hands
	3♦ relays:
	    3♥ = 5-3-3-2
	    3♠ = 5-3-2-3
	    3NT= 5-2-3-3

3♦	7+♠, no other 4 card suit, then: Bidding is natural, but 4NT =RKC/♠
3♥	5-4-4-0 4 suit Kickback applies
3♠	5-4-0-4 4 suit Kickback applies
3NT	5-0-4-4 4 suit Kickback applies

Auctions after 1♠ → 2♦: (Artificial game invitation)

Note: a 2♦ bidder may have 4♥ and a longer minor!

2♥	4♥, natural, forcing 1 round; then: 2♠ = limit raise with 3♠ 2NT= balanced limit raise with 3♠ 3♣ = long ♣ 3♦ = long ♦ 3♥ = 4+♥, invitational 3♠ = very good limit raise with 3♠
2♠	Minimum, not forcing, willing to play opposite two small or min limit Raise. 2NT= balanced limit raise with 3♠ 3♣ = long ♣ 3♦ = long ♦ 3♥ = 5+♥, 3♠, invitational 3♠ = good limit raise with 3♠
2NT	Conventional, asking 2♦ bidder to clarify his invitation: 3♣ = long ♣ 3♦ = long ♦ 3♥ = limit raise with 5+ bad ♥, 3♠ 3♠ = limit raise with 3♠
3♣	Maximum, 5-4+ in ♠/♣ 3♦ = long ♦ 3♥ = uncertainty about what to do 3♠ = limit raise with 3♠ 4♣ = raise 4♦ = RKC / ♣ (struck a nerve!) 4♥ = Splinter for ♣
3♦	Maximum, 5-5 in ♠/♦ 3♥ = uncertainty about what to do 3♠ = limit raise with 3♠ 4♣ = long ♣, no interest in ♥/♦ 4♦ = raise 4♥ = RKC / ♦ (struck a nerve!)
3♥	Maximum with good 5♠, 5♥
3♠	Maximum with good 6+♠

The 1 No Trump Opening Bid

The range for a 1NT opening bid depends on the vulnerability. 1NT not vulnerable shows 11-13 HCP. When vulnerable, 1NT shows 14-16 HCP. Only if partner is passed may opening 1N have 5♠ or 6-card minor.

Responses to 1NT (by unpassed hand):

2♣	Non-forcing Stayman (may not have major though).
2♦	Artificial game forcing relay, asking for opener's shape.
2♥	5+♥, to play
2♠	5+♠, to play
2NT	Both minors, usually 5-5, but can be 5♣, 4♦ in tactical situations.
3♣	6+♣, invitational
3♦	6+♦, invitational
3♥	3♥, 1♠, 5-4 in the minors, forcing to 3N or 4♣/♦
3♠	3♠, 1♥, 5-4 in the minors, forcing to 3N or 4♣/♦
3NT	To play
4♣	South African Texas transfer, showing 6 or more ♥
4♦	South African Texas transfer, showing 6 or more ♠
4♥	To play
4♠	To play
4NT	Quantitative slam try
5♣	To play
5♦	To play

Responses to 1NT (by passed hand): (4 suit transfers at the 2 level)

2♣	Non-forcing Stayman (may not have major though).
2♦	Jacoby transfer, showing 5+♥
2♥	Jacoby transfer, showing 5+♠
2♠	Transfer showing 6+♣ (Opener super accepts with 2N)
2NT	Transfer showing 6+♦ (Opener super accepts with 3♣)
3♣	weak 5-5 in the minors
3♦	invitational 5-5 in the red suits
3♥	invitational 5-5 in the majors
3♠	invitational 6♠-4♥
3NT	To play
4♣	South African Texas transfer, showing 6 or more ♥
4♦	South African Texas transfer, showing 6 or more ♠
4♥	To play
4♠	To play

Examples of a 1NT opening:

(1)	(2)	(3)
♠ A-K-x-x	♠ K-x-x	♠ A-x
♥ K-Q-x-x	♥ A-K-J	♥ J-x-x-x-x
♦ A-x-x	♦ x-x-x-x-x	♦ K-x-x
♣ x-x	♣ x-x	♣ K-Q-x
1NT vunerable Open 1♦ NV	Open 1NT NV. open 1♦ vul	Open 1♥ (maybe 1NT if partner is passed hand)

Auctions after 1NT → 2♦:

2♥	4-5♣, may have 4♦,4♥, or 4♠; then:
	2♠ is a relay:
	    2NT = 4♦,then:
	        3♣ is a relay:
	            3♦ = 2-3-4-4
	            3♥ = 3-2-4-4
	            3♠ = 2-2-4-5
	            3NT= 2-2-5-4
	     3♣ = 4♥, (not 4♦) then:
	        3♦ is a relay:
	            3♥ = 2-4-3-4
	             3♠ = 3-4-2-4
	             3NT= 2-4-2-5
	     3♦ = 4♠, (not 4♦ or 4♥) then:
	        3♥ is a relay:
	            3♠ = 4-2-3-4
	             3NT= 4-3-2-4
	     3♥ = 3-3-2-5
	     3♠ = 3-2-3-5
	     3NT = 2-3-3-5

2♠	4-5♦, may have 4♥or 4♠, denies 4♣
	2NT is a relay:
	    3♣ = 4♥, then:
	        3♦ is a relay:
	            3♥ = 2-4-4-3
	             3♠ = 3-4-4-2
	             3NT= 2-4-5-2
	     3♦ = 4♠, then:
	        3♥ is a relay:
	            3♠ = 4-2-4-3
	             3NT= 4-3-4-2
	     3♥ = 3-3-5-2
	     3♠ = 3-2-5-3
	     3NT = 2-3-5-3

2NT	4♥, may have 4♠, denies 4♣/♦
	3♣ is a relay:
	3♦ = 4♠, then:
	3♥ is a relay:
	3♠ = 4-4-2-3
	3NT= 4-4-3-2
	3♥ = 3-4-3-3
3♣	4♠, either 4♠-333 or 4♠ and 5♣/5♦
	3♦ is a relay:
	3♥ = 4-3-3-3
	3♠ = 4-2-2-5
	3NT = 4-2-5-2
3♦	Either 4♣-333 or 4♦-333
	3♥ is a relay:
	3♠ = 3-3-3-4
	3NT = 3-3-4-3
3♥	3♠-5♥-3♦-2♣
3♠	3♠-5♥-2♦-3♣
3NT	2♠-5♥-3♦-3♣

The 2♣ Opening Bid

The 2♣ opening bid shows 6 or more ♣, and 11-15 HCP. The opener may have another 4 card or longer side suit as well.

Responses to 2♣:

2♦	4+♥, at least mildly invitational values, willing to play 2NT or 3♣
2♥	4+♠, at least mildly invitational values, willing to play 2NT or 3♣
2♠	<u>Invitational</u> or better with club support
2NT	Natural, 10-11, invitational
3♣	6-9, 3+♣, not forcing
3♦	Forcing with 5+ good♦
3♥	Invitational with 6+ good ♥
3♠	Invitational with 6+ good ♠
3NT	To play
4♣	Preemptive
4♦	RKCB/♣
4♥	To play
4♠	To play
4NT	Quantitative slam try
5♣	To play
5♦	Grand slam force in ♣

After 2♣ → 2♦: (showing 4+♥)

2♥	Exactly 3♥; then:
	      2♠ = 4♠, forcing 1 round
	            2NT = denies 4♠, shows max
	            3♣ = denies 4♠, shows min
	      2NT = 4♥ only, invitational
	      3♣ = invitational with ♣ support, 4♥
	      3♦ = forcing with 4+♦
	      3♥ = invitational raise (5♥)
	      3♠ = splinter

2♠	4♠, but denies 3♥; then:
	      2NT = invitational with 4+♥
	      3♣ = invitational with 4+♥
	      3♦ = forcing with 4+♦
	      3♥ = forcing with 5+(usually 6) ♥
	      3♠ = invitational ♠ raise

2NT	Maximum without 3♥ or 4♠; then:
	      3♣ = not forcing, but still mild inv
	      3♦ = forcing, 4+♦
	      3♥ = forcing with 5+♥
	      3♠ = forcing with 5♥, 4♠

3♣	Minimum (NF) without 3♥ or 4♠; then:
	      3♦ = forcing, 4+♦
	      3♥ = forcing, 5+♥
	      3♠ = forcing, 5♥, 4♠

3♦	Solid (AKQxxx) ♣, no 3♥, 4♠, maximum unless 7th ♣

3♥	4♥, minimum (but virtually game forcing); then:
	      3♠ = relay
	            3NT = singleton ♦
	            4♣ = singleton ♠
	            4♦ = ♦ void
	            4♥ = ♠ void

3♠	4♥, maximum, unspecified singleton; then:
	      3NT = relay
	            4♣ = singleton ♦
	            4♦ = singleton ♠

3NT	4♥, maximum, ♠ void
4♣	4♥, 6 solid ♣
4♦	4♥, maximum, ♦ void
4♥	1-5-1-6

After 2♣ → 2♥: (showing 4+♠)

2♠	Exactly 3♠; then:
	    2NT = 4♠ only, invitational
	    3♣ = invitational with ♣ support, 4♠
	    3♦ = forcing with 4+♦
	    3♥ = forcing with 4+♥
	    3♠ = Invitational with 5♠
	    3NT = to play
	    4♣ = forcing ♣ raise
	    4♦ = RKCB/♣

2NT	Maximum without 3♠; then: 3♣ = invitational

3♣	Minimum (NF) without 3♠; then:
	    3♦ = forcing, 4+♦
	    3♥ = forcing, 4+♥
	    3♠ = forcing 5+ (usually 6) ♠
	    3NT = to play
	    4♣ = invitational ♣ raise
	    4♦ = RKCB/♣

3♦	Solid (AKQxxx) ♣, denies 3♠
3♥	Maximum, 4+♥, denies 3♠

3♠	4♠, minimum; almost game force, then:
	    3NT = relay
	        4♣ = singleton ♦
	        4♦ = singleton ♥
	        4♥ = ♦ void
	        4♠ = ♥ void

3NT	4♠, maximum, unspecified singleton; then:
	    4♣ = relay
	        4♦ = singleton ♦
	        4♠ = singleton ♥

4♣	4♠, 6 good (1-loser) ♣
4♦	4♠, maximum, ♦ void
4♥	4♠, maximum, ♥ void
4♠	5-1-1-6

After 2♣ → 2♠: (clubs, invitational or better)

2N	Maximum 3♣ – Natural, highly encouraging 3♦ – ♦ values, forcing 3♥ – ♥ values, forcing 3♠ – ♠ values, no ♥ values, forcing 3N – to play 4♣ – Natural, distributional, invitational 4♦ – RKC/♣
3♣	Minimum 3♦ – ♦ values, forcing 3♥ – ♥ values, forcing 3♠ – ♠ values, no ♥ values, forcing 3N – to play 4♣ – Natural, distributional, invitational 4♦ – RKC/♣
3♦	Maximum, ♦ suit (could be stopper) 3♥ – ♥ values, forcing 3♠ – ♠ values, no ♥ values, forcing 4♣ – Natural, highly encouraging 4♦ – RKC/♣
3♥, 3♠	Natural 5-card suit (or very good 4) 4♦ – RKC/♣
3N	Solid suit 4♦ – RKC/♣

The 2♦ Opening Bid – Short Diamonds

The 2♦ opening bid shows a 3-suited hand, short in ♦ with either: 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5 distribution, and 10+-16- HCP. (Used when not playing Midchart onventions).

Responses to 2♦:

Pass	No game interest, 6+♦
2♥	No game interest, 3+♥
2♠	No game interest, 3+♠

2NT	Asking for distribution, invitational or better, then; (4-suit Kickback applies at 4 level in ALL auctions after exact shape known).
	3♣ = either 3-4-1-5 or 4-4-0-5 (minimum)
	    3♦ = relay
	        3♥ = 3-4-1-5 minimum
	            3♠ = to play
	        3♠ = 3-4-1-5 maximum
	        3NT= 4-4-0-5 minimum
	3♦ = 4-3-1-5
	    3♥ = relay
	        3♠ = 4-3-1-5 minimum
	        3NT= 4-3-1-5 maximum
	3♥ = 4-4-1-4 minimum
	    3♠ = to play
	3♠ = 4-4-1-4 maximum
	3NT= 4-4-0-5 maximum

3♣	To play
3♦	Natural and <u>non-forcing</u>
3♥	Invitational, 5+♥
3♠	Invitational, 5+♠
4♣	Invitational
4♥, 4♠	To play

The Multi 2♦ Opening Bid (Mid-Chart)

The 2♦ opening bid shows either a weak 2♥/2♠ bid or a strong (16-19) with 1♠-444 (Multi). When not playing Mid-chart, 2♦ is the opening hand with 3-4-1-5, 4-3-1-5, 4-4-1-4 or 4-4-0-5 (see 2♥ below.)

Responses to Multi 2♦:

2♥	Pass or correct (P/C), then;
	2♠ = weak 2♠ bid
	    2NT=Ogust
	        3♣ = bad hand, bad suit
	        3♦ = bad hand, good suit
	        3♥ = good hand, bad suit
	        3♠ = good hand, good suit
	        3NT= AKQxxx suit
	2NT= strong 1-4-4-4
	    3♣ = to play
	    3♦ = to play
	    3♥ = to play
	    3♠ = to play
	    3NT= to play
	    4♣ = size ask
	        4♦ = 17-bad 18
	        4♥ = 18-19
	    4♦ = RKCB / ♣
	    4♥ = RKCB / ♦
	    4♠ = RKCB / ♥
	    4NT= RKCB / ♠

2♠	Pass or correct (and respond Ogust with
	      the weak 2♥ bid)
	2NT= weak 2♥ bid, bad hand, bad suit
	3♣ = weak 2♥ bid, bad hand, good suit
	3♦ = weak 2♥ bid, good hand, bad suit
	3♥ = weak 2♥ bid, good hand, good suit
	3♠ = AKQxxx suit
	3NT= strong 1♠-444, then;
	      4♣,etc = 4 suit Kickback (as w/ ♥)

2NT	Asking for clarification:
	3♣ = good weak 2♥ bid
	3♦ = puppet to 3♥, then:
	Pass= to play
	3♠ = 6♠, choice of games
	3♥ = singleton/RKCB ask
	3♠ = shows unspecified singleton
	3NT= where is singleton?
	4♣ = ♣ stiff
	4♦ = ♦ stiff
	4♥ = ♠ stiff
	3NT= no singleton, 0-3 key cards
	4♣ = no singleton, 1-4 key cards
	4♦ = no singleton, 2 keys, no Q♥
	4♥ = no singleton, 2 keys, plus Q♥
	3♠ = natural and forcing
	3NT= to play
	4♣ = RKCB / ♥
	3♦ = good weak 2♠ bid
	3♥ = puppet to 3♠, then;
	Pass= to play
	4♥ = 6♥, choice of games
	3♠ = singleton/RKCB ask
	3NT= shows unspecified singleton
	4♣ = where is singleton?
	4♦ = ♣ stiff
	4♥ = ♦ stiff
	4♠ = ♥ stiff
	4♣ = no singleton, 0-3 key cards
	4♦ = no singleton, 1-4 key cards
	4♥ = no singleton, 2 keys, no Q♠
	4♠ = no singleton, 2 keys, plus Q♠
	3NT= to play
	4♣ = RKCB / ♠

3♥ = bad weak 2♥ bid	
3♠ = natural and forcing	
4♣ = RKCB / ♥	
3♠ = bad weak 2♠ bid	
4♣ = RKCB / ♠	
3NT= strong 1♠-444 hand, then;	
4 suit Kickback responses	

Responses to 2♦ (continued)

3♣	Natural and <u>non-forcing</u>
3♦	Natural and <u>forcing</u> with 5+♦
3♥	Pass or correct
3♠	Pass or correct
3NT	To play
4♣	Asks opener to bid the suit <u>below</u> his suit (Or 4N with 1-4-4-4)
4♦	Asks opener to bid his suit (Or 4N with 1-4-4-4)
4♥	Pass or correct (Or 4N with 1-4-4-4)
4♠	To play (Or 4N with 1-4-4-4)
4NT	How many aces do you have? (regular Blackwood)

The 2♥ Opening Bid (Mid-Chart)

The 2♥ opening bid shows a 3-suited hand, short in ♦ with either: 4-4-1-4, 4-4-0-5, 3-4-1-5, or 4-3-1-5 distribution, and 10+-16- HCP. (Used when playing Mid-chart conventions). When not playing Mid-chart, 2♥ is a weak two bid.

Responses to 2♥:

Pass	No game interest, 3+♥
2♠	No game interest, 3+♠
2NT	Asking for distribution, invitational or better, then; (4 suit Kickback applies at 4 level in ALL auctions after exact shape known).
	3♣ = either 3-4-1-5 or 4-4-0-5 (minimum)
	3♦ = relay
	3♥ = 3-4-1-5 minimum
	3♠ = to play
	3♠ = 3-4-1-5 maximum
	3NT= 4-4-0-5 minimum
	3♥ = forcing with ♥ fit, suggests cue bid
	3♦ = 4-3-1-5
	3♥ = relay
	3♠ = 4-3-1-5 minimum
	3NT= 4-3-1-5 maximum
	3♠ = forcing with ♠ fit, suggests cue bid
	3♥ = 4-4-1-4 minimum
	3♠ = to play
	3♠ = 4-4-1-4 maximum
	3NT= 4-4-0-5 maximum
3♣	To play
3♦	Natural and non-forcing
3♥	Invitational, 5+♥
3♠	Invitational, 5+♠
4♣	Invitational

The 2♠ Opening Bid (Mid-Chart)

The 2♠ opening bid shows 5♠ and a 5+ minor, with less than opening strength, usually around 5-9 HCP. When not playing Mid-chart conventions, 2♠ is a weak two bid.

Responses to 2♠:

Pass	No game interest, 2+♠
2NT	Asking for minor, invitational or better 3♣ = minimum with ♣ 3♦ = minimum with ♦ 3♥ = maximum with ♣ 3♠ = maximum with ♦ (Note: 4 suit Kickback applies at the 4 level after the above responses)
3♣	Pass or correct to ♦
3♦	Natural and non-forcing
3♥	Natural and non-forcing, but constructive
3♠	Preemptive
3NT	To play
4♣	Pass / correct to ♦
4♥	To play
4♠	To play
4NT	RKCB / ♠
5♣	Pass / correct to ♦

Weak 2♥ & 2♠ Opening Bids

Opening weak two bids show 4-10 HCP, 5-7 card-suit (When not playing mid-chart).

Responses are: (a good suit is KQxxxx or better)

After 2♥:

2♠ – not forcing
2NT – Ogust
      3♣ – bad hand, bad suit
      3♦ – bad hand, good suit
      3♥ – good hand, bad suit
      3♠ – good hand, good suit
      3NT – solid suit
3♣, 3♦ – not forcing
3♥ – preemptive
3♠ – natural and forcing
3NT – to play

After 2♠:

2NT – Ogust
      3♣ – bad hand, bad suit
      3♦ – bad hand, good suit
      3♥ – good hand, bad suit
      3♠ – good hand, good suit
      3NT– solid suit
3♣, 3♦ – not forcing
3♥ – natural and forcing
3♠ – preemptive
3NT – to play

The 2NT Opening Bid (Mid-Chart)

The 2NT opening bid shows a single-suited preempt in either ♣ or ♦. (Used when playing Mid-chart conventions.) When not playing Mid-chart, 2N is 4-10 with 5+♦ and 5+♣.

Responses to 2NT:

Pass	Who knows??? Might be tactical
3♣	Pass / Correct to ♦
3♦	Asking bid, artificial, then; 3♥ = ♣, min or max 3♠ = min / max? 3NT= maximum 4♣ = puppet to 4♦ 4♥/♠ = to play 4♦ = RKCB / ♣ 4♥ = RKCB / ♦ 4♠ = RKCB / ♥ 4NT= RKCB / ♠ 4♣ = minimum 4♦ = RKCB / ♣ 4♥/♠ = to play 3♠ = ♦, minimum 4♣ = puppet to 4♦ 4♥/♠ = to play 4♦ = RKCB / ♣ 4♥ = RKCB / ♦ 4♠ = RKCB / ♥ 3NT= ♦, maximum 4♣ = puppet to 4♦ 4♥/♠ = to play 4♦ = RKCB / ♣ 4♥ = RKCB / ♦ 4♠ = RKCB / ♥ 4NT= RKCB / ♠

The 2N Opening Bid Showing ♣ & ♦

4-10 HCP, 5+♦ & 5+♣

(This bid is used when not playing Mid-chart conventions.)

Responses to 2N:

Pass	No game interest, perhaps tactical
3♣	To play
3♦	To play

3♥	Artificial game force, then:
	3♠ = 2-3♥
	     4 suit Kickback responses
	3NT= 2-3♠
	     4 suit Kickback responses
	4♣ = 1-1-5-6 or 1-1-6-5
	     4♦ = Puppet to 4♥
	        4♠ = to play
	        4NT= to play
	        5♣ = to play
	        5♦ = to play
	     4♥ = RKCB / ♦
	     4♠ = RKCB / ♥
	     4NT= RKCB / ♠
	     5♣ = RKCB / ♣

3♠	Artificial game invitation
	3NT= maximum
	     4 suit Kickback responses
	4♣ = minimum
	     4♦ = to play

3NT	To play
4♣/♦	Preemptive
4♥/♠	To play
4NT	Bid your longer minor
5♣/♦	To play

The 3♣ Opening Bid (Mid-Chart)

The 3♣ opening bid shows a weak hand with 5+-5+ in both minors, and 4-10 HCP. (When not playing Mid-Chart, 3♣ is a normal preempt.)

Responses to 3♣:

Pass	No game interest
3♦	To play

3♥	Artificial game force, then:
	3♠ = 2-3♥
	     4 suit Kickback responses
	3NT= 2-3♠
	     4 suit Kickback responses
	4♣ = 1-1-5-6 or 1-1-6-5
	     4♦ = Puppet to 4♥
	         4♠ = to play
	         4NT= to play
	         5♣ = to play
	         5♦ = to play
	     4♥ = RKCB / ♦
	     4♠ = RKCB / ♥
	     4NT= RKCB / ♠
	     5♣ = RKCB / ♣

3♠	Artificial game invitation
	3NT= maximum
	     4 suit Kickback responses
	4♣ = minimum
	     4♦ = to play

3NT	To play
4♣/♦	Preemptive
4♥/♠	To play
4NT	Bid your longer minor
5♣/♦	To play

The 3♦ Opening Bid (Mid-Chart)

The 3♦ opening bid shows a solid 7 card or longer suit (any), and no outside ace or king (maybe a queen). When not playing Mid-Chart, 3♦ is a normal preempt.

Responses to 3♦:

Pass	Who knows??? (guessing partner has ♦)
3♥	Pass / Correct to opener's suit (3NT=♣)
3♠	Ask opener to bid the suit <u>below</u> his suit (3NT=♣)
3NT	To play
4♣	Asks opener to bid his suit
4♦	Asks for length 4♥ = 7 4♠ = 8 4NT= 9
4♥	To play
4♠	To play
4NT	Asks opener to Q-bid any Q's he has

Over Interference:

3♦ - DBL:

       Pass = Pass/correct

       3♥/♠ = natural, non-forcing

       RDBL = bid your suit

       3NT = to play

3♦ - (suit):

       Cheapest suit = pass/correct

       DBL = penalty

       Other suits = forcing (unless game)

The 3NT Opening Bid

The 3NT opening shows a 4-level preempt in one of the minors.

Responses:

Pass – To make, or tactical
4♣ – Pass or correct
      4♦ = diamonds
            4♥ – RKC for diamonds
4♦ – Pass (if diamonds) or respond keycards if clubs
4♥ – To play
4♠ – To play
4NT – bid 6 with an 8th trump
5♣ – Pass or correct

Appendix A:
Four Suit Kickback Detailed Auctions:

After any exact distribution has been shown, by either partner, Roman Keycard Blackwood (RKCB), may be used in ANY suit, or the person may just sign off. Here's how it works! Although I have enclosed all the bids, the basic premise is this:

>   4♣ = sign off or size ask. Responder always responds as if it is size asking, although more often than not it is a sign off. The responses are simple:
>   >   4♦ = minimum (or rarely, LOTSA extras), and
>   >   4♥ =maximum.
>
>   4♦ = Key card for ♣
>   4♥ = Key card for ♦
>   4♠ = Key card for ♥
>   4NT= Key card for ♠

>   A corollary to 4-suit Kickback is what to do when the last distribution (or high-card showing) bid was 4♣ or higher.
>
>   If the last bid was 4♣, then the following structure applies:
>   >   4♦ = Puppet to 4♥ (signoff sequence), then;
>   >   >   Pass = to play 4♥
>   >   >   4♠ = to play 4♠
>   >   >   4NT = to play
>   >   >   5♣ = to play 5♣
>   >   >   5♦ = to play 5♦
>   >   4♥ = RKCB / ♦
>   >   4♠ = RKCB / ♥
>   >   4NT= RKCB / ♠
>   >   5♣ = RKCB / ♣

If the last response showing shape is 4♦, then 4♥, 4♠, 4N, 5♣, 5♦ are to play.
If the 4♦ or higher bid (showing extra high cards) comes over 3N, 4N is to play.

After bids showing extra strength:

4♣ (12-13) - 4♦ = RKC (♣)   - 4NT = to Play
            - 4♥ = RKC (♦)   - 5♣ = RKC (♠)
            - 4♠ = RKC (♥)

4♦ (14-15) - 4♥ = RKC (♣)   - 5♣ = RKC (♥)
            - 4♠ = RKC (♦)   - 5♦ = RKC (♠)
            - 4NT = to play

4♥ (16-17) - 4♠ = RKC (♣)   - 5♦ = RKC (♥)
            - 4N = to play   - 5♥ = RKC (♠)
            - 5♣ = RKC (♦)

4♠ (18-19) - 4NT = to play   - 5♥ = RKC (♥)
            - 5♣ = RKC (♣)   - 5♠ = RKC (♠)
            - 5♦ = RKC (♦)

4NT (20-21)- 5♣ = RKC (♣)   - 5♥ = RKC (♥)
            - 5♦ = RKC (♦)   - 5♠ = RKC (♠)

If servant's exact distribution is known, and then relayer makes a natural bid, 4-suit Kickback is NOT on. For example, after
1♣-2♠ (some 4441)-2N-3♣ (short ♣)-3♥ (natural)-3♠ (don't like my hand for ♥), 4-suit Kickback is not applicable, but Kickback is on for relayer's suit. In this example 4♣ and 4♦ are cue bids, 4♥ is to play, and 4♠ is Kickback for ♥.

4♣	Size ask (or sign off) : responses are:
	4♦ = minimum; then:
	4♥ = to play
	4♠ = to play
	4NT= to play (this is how you make
	a Quantitative NT raise)
	5♣ = to play
	4♥ = maximum; then:
	Pass= to play 4♥
	4♠ = to play
	4NT= RKC in longest suit
	(the highest major if 5-5)

4♦	Roman key-card Blackwood (RKCB) in ♣:
	4♥ = 0 or 3 key cards; then:
	4♠ = asks for Q♣
	4NT= yes + K♠
	5♣ = no Q♣
	5♦ = yes + K♦
	5♥ = yes + K♥
	6♣ = yes, but no K
	4NT = to play
	5♣ = to play
	5♦ = asks for specific kings
	5♥ = K♥
	5♠ = K♠, no K♥
	5NT= K♦, no K♥/♠
	6♣ = no kings
	4♠ = 1 or 4 key cards
	4NT = asks for Q♣
	5♣ = no Q♣
	5♦ = yes + K♦
	5♥ = yes + K♥
	5♠ = yes + K♠
	6♣ = yes, but no K
	5♣ = to play
	5♦ = asks for specific kings
	5♥ = K♥
	5♠ = K♠, no K♥
	5NT= K♦, no K♥/♠
	6♣ = no kings
	4NT= 2 key cards, no Q♣
	5♣ = to play
	5♦ = asks for specific kings
	5♥ = K♥
	5♠ = K♠, no K♥
	5NT= K♦, no K♥/♠
	6♣ = no kings
	5♣ = 2 key cards + Q♣
	5♦ = asks for specific kings
	5♥ = K♥
	5♠ = K♠, no K♥
	5NT= K♦, no K♥/♠

	6♣ = no kings
	5♦ = 0 or 3 KC + useful void
	5♥ = 1 or 4 KC + useful void
	5♠ = 2 KC, no Q♣ + useful void
	5NT= 2 KC, + Q♣ + useful void
4♥	Roman key-card Blackwood (RKCB) in ♦:
	4♠ = 0 or 3 key cards
	4NT = to play (even though
	this is the next step!)
	5♣ = asks for Q♦
	5♦ = no Q♦
	5♥ = yes + K♥
	5♠ = yes + K♠,
	denies K♥
	5NT= yes + K♣,
	denies K♥/♠
	6♦ = yes, but no K
	5♦ = to play
	5♥ = asks for specific kings
	5♠ = K♠
	5NT= K♥, no K♠
	6♣ = K♣, no K♥/♠
	6♦ = no kings
	4NT= 1 or 4 key cards
	5♣ = asks for Q♦
	5♦ = no Q♦
	5♥ = yes + K♥
	5♠ = yes + K♠,
	denies K♥
	5NT= yes + K♣,
	denies K♥/♠
	6♦ = yes, but no K
	5♦ = to play
	5♥ = asks for specific kings
	5♠ = K♠
	5NT= K♥, no K♠
	6♣ = K♣, no K♥/♠
	6♦ = no kings
	5♣ = 2 key cards, no Q♦
	5♦ = to play

	5♥ = asks for specific kings
	5♠ = K♠
	5NT= K♥, no K♠
	6♣ = K♣, no K♥/♠
	6♦ = no kings
	5♦ = 2 key cards + Q♦
	5♥ = asks for specific kings
	5♠ = K♠
	5NT= K♥, no K♠
	6♣ = K♣, no K♥/♠
	6♦ = no kings
	5♥ = 0 or 3 KC + useful void
	5♠ = 1 or 4 KC + useful void
	5NT= 2 KC, no Q♦ + useful void
	6♣ = 2 KC, + Q♦ + useful void
4♠	Roman key-card Blackwood (RKCB) in ♥:
	4NT= 0 or 3 key cards
	5♣ = asks for Q♥
	5♦ = yes + K♦
	5♥ = no Q♥
	5♠ = yes + K♠
	denies K♦
	5NT= yes + K♣
	denies K♦/♠
	5♥ = to play
	5♠ = asks for specific kings
	5NT= K♠
	6♣ = K♣, no K♠
	6♦ = K♦, no K♣/♠
	6♥ = no kings
	5♣ = 1 or 4 key cards
	5♦ = asks for Q♥
	5♥ = no Q♥
	5♠ = yes + K♠
	5NT= yes + K♦
	denies K♠
	6♣ = yes + K♣,
	denies K♦/♠
	6♥ = yes, no kings
	5♥ = to play

	5♠ = asks for specific kings
	    5NT= K♠
	    6♣ = K♣, no K♠
	    6♦ = K♦, no K♣/♠
	    6♥ = no kings
	5♦ = 2 key cards, no Q♥
	    5♥ = to play
	    5♠ = asks for specific kings
	        5NT= K♠
	        6♣ = K♣, no K♠
	        6♦ = K♦, no K♣/♠
	        6♥ = no kings
	5♥ = 2 key cards + Q♥
	    5♠ = asks for specific kings
	        5NT= K♠
	        6♣ = K♣, no K♠
	        6♦ = K♦, no K♣/♠
	        6♥ = no kings
	5♠ = 0 or 3 KC + useful void
	5NT= 1 or 4 KC + useful void
	6♣ = 2 KC, no Q♥ + useful void
	6♦ = 2 KC, + Q♥ + useful void

4NT	Roman key-card Blackwood (RKCB) in ♠:
	5♣ = 0 or 3 key cards
	    5♦ = asks for Q♠
	        5♥ = yes + K♥
	        5♠ = no Q♠
	        5NT= yes + K♦
	            denies K♥
	        6♣ = yes + K♣
	            denies K♦/♥
	    5♠ = to play (unless 3)
	    5NT = asks for specific kings
	        6♣ = K♣
	        6♦ = K♦, no K♣
	        6♥ = K♥, no K♣/♦
	        6♠ = no kings
	5♦ = 1 or 4 key cards
	    5♥ = asks for Q♠
	        5♠ = no Q♠

5NT= yes + K♥
                                    6♣ = yes + K♣
                                            denies K♥
                                    6♦ = yes + K♦,
                                            denies K♣/♥
                                    6♠ = yes, no kings
                            5♠ = to play (unless 4)
                            5NT = asks for specific kings
                                    6♣ = K♣
                                    6♦ = K♦, no K♣
                                    6♥ = K♥, no K♣/♦
                                    6♠ = no kings
                    5♥ = 2 key cards, no Q♠
                            5♠ = to play
                            5NT = asks for specific kings
                                    6♣ = K♣
                                    6♦ = K♦, no K♣
                                    6♥ = K♥, no K♣/♦
                                    6♠ = no kings
                    5♠ = 2 key cards + Q♠
                            5NT = asks for specific kings
                                    6♣ = K♣
                                    6♦ = K♦, no K♣
                                    6♥ = K♥, no K♣/♦
                                    6♠ = no kings
                    5NT= 0 or 3 KC + useful void
                    6♣ = 1 or 4 KC + useful void
                    6♦ = 2 KC, no Q♠ + useful void
                    6♥ = 2 KC, + Q♠ + useful void

Rigal Convention

After a balancing 1NT [9-15/16 HCP] (by us),

    2♣ = Stayman / size ask
        (Responses below)
    2♦ = transfer to ♥
    2♥ = transfer to ♠
    2♠ = transfer to ♣
        2NT= max, ♣ fit
        3♣ = min and/or no ♣ fit
    2NT = transfer to ♦
        3♣ = max, ♦ fit
        3♦ = min and / or no ♦ fit

Responses to 2♣ are:

2♦ = 9-12 HCP
    2♥ = 4♥, not forcing
    2♠ = 4♠, not forcing
    2N = to play
2♥ = 13-14, 4♥, only 16 after 1M-P-P-1NT
2♠ = 13-14, 4♠, only 16 after 1M-P-P-1NT
2NT = 13-14, no 4 card major
3♣ = 15-16, 5♣
3♦ = 15-16, 5♦
3♥ = 15-16, 4♥, may have 4♠
3♠ = 15-16, 4♠, denies 4♥
3NT = 15-16, no 4 card major

Transfer Lebensohl

The beauty of transfer Lebensohl is that you get to IMMEDIATELY get your suit into the auction BEFORE the opponents raise and you have no idea as to fit in your suit (or WHAT suit partner has).

Applies from 2NT thru 3♠ after opponents overcall 1NT, either naturally or artificially....

 Generally, certain rules apply:

 1) a transfer into a LOWER ranking suit is COMPETITIVE or better.

 2) a transfer into a HIGHER ranking suit is INVITATIONAL or better.

 3) a transfer into the opponents KNOWN suit is a STOPPER ask, and in many cases how a Stayman process begins. Accepting the transfer ALWAYS denies a stopper.

 4) a jump to 3♠ (unless opponents have made ♠ overcall) shows an INVITATIONAL ONLY hand with 6+ ♠.

 5) a DIRECT 3NT SHOWS a stop.

 6) South African Texas transfers ALWAYS apply after 2 level interference

 7) a transfer to a minor, followed by 3NT DENIES a stop (the theory here is you've ear-marked a run-out suit if opener has NO stop either).

 8) a transfer to any suit followed by any NEW suit is game forcing.

Transfer Lebensohl Specific (after 2 major) auctions:

1NT-(2♥) - 2NT = ♣, competitive or better (could be game force)
    3♣=forced (anything else shows huge ♣ fit)
      3♦ = game forcing, 5+♣,4+♦
      3♥ = 5+♣, partial ♥stop
      3♠ = 5+♣,4+♠,game forcing
      3NT = 5+♣, NO stop
   3♣=♦, competitive or better
     3♦= forced (anything else shows huge ♦ fit.)
      3♥ = 5+♦, partial ♥stop
      3♠ = 5+♦, 4+♠, game forcing
      3NT = 5+♦, NO stop
   3♦=stopper ask (also how you look for a 4-4 spade fit)
     3♥=no stop
      3♠=4♠, no stop either
      3NT=4♠, HAVE ♥stop
      4♣=not 4♠, no ♥ stop
     3♠=have stopper + 4♠
     3NT=have stop, but do NOT have 4♠
   3♥=5+ ♠, INVITATIONAL or BETTER
     3♠=do NOT accept invitation
      3NT=choice of games
      4♣/♦/♥=Q-bid for ♠ (slam try)
   3♠=6+♠, INVITATIONAL
   3NT=to play, shows ♥stop

Note: the same auctions above apply if opponents play transfers or anything else that shows Hearts, or after 2-suited overcalls where ♥ is the known suit. If they show ♥ but 2♥ is available, 2♥ is Stayman.

1NT-(2♠)-2NT=♣, competitive or better(could be game forcing)
        3♣ = forced (anything else shows big ♣ fit)
            3♦ = game forcing, 5+♣,4+♦
            3♥ = 5+♣, 4+♥,game forcing
            3♠ = 5+♣, partial ♠stop
            3NT = 5+♣, NO stop
     3♣ = ♦, competitive or better
        3♦ = forced (other shows huge ♦fit)
            3♥ = 5+♦, 4+♥, game forcing
            3♠ = 5+♦, partial ♠stop
            3NT = 5+♦, NO stop
     3♦ =5+♥, Competitive or better
        3♥= forced, unless big fit...
            3♠ = 5♥, NO ♠ stop
            3NT = 5♥, HAVE ♠ stop
        3♠ = max with fit + ♠ control
        3NT = max, fit, + ♠ stopped
     3♥ = PROMISES 4♥ (may or may not have stop)
        3♠ = no stop and NOT 4♥
        3NT = shows stop, usually not 4♥
        4♣ = 4♥, super accept
        4♦ = 4♥, super accept
        4♥ = to play, 4 ♥
     3♠ = STOPPER ask
        3NT = have stopper
        4♣ = 4+♣, NO stop
        4♦ = 4+♦, NO stop
        4♥ = 4 decent ♥, NO stop, willing to play Moysian
     3NT = to play, shows ♠ stop

Note: the same auctions above applies if opponents play transfers or anything else that shows ♠, or after 2-suited overcalls where ♠ is the known suit. If they show ♠, but 2♠ is available, 2♠ is Stayman.

Transfer Lebensohl After 2 minor interference Rules:

The same transfer Lebensohl rules apply after 2♣ or 2♦ interference, stopper asking bids depending on what the 2♣/♦ bids have shown.

If 2♣ is unknown 1 suiter, then there is NO stopper ask immediately.

If 2♣ shows an anchor suit (like ♥ + lower), then the stopper ask applies to ♥ only.

If 2♣ or 2♦ shows 2 suiter, like 2♦=majors in Cappelletti, then the transfer into the LOWER suit is asking about BOTH of their suits).

You CAN just blast into 3NT and hope they don't know which suit to lead, or only have 4 of them).The blasting approach is especially effective over DONT, which never promises much of anything anyway…

Transfer Lebensohl (after 2 minor) Specific auctions:

 1NT (2♣ = unknown single-suiter, like Cappelletti)
       DBL= Stayman, INVITATIONAL or better values
       2♦ = natural, non-forcing
       2♥ = natural, non-forcing
       2♠ = natural, non-forcing
       2NT = 5+ ♣, COMPETITIVE or better
       3♣ = 5+ ♦, INVITATIONAL or better
       3♦ = 5+ ♥, INVITATIONAL or better
       3♥ = 5+ ♠, INVITATIONAL or better
       3♠ = 6+ ♠, INVITATIONAL ONLY
       3NT = to play
       4♣ = South African Texas transfer (I have ♥)
       4♦ = South African Texas transfer (I have ♠)
       4♥ = to play
       4♠ = to play

1NT (2♦ = majors, like Cappelletti)

    DBL= Penalty (♦)

    2♥ = INVITATIONAL+ values, ♥ stop, may
      have ♠ stop (2♠ by pard asks)

    2♠ = INVITATIONAL+ values, ♠ stop, NO ♥ stop

    2NT = 5+ ♣,   COMPETITIVE or better

    3♣ = 5+ ♦, INVITATIONAL or better

    3♦ = stopper ask in majors

        3♥ = NO stop in ♥

            3♠ = asking for ♠ stop

                3NT = got one!

                4♣ = Nope, cheapest 4+ suit

                4♦ = Nope, cheapest 4+ suit

        3♠ = stopper in ♥, no ♠ stop

        3NT = stoppers in BOTH majors

    3♥ = 6+ ♥, INVITATIONAL ONLY, even though they bid ♥

    3♠ = 6+ ♠, INVITATIONAL ONLY, even though they bid ♠

    3NT = to play (can be somewhat gambling)

    4♣ = South African Texas transfer (I have ♥)

    4♦ = South African Texas transfer (I have ♠)

    4♥ = to play

    4♠ = to play

    4NT = quantitative

1NT (2♣ = natural). Also use this for DONT 2♣ (♣+higher suit)

    DBL= Stayman, INVITATIONAL or better values

    2♦ = natural, non-forcing

    2♥ = natural, non-forcing

    2♠ = natural, non-forcing

    2NT = stopper ask

        3♣ = no ♣ stop

            3♦ = Stayman

                3♥ = 4♥, may have 4♠

                3♠ = 4♠, denies 4♥

                3N = no major

        3♦ = ♣ stop, 5+♦

        3♥ = ♣ stop + 4♥

        3♠ = ♣ stop + 4♠

        3NT = ♣ stop + no major

    3♣ = 5+♦,   INVITATIONAL or better

    3♦ = 5+♥,   INVITATIONAL or better

    3♥ = 5+♠,   INVITATIONAL or better

    3♠ = 6+♠,   INVITATIONAL ONLY

    3NT = to play (shows ♣ stop)

    4♣ = South African Texas transfer

    4♦ = South African Texas transfer

    4♥ = to play

    4♠ = to play

    4NT = Quantitative

1NT (2♦ = natural). Also use this for DONT 2♦ (♦ + higher suit)

    DBL= Penalty (♦)

    2♥ = natural, non-forcing

    2♠ = natural, non-forcing

    2NT = 5+♣, COMPETITIVE or better

    3♣ = stopper ask

        3♦ = no ♦ stop

            3♥ = 4♥, forcing

            3♠ = 4♠, forcing

            3NT = partial ♦ stop

        3♥ = ♦ stop + 4♥, may have 4♠

            3♠ = 4♠, forcing

        3♠ = ♦ stop + 4♠, not 4♥

        3NT = ♦ stop, no major

    3♦ = 5+♥, INVITATIONAL or better

    3♥ = 5+♠, INVITATIONAL or better

    3♠ = 6+♠, INVITATIONAL ONLY

    3NT = to play (shows ♦ stop)

    4♣ = South African Texas transfer

    4♦ = South African Texas transfer

    4♥ = to play

    4♠ = to play

    4NT = Quantitative

Transfer Lebensohl (Misc) Specific auctions:

1NT (2♥ = majors, like DONT)

 DBL= Penalty of ♥ (forcing passes)

 2♠ = INVITATIONAL+ values, ♠ stop, NO ♥ stop

 2NT = 5+♣, COMPETITIVE or better

 3♣ = 5+♦, COMPETITIVE or better

 3♦ = stopper ask in majors

   3♥ = NO stop in ♥

     3♠ = asking for ♠ stop

      3NT = got one!

      4♣ = Nope, cheapest 4+ suit

      4♦ = Nope, cheapest 4+ suit

   3♠ = stopper in ♥, no ♠ stop

   3NT = stop in BOTH majors

 3♥ = 6+♥, INVITATIONAL ONLY, even though they bid ♥

 3♠ = 6+♠, INVITATIONAL ONLY, even though they bid ♠

 3N = to play (can be somewhat gambling they find wrong lead)

 4♣ = South African Texas transfer

 4♦ = South African Texas transfer

 4♥ = to play

 4♠ = to play

 4NT = quantitative

1NT-DBL (Penalty)

 RDBL – our hand

 2 of suit (5+ suit, not forward-going)

 Pass – forces RDBL or 5-card suit from partner, then

   2♣ – ♣ & another suit

   2♦ – ♦ & a major suit

   2♥ – Both majors

   2♠ – ♠ plus desire to compete

1NT-P-P-DBL-P-P (responses are backwards from the direct DBL)

 Pass – our hand

 RDBL – requests partner to bid 2♣ so we can get out in minor

 2♣ – ♣ & another suit

 2♦ – ♦ & a major suit

 2♥ – Both Majors

Transfers after 2♥ or 2♠

After the auctions 2M → Double: all bids are transfers from 2NT through 3 of our major. The bid may show:
1)   A long suit and a desire to play it there, or
2)   A lead direct with a fit for partner.

After 2♥ → DBL:
1)   RDBL = good hand, penalty oriented. If redoubler bids 3♥ next time, it is invitational
2)   2♠ = natural, non-forcing
3)   2NT = ♣ suit or lead directing (planning to bid 3♥ next time)
4)   3♣ = ♦ suit or lead directing (planning to bid 3♥ next time)
5)   3♦ = raise to 3♥ <u>with</u> an honor (A or K)
6)   3♥ = raise <u>without</u> the A or K of ♥
7)   3NT = to play
8)   3♠/4♣/4♦ = fit showing jumps with ♥ support
9)   4♥ = to play

After 2♠ → DBL:
1)   RDBL = good hand, penalty oriented. If redoubler bids 3♠ next time, it is invitational
2)   2NT = ♣ suit/lead
3)   3♣ = ♦ suit/lead
4)   3♦ = ♥ suit/lead
5)   3♥ = raise to 3♠ <u>with</u> A or K
6)   3♠ = raise <u>without</u> A or K
7)   3NT = to play
8)   4♣/4♦/4♥ = fit showing jumps with ♠ support

Leaping Michaels

After the opponents open a weak 2♥ or 2♠ (or after 1M-P-2M),
the following apply:

a)   Cue bid = stopper asking
b)   4♣ = ♣ + other major (at least 5-5)
        and show GOOD hands, although not forcing
c)   4♦ = ♦ + other major (at least 5-5)
        and show GOOD hands, although not forcing
d)   4M (their suit) = 5-5 minors, a GREAT hand (basically need a trick from
      partner to make a slam, assuming a fit)
e)   4NT= 5-5 minors, not as good as 4M
f)   4 of other Major = GOOD hand, to play
      e.g., opponents open 2♥:
           i)   bid 3♥ with:
                     Ax x AKQxxxx KQ
           ii)   bid 4♣ with:
                     AJTxx x Ax AKJxx
           iii)   bid 4♦ with:
                     AKxxx x AJTxxx x
           iv)   bid 4♥ with:
                     A x AKJxxx AKQxx
           v)   bid 4N with:
                     x x KQJxx   AQJxxx
           vi)   bid 4♠ with:
                     AKJTxxx x AKx Qx

Transfer Responses to Overcalls

Applies when:
The opponents open the bidding in a suit at or below the 3-level, we make a simple overcall at or below the 3-level, and the next player takes an action that permits a simple cue-bid of opener's suit.

How it works:

1.   A single raise shows 5-9 support points, usually with only 3-card support.

2.   With 4-card support, advancer has the following options: preemptive jump raise, jump cue bid (limit raise), double jump cue bid (splinter), and a fit-showing jump (if the overcall was a major).

3.   Transfers start with the cue bid. This applies to passed and unpassed hands. Note that a simple suit bid below the level of a cue bid is natural and forcing (by unpassed hand) or not forcing (by passed hand).

4.   A simple new-suit bid above the level of a cue bid is a transfer showing length in the next higher suit.

5.   A cue bid is a transfer showing length in the next higher suit.

6.   A transfer into a new suit followed by a simple return to overcaller's suit shows about 10 points and doubleton support for partner's suit.

7.   After a minor suit overcall, jump shifts are preemptive. A jump to game in a major is natural, but not slam-oriented.

8.   After a major suit overcall, jump shifts are fit-showing. Double jump shifts are splinters.

9.   A 1NT advance shows 9-11 HCP and does not absolutely promise a stopper in opener's suit.

10.   After a transfer response, overcaller makes the most natural, descriptive rebid. If he would have passed advancer's takeout in standard methods, he simply accepts the transfer.

11.   With 3-card support for overcalled suit, and limit raise values, responder xfers into that suit.

12.   With game interest opposite a limit raise, overcaller should not simply accept the transfer. Bids below game are natural game tries, jump shifts are splinters with slam potential, 2N is a natural game try, 3N is a choice of games, and a cue bid asks for a stopper.

13.   If opener bids after the transfer advance, opener takes the most appropriate action: pass shows a weak hand or hand unsuited for immediate action. Double shows a good defensive hand with extra values and at least one trick in opener's last-bid suit.

14.   If opener doubles the transfer advance, overcaller is relieved of his duty to bid. Redouble shows extra values with at least 4 decent cards in the suit bid.

Transfer Defense to Michaels

This is a defense to an opponent's Michaels' cue bid (where they show 5+ of the other major plus 5+ in a minor suit).

1.   DBL = raise to 2 of partner's major (usually 3 trumps, or 4 with bad hand)

2.   Raise to 3 of partner's major = a sound single raise, 4+ trumps.

3.   Cue bid of opponent's major = limit raise or better, 3+ trumps

4.   2NT = transfer to ♣, competitive or better

5.   3♣ = transfer to ♦, competitive or better

Opener accepts the transfer with hands not suitable for other action. This does not promise a fit.

Defense to Flannery

When the opponents open 2♦ or 2♥, showing 4♠ and 5♥, our actions are:

DBL = 15-17 balanced, or any strong hand
        (Lebensohl responses apply)
2NT = 18-20 balanced
2♥ = both minor suits
2♠ = natural after 2♦ opening / both minor suits after 2♥ opening
3 of either minor = natural
3♥ = asks for a ♥ stopper
        3♠ = shows a partial stopper (K, Qx, Jxx, or 10xxx)
        3NT = shows a ♥ stopper
        4♣ = No stopper (doesn't show clubs. Partner might have solid club suit)
3♠ = asks for a ♠ stopper
        3NT = shows a ♠ stopper
        4♣ = No stopper (doesn't show clubs. Partner might have solid club suit)

Defense to 1NT

<u>Defense to Weak 1NT (where upper limit is 15 or lower) – Modified Cappelletti</u>

2♣ = minor 1-suiter or major/minor two-suiter
    2♦ = pass / correct
        Pass = ♦ suit
        2♥ = ♥ + minor
        2♠ = ♠ + minor
        3♣ = club one-suiter
2♦ = Majors
2♥ = natural ♥ bid
2♠ = natural ♠ bid
2NT = Minors
DBL = Penalty (by unpassed hand); ♣ (by passed hand)

<u>Defense to Strong 1NT (where upper limit is 16 or higher) – DON'T</u>

2♣ = ♣ plus another (responder bids 2♦ to locate other)
2♦ = ♦ plus a major (responder bids 2♥ to locate major)
2♥ = Majors
2♠ = Weak hand with ♠
2NT = Strong distributional hand
DBL= 1-suiter (responder bids 2♣ to determine suit)

Responses to Our 3♣/3♦ Preempt

3m – 3♥ is artificial, requesting further description.
    3♠ = My suit will run opposite honor doubleton
    3NT = My suit will not run opposite honor doubleton, but I have ♥ support
    4m = neither

4♣ (response to 3♦) or 4♦ (response to 3♣) –RKC in minor opened

NAMYATS

Opening 4♣ and 4♦ bids show a 4-level preempt in ♥ and ♠ respectively showing 7-1/2 to 8 tricks.

Responder usually accepts the transfer, ending the auction, however he can make a slam try by bidding the suit just above the preempt. Opener can now cue bid if interested in slam.

Doubles

Negative doubles after 1 of a suit or 2♣ through 4♦. (At 3-level after 1N opening.)

Responsive doubles through 4♦.

Support doubles and redoubles through 2♥.

Snapdragon doubles through 3♦.

Maximal overcall double (at 3-level when opponents bid suit immediately below ours).

Optional: Double of cue bid of raised suit says "don't lead this suit."

After 1M-(DBL)		
Action	**1♥**	**1♠**
RDBL	Our hand	Our hand
1♠	Natural, forcing	----------------
1NT	5+♣	5+♣
2♣	5+♦	5+♦
2♦	Good ♥ raise	5+♥
2♥	Weak ♥ raise	Good ♠ raise
2♠	Natural, weak	Weak ♠ raise
2NT	Limit+ ♥ raise (4+trump)	Limit+ ♠ raise (4+trump)
3♣, 3♦, 3♥, 3♠	Natural, weak	Natural, weak

Unusual Over Unusual

When an opponent makes an unusual NT overcall showing minors, whether 1NT or 2NT, our actions are: (bids given are after 2NT overcall, and are made one level lower after 1NT)

After 1♥ opening:

3♣ = limit raise, 3-4 ♥

3♦ = forcing with a ♠suit

3♥ = natural, competitive

3♠ = natural, not forcing

3NT= natural

4♣/♦ = splinters

After 1♠ opening

3♣ = forcing with a ♥ suit

3♦ = limit raise, 3-4 ♠

3♥ = natural, not forcing

3♠ = natural, competitive

3NT= natural

4♣/♦ = splinters

Modified Cappelletti Over 3♣/3♦ Preempts

When an opponent opens 3♣ or 3♦ we act as follows:

DBL = Normal takeout double
Minimum level overcall (except 4♣ over 3♦) = natural
3NT = to play
4♣ = either major-minor 2-suiter or minor 1-suiter and a good hand
     4♦ asks which type
         4 Major = suit bid plus unbid minor
         5 minor = 1-suiter in unbid minor
         4NT   = like 5m, but with stopper in their suit, offering to play NT
4♦ = both majors and a good hand
4♥ = good hand with hearts
4♠= good hand with spades

Suction over Strong 1♣

Suction is a defense to a strong 1♣ or after 1♣.Pass.1♦. This applies regardless of the level of the overcall.

<u>Over 1♣:</u>

DBL	=	♦ suit or both Majors
♦	=	♥ suit or both black suits
♥	=	♠ suit or both Minors
♠	=	♣ suit or both Red suits
NT	=	Pointed (♦ & ♠) or rounded suits (♣ & ♥)
♣	=	♦ suit or both Majors

<u>Over 1♦:</u>

DBL	=	♥ suit or both black suits
♥	=	♠ suit or both Minors
♠	=	♣ suit or both Red suits
NT	=	Pointed (♦ & ♠) or rounded suits (♣ & ♥)
♣	=	♦ suit or both Majors
♦	=	♥ suit or both black suits

If next hand doubles, advancer redoubles asking overcaller to clarify his holding. If advancer passes the double, he suggests playing the doubled suit. If he bids a suit (non-jump) it is to play.

If next hand redoubles, advancer's pass suggests playing the bid redoubled. A suit bid after a redouble is pass/correct.

Regardless of the action by the next hand, a jump by advancer is pass/correct.

If next hand bids (not double or redouble), a bid by advancer is pass/correct.

Appendix A - NT relay, type 1

2♣ = relay after 1NT rebid
      2♦ = 4-5♣
          2♥ = relay
            2♠ = 4-5♦
               2NT = relay
                  3♣ = 2-3-4-4
                  3♦ = 3-2-4-4
                  3♥ = 2-2-4-5
                  3♠ = 2-2-5-4
            2NT = 4♥
               3♣ = relay
                  3♦ = 2-4-3-4
                  3♥ = 3-4-2-4
                  3♠ = 2-4-2-5
            3♣ = 4♠
               3♦ = relay
                  3♥ = 4-2-3-4
                  3♠ = 4-3-2-4
                  3NT = 4-2-2-5
            3♦ = 3-3-3-4
            3♥ = 3-3-2-5
            3♠ = 3-2-3-5
            3 NT = 2-3-3-5
      2♥ = 4-5♦
          2♠ = relay
            2NT = 4♥
               3♣ = relay
                  3♦ = 2-4-4-3
                  3♥ = 3-4-4-2
                  3♠ = 2-4-5-2
            3♣ = 4♠
               3♦ = relay
                  3♥ = 4-2-4-3
                  3♠ = 4-3-4-2
                  3NT = 4-2-5-2
            3♦ = 3-3-4-3
            3♥ = 3-3-5-2
            3♠ = 3-2-5-3

3NT = 2-3-5-3
2♠ = 4-5♥
        2NT = relay
                3♣ = 4♠
                        3♦ = relay
                                3♥ = 4-4-2-3
                                3♠ = 4-4-3-2
                3♦ = 3-4-3-3
                3♥ = 3-5-3-2
                3♠ = 3-5-2-3
                3NT = 2-5-3-3

2NT = 4-5♠
        3♣ = relay
                3♦ = 4-3-3-3
                3♥ = 5-3-3-2
                3♠ = 5-3-2-3
                3NT = 5-2-3-3

Appendix B - NT relay, type 2

(where 2♦ initiates the relay, either after 1NT opening, or 2♣

2♥	4-5♣, may have 4♦,4♥, or 4♠; then:
	2♠ is a relay:
	    2NT = 4♦,then:
	        3♣ is a relay:
	            3♦ = 2-3-4-4
	            3♥ = 3-2-4-4
	            3♠ = 2-2-4-5
	            3NT= 2-2-5-4
	    3♣ = 4♥, (not 4♦) then:
	        3♦ is a relay:
	            3♥ = 2-4-3-4
	             3♠ = 3-4-2-4
	             3NT= 2-4-2-5
	    3♦ = 4♠, (not 4♦ or 4♥) then:
	        3♥ is a relay:
	            3♠ = 4-2-3-4
	             3NT= 4-3-2-4
	    3♥ = 3-3-2-5
	    3♠ = 3-2-3-5
	    3NT = 2-3-3-5

2♠	4-5♦, may have 4♥or 4♠, denies 4♣
	2NT is a relay:
	    3♣ = 4♥, then:
	        3♦ is a relay:
	            3♥ = 2-4-4-3
	             3♠ = 3-4-4-2
	             3NT= 2-4-5-2
	    3♦ = 4♠, then:
	        3♥ is a relay:
	            3♠ = 4-2-4-3
	             3NT= 4-3-4-2
	    3♥ = 3-3-5-2
	    3♠ = 3-2-5-3
	    3NT = 2-3-5-3

2NT	4♥, may have 4♠, denies 4♣/♦
	
	 3♣ is a relay:
	     3♦ = 4♠, then:
	         3♥ is a relay:
	             3♠ = 4-4-2-3
	             3NT= 4-4-3-2
	     3♥ = 3-4-3-3

3♣	4♠, either 4♠-333 or 4♠ and 5♣/5♦
	
	 3♦ is a relay:
	     3♥ = 4-3-3-3
	     3♠ = 4-2-2-5
	     3NT = 4-2-5-2

3♦	Either 4♣-333 or 4♦-333
	
	 3♥ is a relay:
	     3♠ = 3-3-3-4
	     3NT = 3-3-4-3

3♥	3♠-5♥-3♦-2♣
3♠	3♠-5♥-2♦-3♣
3NT	2♠-5♥-3♦-3♣

Appendix C - Heart relays

Where either 2♣ or 1NT initiates these relay responses:

2♦ = 5+♥, 4+♣
    2♥ = relay
        2♠ = exactly 5♥-4♣
        2NT=5♥-5♣
        3♣ = 6♥-4♣
        3♦ = 6♥-5♣
        3♥ = 6♥-6♣
        3♠ = 7♥-4♣
        3NT=7♥-5♣
        4♣ = 7♥-6♣

2♥ = 5+♥, 4+♦
    2♠ = relay
        2NT = exactly 5♥-4♦
        3♣ =5♥-5♦
        3♦ = 6♥-4♦
        3♥ = 6♥-5♦
        3♠ = 6♥-6♦
        3NT = 7♥-4♦
        4♣ =7♥-5♦

2♠ = 5+♥, 4+♠
    2NT= relay
        3♣ = exactly 5♥-4♠
        3♦ = 6♥-4♠
        3♥ = 6♥-5♠
        3♠ = 7♥-4♠
        3NT= 7♥-5♠
        4♣ = 7♥-6♠
        4♦ = 8♥-4♠

2NT= 6♥, no other suit
    3♣ = relay
        3♦ = no singleton, 322 in other suits
        3♥ = 3-6-3-1
        3♠ = 3-6-1-3
        3NT=1-6-3-3, 8-11 HCP
        4♣ = 1-6-3-3, 12-13 HCP

3♣ = 5♥-332
    3♦ = relay
        3♥ = 3-5-3-2
        3♠ = 3-5-2-3

3NT=2-5-3-3, 8-11 HCP
          4♣ = 2-5-3-3, 12-13 HCP
3♦ = 7+♥, no further relays
     3♥ = "How do you like your hand?"
3♥ = 4-5-4-0
3♠ = 4-5-0-4
3NT=0-5-4-4, 8-11 HCP
4♣ = 0-5-4-4, 12-13 HCP
     4♦ = puppet to 4♥
          4♠, 4NT, 5♣, and 5♦ are to play
     4♥ = RKC in ♣
     4♠ = RKC in ♦
     4NT=RKC in ♥

Appendix D - Spade relays

Where either 2♣ or 1NT initiates these relay responses:

2♦ = 5+♠, 4+♣
    2♥ = relay
        2♠ = exactly 5♠-4♣
        2NT=5♠-5♣
        3♣ = 6♠-4♣
        3♦ = 6♠-5♣
        3♥ = 6♠-6♣
        3♠ = 7♠-4♣
        3NT=7♠-5♣
        4♣ = 7♠-6♣

2♥ = 5+♠, 4+♦
    2♠ = relay
        2NT = exactly 5♠-4♦
        3♣ =5♠-5♦
        3♦ = 6♠-4♦
        3♥ = 6♠-5♦
        3♠ = 6♠-6♦
        3NT = 7♠-4♦
        4♣ =7♠-5♦

2♠ = 5+♠, 4+♥
    2NT= relay
        3♣ = exactly 5♠-4♥
        3♦ = 5♠-5♥
        3♥ = 6♠-4♥
        3♠ = 6♠-5♥
        3NT= 6♠-6♥
        4♣ = 7♠-4♥
        4♦ = 7♠-5♥

2NT= 6♠, no other suit
    3♣ = relay
        3♦ = no singleton, 322 in other suits
        3♥ = 6-3-3-1
        3♠ = 6-3-1-3
        3NT=6-1-3-3, 8-11 HCP
        4♣ = 6-1-3-3, 12-13 HCP

3♣ = 5♠-332
    3♦ = relay
        3♥ = 5-3-3-2
        3♠ = 5-3-2-3

3NT=5-2-3-3, 8-11 HCP

4♣ = 5-2-3-3, 12-13 HCP

3♦ = 7+♠, no further relays

3♠ = "How do you like your hand?"

3♥ = 5-4-4-0

3♠ = 5-4-0-4

3NT=5-0-4-4, 8-11 HCP

4♣ = 5-0-4-4, 12-13 HCP

4♦ = puppet to 4♥

4♠, 4NT, 5♣, and 5♦ are to play

4♥ = RKC in ♣

4♠ = RKC in ♦

4NT=RKC in ♠

Appendix E - Diamond relays

Where 2♣ initiates the relay after a 1♦ opening:

Appendix F - Trump Asking Bids in 1♣ auctions:

After partner makes a positive response showing a 5 card or longer suit, immediately supporting that suit is a <u>Trump Asking</u> bid. Further bids in a NEW suit are <u>Control Asking</u> bids (see appendix C), inquiring as to specific controls in that suit.

Responses are:

1st step = 5+ cards in suit to NO top honor (A,K, o r Q)
2nd step = 5 cards to 1 top honor   5th step = 6+ cards to 2 top honors
3rd step = 5 cards to 2 top honors   6th step = 5+ cards to the AKQ
4th step = 6+ cards to 1 top honor

Repeating the trump suit asks for further clarification. Bidding a NEW suit is a control asking bid in THAT suit.

If you have already shown a specific honor holding (as in steps 1 and 6), then the repeat ask inquires as to length.

1st step = 5 card suit   2nd step = 6 card suit   3rd step = 7 card suit

If you have already shown a specific length (as in steps 2-5), then the repeat ask inquires as to the specific honor or honors.
If you showed 1 honor (as in steps 2 and 4), then the steps are:

1st step = queen   2nd step = king   3rd step = ace

If you showed TWO honors (steps 3 and 5), then the steps are:

1st step = KQ   2nd step = AQ   3rd step = AK

Trump asking bids apply after the following sequences:
1. 1♣→1♠→2♦ (trump ask in ♦)
2. 1♣→1NT→2♥ (trump ask in ♥)
3. 1♣→1♥→1♠→1NT→2♠ (trump ask in ♠)
4. 1♣→1♥→1♠→(2♣/2♦/2♥)→3♣ (trump ask in ♣)
5. 1♣→1♦→1♥→1NT→2♣→2♦→2♠ (trump ask in ♠)
6. 1♣→1♦→1♥→1NT→2♣→(2♥/2♠)→3♣ (trump ask in ♣)
7. 1♣→1♦→1♥→2♦→3♦ (trump ask in ♦)
8. 1♣→1♦→1♥→2♥→3♥ (trump ask in ♥)
9. 1♣→1♦→1♥→1♠→2♣→2♥→3♥ (trump ask in ♥)
10. 1♣→1♦→1♥→1♠→2♣→2♠→3♠ (trump ask in ♠)

Appendix G - Control Asking Bids in 1♣ auctions:

After partner makes a positive response showing a
5 card or longer suit, immediately supporting that suit is
a <u>Trump Asking</u> bid (see Appendix B).
Further bids in a **NEW** suit are <u>Control Asking</u> bids.

<u>Responses are:</u>

1st step = No 1^{st}(A/void) or 2^{nd}(K/singleton) round control
2nd step = 2nd round control (K or singleton)
3rd step = 1st round control (Ace or void)
4th step = 1st and 2nd round control (AK)

<u>Repeating the control suit asks for further clarification</u>.
The responses in general are:
1st step = shortness
2nd step = honor
3rd step = honor + next honor in sequence.

<u>If you have shown 1st round control</u>, then:
1st step = void
2nd step = ace

<u>If you have shown 2nd round control</u>, then:
1st step = singleton
2nd step = King
3rd step = KQ

<u>If you have shown NO control</u>, then:
1st step = Jxx or worse
2nd step = doubleton
3rd step = Queen
4th step = QJ

Bidding a new suit either immediately after the first response
Or after further clarification is a **new** control ask in that suit**.**