

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+HCP	2♦	3♦
1♥ 4+♥, 6+HCP	2♥	3♥
1♠ 4+♠, 6+HCP	2♠	3♠
1NT 6-10 HCP, no 4cd maj	2NT 11-12 HCP, no 4cd maj	3NT 13-15 HCP, no 4cd maj
2♣ 11+HCP, 4+♣, no 4Maj	3♣ 5-10HCP, 5+♣, no 4Maj	4♣ pre-emptive raise
other		
1♦ 1♥ 4+♥, 6+HCP	2♥	3♥
1♠ 4+♠, 6+HCP, less ♥	2♠	3♠
1NT 6-10 HCP, no 4+ Maj	2NT 11-12 HCP, no 4+ Maj	3NT 13-15 HCP, no 4+ Maj
2♣ 4+♣, game force	3♣ 11-12 pts, 5+♣	4♣
2♦ 11+HCP, 4+♦, no 4Maj	3♦ 5-10 HCP, 5+♦, no 4M	4♦ pre-emptive raise
other		
1♥ 1♠ 4+♠, 6+HCP	2♥ 3-4♥, 6-9 HCP	3♦ good suit, hand not 2/1
1NT 5-11 HCP, semi-forcing	2♠	3♥ 4+♥, invitational raise
2♣ 4+♣, game force	2NT 4+♥, 13+ HCP	3♠ splinter
2♦ 4+♦, game force	3♣ good suit, hand not 2/1	3NT 13-15 bal, <3♥
other 4♣ and 4♦ splinters, 4♥ weak with 5+♥		
1♠ 1NT 5-11 HCP, semi-forcing	2♠ 3-4♠, 6-9 HCP	3♥ good suit, hand not 2/1
2♣ 4+♣, game force	2NT 4+♠, 13+ HCP	3♠ 3+♠, invitational
2♦ 4+♦, game force	3♣ good suit, hand not 2/1	3NT 13-15 bal, <3♠
2♥ 5+♥, game force	3♦ good suit, hand not 2/1	4♣ splinter
other 4♦ and 4♥ splinters, 4♠ weak with 5+♠		
1NT 3♣ transfer to ♦ (shows 6)	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣ Gerber	4♠
other 4NT, quantitative raise		
2♣ 2♦ waiting	2NT	3♥
2♥ excellent suit	3♣ excellent suit	3♠
2♠ excellent suit	3♦ excellent suit	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦ pre-empt	3NT to play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT to play
2NT Ogust	3♥ pre-empt	4♣
3♣	3♠	4♥ to play
other		
2♠ 2NT Ogust	3♥	4♣
3♣	3♠ pre-empt	4♥
3♦	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠	4♦
3♦ transf to ♥	3NT to play	4♥
3♥ transfer to ♠	4♣ Gerber, Ace ask	4♠
other 4NT, quantitative raise		

9. CONVENTIONS

Unusual NT: lowest two unbid suits

4th Suit Forcing One round to suit agreement Game force

NT Checkback Priorities: (New Minor Force) 4♥, 3♠

Defence to 3NT opening

Defence to Opening Twos Dbl = takeout

Multi 2♦ natural

RCO style 2-s

Other 2-s

Defence 1♣ Multi Landy, as over opps NT except all bids at lowest possible level.

to so (1♣) X = both M, 1♦ = one long M, 1♥ = ♥ & a m, 1NT = both m, 2♣ / ♦

strong (1♣) P (1♦) X = one long M, 2♣ both M

♣ 2♣ : natural, any bid shows a long suit

Over 1NT Interference jumps are forcing, X = takeout

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dbl = takeout

4♥ Dbl = t'out, 4NT= two minors 4♠ Dbl = t'out, 4NT= two unbid suits

10. OTHER NOTES

change of suit after pre-empt by partner forces for one round