4. BASIC RESPONSES

Jump raises - minors	weak, 5+ cards, about 5-8
Jump raises - Majors	weak, 4+cards, about 4-7, some shape
Jump shifts after minor opening	strong, and 1♦:3♣ =9-11, 6+♣
Jump shifts after Major opening	2♠ strong; 3♣=4+sup, 9-13; 3♦=3c sup 10-12; 3♥=9-11, 6+♥s
Responses to strong 2 suit open.	2♦=5-8; 2♥=9+; 2♠=0-4; higher=6+suits, trfrs
Responses to 2NT opening	3♣=Stayman, transfers

5. PLAY CONVENTIONS

Show priorities	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	overlead	overlead
Four or more with an honour	4th	4th
From 4 small	2nd or 4th	2nd (always)
From 3 cards (no honour)	MUD	Top or Bottom
In partner's suit	top=weak	top=weak
Discards	mostly low cards, SP, high=enc	mostly low cards, SP, high=enc
Count	high=even (only if part needs)	high=even (only if part needs)
Signal on partner's lead:	high=enc, nat count & SP	high=enc, nat count & SP
Signal on declarer's lead:	high=even, nat SP	

Notes King Vs pre-empt or 4+ level contract wants count.

High when first following to declarer's suit=alarm (suggests partner does something different)

6. SLAM CONVENTIONS   4♣ Gerber ☐

4NT: Blackwood [X]   RKCB 1430

Asking Bids ☐   Cue Bids [X]   KCB normally "4-of-suit-plus-1"

3NT slam serious if M set in a GF auction

7. OTHER CONVENTIONS

CTP doubles	Opener's rebid of 2NT= GF, often Art.
Lebensohl over oppo 2M	Leaping Michaels
Over Trf responses: dbl=bid suit, cue=TO	We open 1M, you bid, 2♣/♦/♥ = F1(not GF)
Blackout after a Reverse	Two way Checkback (but 2♦ nat if PH)
2♣/2♦ Drury	

1. OPENING BIDS Describe strength, min.length, or specific meaning   Canapé ☐

1♣	3+	1♥	5+
1♦	4+ unless 4-4-3-2	1♠	5+
1NT	(14) 15-17		may contain 5 card Major [X]

1NT Responses	2♣	Stayman (3♣/3♦ response = 6c suit)		
2♦	Trf ♥		2♠	Trf ♣
2♥	Trf ♠		2NT	Trf ♦
(Dbl)	unchanged if Art, XX F's 2♣ if Pen		other	3♣=PS, 3♦=4-1 Ms; 3M=frag

2♣	Any game force	
2♦	exactly 4♠ and 5+m, 9-14	(in 4th 6+♦ about 10-13)
2♥	exactly 4♥ and 5+m, 9-14	(in 4th 6+♥ about 10-13)
2♠	Weak, 6-10 HCP, 6♠. Can be 5♠ and light at favourable	(in 4th about 10-13)
2NT	(20) 21-22 balanced	3NT 6♥s+5♠s, min opening strength

other

2. PRE-ALERTS

(1♣) dbl = often weak NT or ♣s

2♦ and 2♥ openings

3. COMPETITIVE BIDS / OVERCALLS

Doubles	CTP, Support Doubles & Redoubles up to 2-of-suit	Negative DBL thru	4♠
		Responsive DBL thru	4♠

Jump overcalls	weak, but sound if Vul	Unusual NT	lower unbid suits
1NT overcall: (immediate)	15-18	(re-opening)	14-16
Immediate cue: (minor)	2♣=5/4+ Ms; 2♦=5+♥/4♠	(Major)	4oM & 5+m

Over: Weak Twos 4♣,4♦ Leap Mich   Opening Threes Dbl = takeout

Opponent's transfers cue M=4oM & 5+m; dbl=strength in transfer suit if 15+NT

Opponent's 1NT X=♥+m; 2♣=Ms; 2♦=♠+m; 2NT=ms

After we overcall, single JS are fit showing, double JS (not game) are spl's.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣					
1♦	5+ HCP, 4+♦	2♦	6+♦, strong 12+	3♦	weak
1♥	5+ HCP, 4+♥	2♥	6+♥ strong 12+	3♥	weak
1♠	5+ HCP, 4+♠	2♠	6+♠ strong 12+	3♠	weak
1NT	6-10	2NT	11-12 bal, no M	3NT	13-15 bal, no M
2♣	4+♣s, invite+, no 4M	3♣	5-8 HCP, 5+♣s	4♣	pre-emptive
other					

1♦					
1♥	5+ HCP, 4+♥	2♥	6+♥ strong 12+	3♥	spl
1♠	5+ HCP, 4+♠	2♠	6+♠ strong 12+	3♠	spl
1NT	6-10	2NT	11-12 bal, no M	3NT	13-15 bal, no M
2♣	4+♣s, GF	3♣	9-11, 6+♣	4♣	spl
2♦	4+♦s, invite+, no 4M	3♦	5-9 HCP, 5+♦s	4♦	pre-emptive
other					

1♥					
1♠	5+ HCP, 4+♠	2♥	5-10, now 2NT=GF	3♦	3♥s, 10-12
1NT	NF, 6-11(12)	2♠	6+♠ strong 12+	3♥	4+♥s, 4-7 some shape
2♣	4+♣s, GF	2NT	Jacoby, 4+♥s, 14+	3♠	spl, 11-13
2♦	4+♦s, GF	3♣	4+♥s, 9-13	3NT	spl(♦), 11-13
other	4♣ spl, 11-13				

1♠					
1NT	NF, 6-11(12)	2♠	5-10, now 2NT=GF	3♥	6+♥s, 9-11
2♣	4+♣s, GF	2NT	Jacoby, 4+♠s, 14+	3♠	4+♠s, 4-7 some shape
2♦	4+♦s, GF	3♣	4+♠s, 9-13	3NT	spl(♥), 11-13
2♥	5+♥s, GF	3♦	3♠s, 10-12	4♣	spl, 11-13
other	4♦ = spl, 11-13				

1NT					
3♣	Puppet Stayman	3♠	frag(2-3♠), 5/4+m, GF	4♦	Trfr to ♥
3♦	4-1 in Ms, GF	3NT	TP	4♥	Trfr to ♠
3♥	frag(2-3♥), 5/4+m, GF	4♣	65 in Ms	4♠	Slam F Baron
other	4NT=invite Baron				

2♣					
2♦	5-8	2NT	6+♣, 5+hcp in ♣	3♥	6+♠, 5+hcp in ♠
2♥	9+	3♣	6+♦, 5+hcp in ♦	3♠	
2♠	0-4	3♦	6+♥, 5+hcp in ♥	3NT	
other					

2♦					
2♥	relay	3♣	pass/correct	3♠	mild invite
2♠	TP	3♦	invite, nat	3NT	TP
2NT	5+♥s, about 10-12	3♥	weak 6+♥	4♣	pass/correct invite
other	5♣=pass/correct				

2♥					
2♠	relay	3♦	invite, nat	3NT	TP
2NT	5+♠s, about 10-12	3♥	mild invite	4♣	pass/correct invite
3♣	pass/correct	3♠	weak 6+♠	4♥	TP
other	5♦=pass/correct				

2♠					
2NT	Enquiry, game+	3♥	NS=F1, bid again=GF	4♣	
3♣	NS=F1, bid again=GF	3♠	TP	4♥	
3♦	NS=F1, bid again=GF	3NT		4♠	
other	To 2NT: NS=spl. Resp'rs rebid after 2NT of 4♣=KCB (in opener's suit)				

2NT					
3♣	Simple Stayman	3♠	minors	4♦	6+♠, slam int
3♦	Trf ♥	3NT	TP	4♥	6+♣, slam int
3♥	Trf ♠	4♣	6+♥, slam int	4♠	6+♦, slam int
other	4NT invite Baron, 5NT forcing Baron				

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round [ ]   Game force [X]

NT Checkback [X] Priorities: 2♣ = invite hands(or to pass 2♦); 2♦=GF hands

Defence to 3NT opening X = start of CTP

Defence to Opening Twos X= takeout, start of CTP, now Leb if they bid 2♥/♠

Multi 2♦ X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

RCO style 2-s X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

Other 2-s Leb after X if they have bid 2♥/♠

Defence to strong 1♣ / 2♣	
(1♣) :	X=Ms; 1NT=♣+♦
(2♣) :	X=Ms; 2NT=♣+♦

Over 1NT Interference X = start of CTP; if X is pen XX says bid 2♣; X of 2♣=Stayman

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dbl (4NT=TP)

4♥ Dbl (4NT=2 suits)   4♠ Dbl (4NT=2 suits)

10. OTHER NOTES

Passed Hand bidding: 2♣(3c) and 2♦(4c) Drury, 2NT nat, Jumps =fit showing

All jumps to game at first opportunity in comp are TP

Notes