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OPENING and RESPONDING @1L	Page 11
OPENING SUIT @ 1 LEVEL = 1C,1D,1H,1S : Opening =12-19, 5+ Major, 3+ Card Minor.	
Responder if Trumps not agreed	Responder if Trumps agreed
0 - 5 DROP DEAD =1xMinor then 2xMajor by Responder = Preempt Ptnr = Jump Shift with 6 trumps. SQ =N/A.	0 - 5 Pass
6+ Bid new suit @ 1 Level with 4+ trumps. Bid up the Ladder. Bid 5 card M before a 4+ card Minor.	
6-10 If 6-10, 6+ trumps , Bid @ 1 Level , then rebid @ 2 L.	
6 - 9 1 NT [any distribution]= NO 1x Level 4+ card suit that can be bid incl NO 4 card Major. = Can't Bid @ 2 Level as < 10HCP, may even have a 5xH . eg 1S,1NT [could have 4++H] If 1C, 1NT [must = 4xC], as NO 4 card M. If Enemy bid eg 1H, [1S], 1NT = 6-9 with 1 Cover .	6 - 9 Raise trumps @ 2 Level eg 1S,2S = Suit agreement and Weak Limit Bid With a Minor agreement, bid your Major 1st. @ 1 Level =4+ cards in M. With Minor agreement ,6-9 HCP,No 4 card M, Unbalanced,Bid 1D,2D.
	10 - 12 Jump Raise trumps @ 3 Level eg 1S,3S
10+ Bid new suit @ 2 Level with 5+ trumps in Major or Minor* eg 1S,2H	Change suit to force Openers Rebid if Weak or Strong
	With Minor agreement ,10-12 HCP,No 4 card M, 3352 Shape,Bid 1D,3D.
10--12 2NT Balanced [No 4 card Major, except 1S,2NT could = 4H]	With No Minor agreement ,10-12 HCP,No 4 card M, 3343 Shape, Bid 1NT not 3 x D.
13-15 3NT Balanced,with stoppers in all unbid suits , NO 4 card Majors.Stopper = Ax, Kx,Qxx,Jxxx	13+ Delayed Game Raise with 3xOpeners M eg 1H, 2C* Forcing Opnr reply.eg 1H,2C,2H,4H eg Bid to G. =Bid new Minor* suit @ 2 Level with 4+ Minor trumps [Bid longest Minor,could even be 3 cards] =Forcing Opener to rebid to show Shape and Strength.Opener ,If Min,bid G, if Max Slam?

REBIDS by OPENER after a WEAK RESPONSE/ and after a 1x LEVEL RESPONSE.		Page 12
OPENERS REBIDS after a WEAK Response [eg 6-9] eg 1H,2H or 1H,1NT		OPENERS REBID after 1 Level Suit Response [eg 6+] eg 1C,1H
Trump agreement	13-15 Pass	Opener 13 - 15 Opener makes a Weak Rebid .
eg 1H,2H	16-18 Raise to 3 level if M	Raise Responder @ 2 level eg 1D,1H,2H
or 1D,2D	"Trial Bid" if M agreed. Bid @3L a weak other suit REFER TRIAL BIDS	Bid a new suit @ 1 level [eg 1C,1H,1S=13+]
	Bid 2NT even if Minor agreed or if Balanced.eg 1D,2D,2NT.	1NT if balanced [weak 13-15,Stoppers na].
	19+ Bid 4 level Major	Bid a new suit @ 2 level <1st bid suit = RETREAT NF. eg 1D,1S,2C
	Bid 3NT even if Minor agreed or if Balanced.eg 1D,2D,3NT.	Repeats own suit @ 2 Level , 6+ trumps. OK if 5 good trumps, eg Shape=1345 or 5332 and Can't Bid 1NT.
Balanced Hand	13 - 15 Pass [no fit, no bid].	Opener 16 - 18 F1. Opener makes a Strong Rebid .
eg 1H,1NT	16 - 18 2NT if Balanced	Jump Raise Responder @ 3 level eg 1D,1H,3H eg 1C,1D,3D eg 1D,1S,3S
	19+ 3NT if Balanced	Bid new suit @ 1 level [eg 1C,1H,1S=13+]
		Bid a new suit @ 2 level > 1st bid suit = REVERSE F1.
Unbalanced Hand	13 - 15 Repeat Suit [usually 6 trumps, could be 5 only eg 5332]	eg 1D,1S,2H = 5 D and 4 H.
eg 1H,1NT	Bid a new suit @ 2 level < 1st suit = RETREAT NF	Jump Raise Self @ 3 level, 6 trumps eg 1C,1D,3C eg 1D,1H/1S,3D
 eg 1H,1NT,2D ...eg 1D,1NT,2C	Note: 2NT = no such bid if 16-18 as Opener bids 1NT initially.Hence, 2NT= 19.
	16-18 Jump Raise Self @ 3 level, 6 trumps eg 1C,1NT,3C eg 1D,1NT,3D	
	Bid a new suit @ 2 level > 1st suit = REVERSE F1	
eg 1H,1NT,2S = 5H and 4S [not 5S]	Opener 19+ FG
eg 1D,1NT,3C	Jump to 2NT if Balanced, FG eg 1D,1H/1S,2NT eg 1H,1S, 2NT eg 1C,1D,2NT
eg 1H,1NT,3C/3D = 5H and 4m with 3541 Shape.	Jump to Game in trumps, [6+ trumps with 4 honours or good 7 trumps]
eg 1S,1NT,3C/3D/3H = 5S and 4/5 other	
	Jump to Game in trumps	

OPENERS REBIDS after a Strong RESPONSE [eg 10+]	RESPONDERS REBIDS eg 1D,1H,2C eg 1H,1NT,2D
	After Opener shows 13 - 15.
Responders bid = 1H,2NT NT= 10- 12 Opener's Rebids: Dont Bid @ 3 Level unless 16+.	RESPONDER REBID if = 6-9. eg 1D,1H,2C, YOU. Make a "weak bid".
= 1H,3H Jump Raise=10-12 With Min 12-15,Pass. With Max bid G.	Can Pass Opener's weak rebids. eg 1D,1H,2C eg 1H,1NT,2D
= Change of Suit @ 2 Level 10+ ...eg 1S,2H or 1S,2C	Raise Opener's 1st/2nd suit = preference, Minimal support.
	Repeats own suit @ 2 Level with 5+ trumps eg 1D,1S,2C,2S
Opener's Options; ...Pass, Raise or Jump to G in Responders suit. WEAK to STRONG	Bid 1NT/2NT [Stopper in Unbid preferred] eg 1D,1H,1S,1NT eg 1H,1S,2D,2NT
[Show if Min or Max]..Bid new suit @ 2 level < 1st eg 1S,2D,2H = 13-15 RETREAT F1 WEAK	
...Bid new suit @ 2 Level > 1st eg 1D,2C,2H =16-18 REVERSE FG. STRONG	RESPONDER REBID with = 10+ Options are:
...Bid new suit @ 3 Level = 16+ eg 1S,2D,3C STRONG	After OPENER REBIDS 1NT : 13-15 eg 1m,1M,1NT,2C
...2NT [13 - 15]eg 1D,2C,2NT or 1S,2C,2NT WEAK	With 10+, a Bid@ 2 Level = 2C STAYMAN CHECKBACK seeking a 5/3 Major fit. eg 1D,1H,1NT,2C. Ref [5e]..
...Raise Self , eg 1S,2C,2S =13-15 WEAK	Jump in Opener's 1st or 2nd suit.
...Jump Raise self , eg 1S,2C,3S =16+ STRONG	Jump Raise self @3 Level with 6 trumps eg 1D,1S,2C,3S
...Bid game self, eg 1S,2C,4S STRONG	Bid 4th "UNBID" SUIT F1 , @ 2 level, usually 5 trumps in 1st suit, Asking Stopper and 10+.
...3NT 16-18 eg 1D,2C,3NT STRONG	
	After Opener shows 16+ .
	RESPONDER REBID with = 6-9. Make a "weak bid".
	After a REVERSE Bid = F1, Raise Opener's 1st/2nd suit shows preference = Min support.
	Repeats own suit @ 2 Level with 5+ trumps eg 1D, 1S,2H,2S
	Bid 2NT if 1 Stopper in Unbid.
	After OPENER REBIDS 2NT : 18-19 eg 1m,1M,2NT,3C
	With 6-9+, a Bid@ 3 Level = 3C STAYMAN CHECKBACK seeking a 5/3 Major fit.

RESPONDERS NOTES:

WAITING* Why WAIT. Wait when you have NO good 5+ card suit with Suit Quality or you have No Quick Tricks eg A's , K's, 2xQ's or you have Nothing. You may have Nil HCP or a Flat hand with 14HCP.

WAITING HCP=Anything. NO BIDDABLE 5 card M trump suit or 6 card Minor trump suit with 2 of top 3 honours or 3 of top 5. Kxxxx/x/AJxx/Jxx 9HCP Kx/Ax/Qxxxx/Jxxx 10HCP
 7+HCP, FLAT HAND, No 5 card suit, With >=2KEYS= A/ K/ 2xQ's somewhere. xx/Kxx/xxxx/Axxx. 7HCP AQxx/KQx/Jxx/xxx 12HCP
 xxxx/xxx/xxx/xxx 0HCP Axxxx/xxx/xxx/x 4HCP

WEAK 0-6, = With NO x KEY= A/ K/ 2xQ's somewhere, You are **WEAK**. eg No A, No K, Less than 2xQ's. You do not have a trick for Partner, hence your Rebid = a **DOUBLE NEGATIVE**
 0-6, = With 1 x KEY = A/ K/ 2xQ's somewhere, You are **NOT WEAK** if you have any of these KEYS. You have a trick for Partner, hence ensure you bid to G and do not Bid a **DOUBLE NEGATIVE**.

SUIT BID 7+, Good 5 card M trump suit or 6 card Minor trump suit with 2 of top 3 honours or 3 of top 5. eg AQxxx/x/Kxx/xxxx .

2NT 7+, No 5+ trump M, FLAT HAND, mostly Q's and J's , < 2 KEYS [At Best, only 1xA or 1xK, not Both] eg Qxx/QJx/Kxx/Jxxx

STANDARD HCP Range: 2C= <=4Loser, Unbal,HCP=N/A. 2C then 2NT rebid =22-24. 2C then 3NT rebid=25+. 2NT Opening=20-21. 2D= 2x5card M. 2D/2H/2S = 6-10, 6 card Suit with Suit Quality.

OPENER 2C:	RESPONDER [WEAK/WAITING]	OPENERS REBID	RESPONDER REBIDS over 2H/2S/3C/3D
2C: Unbalanced, HCP=N/A. F1	2D= 0-6 WEAK* or	2H,2S,5+ trumps.F1	Bid 3 Openers M with a Fit = 3+trumps, NO KEYS = No A,K,or Void .
= 4 Losers if M, 3 Losers if m	2D=7++ WAITING	3C,3D F1, 5+ trumps. F1	Bid 4 Openers M with a Fit = 3+trumps, 1+KEY = A,K,or Void . Bid 4C/4D = Splinter = 4+Trumps agreed, FG/Slam. Bid 2NT = No Fit for Partner, but 1+ KEY =A,K,or 2xQ's. Bid DOUBLE NEGATIVE* = No Fit, No KEYS= No A,K,or 2xQ's.= LOWEST MINOR Av Bid 2/3 OTHER M= "WAITING", 5+trumps w/o SQ , but 1+KEY/S somewhere,FG.
	2H=7+, 5+ trumps	Bid other suit = 5+ trump suit etc...	
	2S=7+, 5+ trumps	Bid other suit = 5+ trump suit etc...	
	2NT: Avoid. Bid Waiting 1st.		
	3C=7+, 6+ trumps	Bid other suit = 5+ trump suit etc...	
	3D=7+, 6+trumps	Bid other suit = 5+ trump suit etc...	
		2NT= 22-24 , No 5 card Major.	
		3NT Max = 25+ , No 5 card Major.	

Notes: re DOUBLE NEGATIVE

If RESPONDER Bids 2D WAITING and then Avoids bidding DOUBLE NEGATIVE eg **LOWEST AVAILABLE MINOR**, then ALL his further Bids are Natural, hence =1+ KEY =A,K,or 2xQ's and is FG somewhere.

If RESPONDER Bids 2D WAITING and then Bids a **DOUBLE NEGATIVE= LOWEST AVAILABLE MINOR= NO** tricks for Partner NF. eg 2C,**2D,2H,3C*,3H,P** 2C,**2D,3C,3D*,4C,P** 2C,**2D,3D,3NT...NOTE.**

OPENER 2C then 2NT/3NT:	RESPONDER [WEAK/WAITING]	OPENERS REBID	RESPONDER REBIDS over 2NT/3NT
2C then 2NT= 22-24,Balanced	2D= 0-6 WEAK* or	2NT= 22-24 , No 5 card Major.	Pass or Stayman/ Transfer. Similar Biding over for 1NT Opening.
or	2D=7++ WAITING	3NT Max = 25-28 , No 5 card Major.	Pass or Stayman/ Transfer
2C then 3NT= 25+,Balanced			Bid 4C=Gerber.

OPENING 1 NT=15-17 Balanced.

Responder if Balanced and NO 4 Card Major.

0-7 Pass
 8-9 2NT. Could have 5 card Minor
 10-14 3NT. Stop, no Slam.
 15+ Try for Slam

Responder if UNBALANCED. If 4333 flat shape, No shortage, No Stayman.

0-7 Transfer with a 5+ Card M or 6+ Card m, then Pass.
 8+ STAYMAN = Asking for Major fit. Need 1x4 Card M, 2x4 Card M, or 4 Card M plus 5 Card M.
 8+ TRANSFER with a 5+ Card M or 6+ Card m.

STANDARD STAYMAN eg 1NT, 2C [8+HCP] Asking for Major fit with the following Shapes*: NO SHORTAGE, NO STAYMAN. No Stayman with a 4333 shape.

*8+ HCP, Unbalanced, 1x4 card MAJOR, 2x4 card MAJORS, 1x4 card MAJOR plus 1x5 card MAJOR. Bid Stayman if 6m/4M and 8-9. Refer TRANSFERS*** Below.

Also applicable if Ptnr Opened 2C and rebid 2NT, then 3C is "Garbage" Stayman.

OPENERS RESPONSE to 2C Stayman eg 1NT, 2C

2D = No 4 card Major
 2H = 4 card H and maybe 4 card S
 2S = 4 card S only

RESPONDERS REBIDS after Initiating Stayman holding 1x4 card MAJOR, 2x4 card MAJORS and Opener Replies a Major.

OPENERS REBIDS

Raise Opener H/S @ 3 Level = 8-9,	Major agreed with 4 trump cards. Semi Balanced.	Pass if Min.. Bid @4L if Max
Jump Opener H/S @ 4 Level = 10-13,	Major agreed with 4 trump cards. Semi Balanced.	Pass
2NT = 8-9 ,	Major NOT agreed. Semi Balanced. Must = 4 card in Other Major	Pass/Bid Ptnrs Major @3 Level if Min , @ 4 Level if Max
3NT = 10+ ,	Major NOT agreed. Semi Balanced. Must = 4 card in Other Major	Pass/Bid Ptnrs Major @ 4 Level if Max.
3C = 8-9, 6m,	Major NOT agreed. Unbalanced eg 4M, 6m, hence must have a Single or Void.	
3D = 8-9, 6m,	Major NOT agreed. Unbalanced eg 4M, 6m, hence must have a Single or Void.	
4C = Gerber.	Major NOT agreed.	

TRANSFERS eg 1NT, 2H [0+ HCP]...transfer to 2S. RESPONDER = ONE SUIT: 1x 5+M or 1x 6m .

=TWO SUITS: 6/6M, 6/5M, 6/4M, 5/5M; 5M/6m, 5M/5m; 6/6m,6/5m; 6m/4M***

NOTES re SHAPE:

Note: With 1x4 card MAJOR plus 1x5 card MAJOR, bid Stayman NOT Transfer.

Note: With 2x 5 card MAJORS, 8/9 HCP, Transfer to the lower ranking then rebid the Other Major. eg 1NT,2D,2H,then 2S=5H and 5S
10+ HCP, Transfer to the higher ranking then rebid the Other Major.eg 1NT,2H,2S,then 3H=5H and 5S

Note:*** With 6m and 4 M ,Unbalanced: 0-7 Transfer to the Minor then DROP DEAD. Forget the M.
8-9 Stayman then Raise M @3L if agreed, or Bid m @3L if NOT agreed.
10+ Transfer to the Minor then Bid M @3L, FG.

Note: TRANSFER to Longest Suit , then REBID A NEW SUIT, FG or Slam with 10+ HCP, showing 2 Suits eg eg 5+M/5 Other M, 5M/5+m, 6m/4M, 6m/5+ Other m.

Note: STAYMAN, then if NO FIT, then REBID A NEW SUIT Minor, NOT FG with 8/9 HCP, showing 2 Suits eg 6m/4M.

RESPONDERS BIDS to PARTNERS 1NT OPENING:

If Enemy OVERCALLS, "With Bid Highlighted":

Note: * = DOUBLE by RESPONDER= Enemy stole my Bid.

2C =Stayman	2C*=STAYMAN		Note: CUE BID = STAYMAN , 10+HCP.	
2D transfer to 2H	2D=TF to 2H	2D*=TF to 2H		
2H transfer to 2S	2H=TF to 2S	2H =TF to 2S	2H*=TF to 2S	
2S transfer to 3C	2S=TF to 3C	2S =TF to 3C	2S =TF to 3C	2S =TF to 3C
3C transfer to 3D	3C=TF to 3D	3C= NIL	3C=TF to 3D	3C=TF to 3D
2NT = 8-9, No 4 x Major		3D=STAYMAN	3D= NIL	3D=TF to 3H
3NT = 10+, No 4 x Major			3H=STAYMAN	3H= NIL
				3S=STAYMAN

RESPONDERS REBIDS after a TRANSFER.

Note: Responder needs to convey to Opener, your HCP and your SHAPE.

Pass	0-7 = Drop Dead with 5 card M or 6 card Minor.	If you rebid NT= 5 trumps and its asking for a 5/3 fit or to play in NT.
Raise M to 3 Level =	8-9 , 6 trumps in M eg 1NT,2D,2H,3H	If you rebid trumps = 6 trumps and not wanting NT contract.
Bid Game in M	= 10+, 6 trumps in M eg 1NT,2D,2H,4H	
2NT	= 8-9 , 5 trumps in M. Asking Opener to agree Trump Contract at appropriate level [with 3 trumps M], or Bid NT at appropriate level [with only 2 trumps M] . eg 1NT,2D,2H,2NT.	
3NT	= 10+ , 5 trumps in M. Asking Opener to agree Trump Contract at appropriate level [with 3 trumps M], or Bid NT at appropriate level [with only 2 trumps M] . eg 1NT,2D,2H,3NT.	
New Suit , 10+, Unbalanced Hand showing 2 suits , FG/Slam eg 5+M/5 Other =	1NT,2D,2H,2S eg 5M/5+m=1NT,2D,2H,3C eg 6m/4M=1NT,2S,3C,3H eg 6m/5+ Other m=1NT,2S,3C,3D	

ALTERNATIVE TRANSFER for MINORS = SUPER ACCEPT:

After 2S transfer to 3C. If Opener Bid 2NT and NOT 3C = Super accept in C = 3 x C incl one A or K trumps.
 After 2NT transfer to 3D. If Opener Bid 3C and NOT 3D = Super accept in D = 3 x D incl one A or K trumps.
 0-7 1x6m Transfer to m then DROP DEAD .
 8-9 1x6m Transfer to m. If Super Accept reply, Assess your SQ Suit Quality and Bid 3NT. If NO Super Accept, pass @ 3L in m.
 10+ 1x6m Transfer to m. If Super Accept reply, Assess your SQ Suit Quality and Outside entries, generally should Bid 3NT.
 10+ 2xSuits. Transfer to Longest Suit , then rebid a new suit, FG or Slam with 10+ HCP, showing 2 Suits eg eg 5+M/5 Other M, 5M/5+m, 6m/4M, 6m/5+ Other m.

GENERAL INFO: GERBER and BLACKWOOD for A and K

When to ask for A's/K's.	Maybe you should be CUE BIDDING first.
DONT use > 1 loser in any unbid suit, eg weak Doubleton or a VOID eg AKQ10xx/xx/Ax/KQx	YOU=Responder. eg 1D, 1H*, 3H xx/AKxxx*/Kx/AJxx Cue Bid 4C= AxC not RKCB or GERBER.
eg You need Controls in all suits to prevent Enemy winning the 1st 2 tricks in any one suit.	YOU=Responder. eg 1S, 2H*, 3H -/KQJxxxx/Ax/KQJ Cue Bid 4D =AxD. RKCB cant use.
eg Not > 1 loser in any unbid suit/s eg QJ10, xx. eg Kx, xx.	YOU=OPENER. eg 1S*, 3S AKJxxx*/KQx/Jx/AJ Cue Bid 4C =AxC not RKCB or GERBER.
NO Voids eg -/KQJ10x/AKQx/KQ10x	

If ENEMY Intervene: eg over 4NT, [5H], YOU....USE DOPI [Double= 0, Pass = 1 etc] eg over 4NT, [Db], YOU USE ROPI [Redouble=0, Pass =1 etc]

DOPI when Enemy Bid a suit.	Double = 0	ROPI when Enemy Double.	Redouble = 0
	Pass=1		Pass = 1
	1st Step up =2		1st Step up =2
	2nd step up = 3		2nd step up = 3
	3rd step up = 4		3rd step up = 4

GERBER over NT.

Jump shift to 4C for number of A's.	4D = 0 or 4, 4H = 1, 4S = 2, 4NT = 3	Note: 1NT, 4C=Gerber.
5C = Ask for K's.	5D = 0 or 4, 5H = 1, 5S = 2, 4NT = 3	
	If Enemy intervene, adopt DOPI and ROPI.	

BLACKWOOD over Suit Contract .

Note: If you want to signoff in 5NT after an inadequate reply, BID an unbid suit for Ptnr to go 5NT.
 Note: Do NOT ask for K's unless you have ALL A's.

Jump into 4NT for number of A's.	5C = 0 or 4, 5D = 1, 5H =2, 5S =3	eg AKQ10xxx/x/Axx/KQx	1S, 3S, 4NT
5NT for number of K's.	6C = 0 or 4, 6D = 1, 6H =2, 6S =3		

ROMAN KEY CARD eg 0314 Trump Agreement F/Slam [Strong hand does the Asking]. To signoff in 5NT after your poor reply, BID an unbid suit for Ptnr to go 5NT.

ASK for KEY CARDS, Bid 4NT. Key Cards = 4 x A's and K Trumps if trumps agreed eg 1S, 3S, 4NT, or After last bid Major suit eg 1S, 2D, 3H, 4NT.

4NT asking KEYS	5C = 0 or 3 key cards	5H = 2 key cards and NO Q trumps	Optional: 5NT= 5 key cards and NO Q trumps	If Enemy intervene,
	5D = 1 or 4 key cards	5S = 2 key cards with Q trumps	Optional: 6C= 5 key cards with Q trumps	Respond DOPI: Dbl=0, Pass=1.
5NT= Asking Number of K , excluding K trumps. Only ask for K's with all 5 key cards plus Q trumps in a Suit Contract. If NT Contract, a missing A protected may be OK eg KQx.				
	6C=0	6D=1	6H=2	ALTERNATIVE OPTION RECOMMENDED: Bid Cheapest K and NOT Number of K's. If No K's, Rebid Trumps .
ASK for Q trump only after a 5C or 5D response. Depending on the response, this bid may prevent asking for K's.				

ASKING for Q TRUMPS after a 5C/5D Response. ASK BID=next suit up [provided it is not trump suit] = Ask for Q trumps [response may also show a K].

EXAMPLE BIDDING for Q trumps:				RESPONSES:	
1C	1H	1C	1H	1C	1S
3H	4NT	3H	4NT	3S	4NT
5C=0-3	5D*=Ask :	5D=1-4	5S*=Ask	5C=0-3	5D*=Ask
				5D=1-4	5H*=Ask
RESPONSE:				Note: Re RKCB Ask.	
5H*=NO QH	5NT*=NO QH	5H*=NO QS	5S*=NO QS	When Ptnr responds 0 or 3 keys, Assume it is 0 unless 100% sure	
5S= QH and KS	*5NT NOT=QH and NO K's	5S= QS and KH	5NT=QS and NO K's	and Bid accordingly. If Partner has 3 keys, he must Bid on.	
5NT=QH and NO K's	6C=QH and KC	5NT=QS and NO K's	6C=QS and KC	eg Axx/Kxxx/Axxxx/A x/A10xxx/Kx/KQJx	
6C=QH and KC	6D=QH and KD	6C=QS and KC	6D=QS and KD	1D*, 1H, 3H*4NT, 5D*=1or4, 5H, You*	
6D=QH and KD	6H=QH and KS	6D=QS and KD	6H=QS and KH	You. 1st suit up 4S=4 Keys, 2nd suit up 5NT=4 Keys plus Q Trump.	

EXCLUSION BLACKWOOD= After suit agreement, a Jump @ 5 Level in Outside Suit [=VOID] = Roman Key Card for Other 3 suits excluding the VOID suit bid @ 5 Level.

eg You Open 1S : KJ10xxxx, AK, Void, KQJx	Ptnr response= 3S	You Bid 5D[Void]=RKCB	eg You Open 2C: QJxx, Void, AKQJxxx, AK	Ptnr Response= 2S	You Bid 5H[Void H]=RKCB
eg You Open 1H : AKQxx, KQxxxx, KJ, Void	Ptnr responds= 1S	You Bid 5C[Void]=RKCB	eg You Open 1C: AKQ, KQx, Void, K10xxxx	Ptnr Response= 3C	You Bid 5D[Void]=RKCB

TRIAL BIDS . 1: with 16+, **After WEAK Trump Agreement** in MAJORS only. UNCONTESTED Auction. Used instead of 1H, 2H, 3H. eg Bid 1H,2H,then YOU BID WEAK Suit "ask Support".

2: with 16+, **After WEAK Trump Agreement** in MAJORS only. CONTESTED Auction. Used when 1H,[1S],2H,[2S], then "DOUBLE"= 16+ , Asking if Min or Max.

1. Opener 16+ Uses trial bid with 16+ and weak suit agreement eg 1H, 2H ,then a Change of suit bid asks "**Support**" in ones long weak suit. **Shows 3 or 4 card suit with 2 or 3 Losers in that suit eg Qxxx,Jxxx.**

Weak suit = 3 or 4 or card suit usually with 1 honour or a K J eg 2 or 3 Losers. NOT including AK,AQ,KQ or AJ10.

eg Bid 1H,2H Ptnr,then **2S=Ask. KJxx/AQxxx/xx/AK** or **Axxx/AQxxx/A/Axx.** eg Bid 1S,2S Ptnr,then **3D=Ask.** Partner can Ask : eg AQxxx/Ax/Jxxx/KQ

Note: Old Standard1H,2H,3H=16-18 = Invitation to Game. If 8 or 9HCP bid Game.

2. Responder 12+ eg Game. Uses trial bid same as Opener eg 1D,1H,2H,**3C=Ask** ,4H eg Opener = xx/AJxx/AJxxx/Qx Ptnr= Ax/KQxxx/x/Kxxxx

A Change of suit in a Minor after a Major agreement eg 1H,2H,**3C is seeking "Support" in the C Trial Suit.**

"**Support**" = A,Kx,Qxx, void, singleton,doubleton **eg COUNT THE NO. of LOSERS in the Trial Suit.**

SUMMARY:	Min HCP	Max HCP
1 Loser	BID GAME	with MIn or Max.
2 Losers	Bid@ 3 Level	Bid Game
3 Losers	Bid @ 3 Level	with MIn or Max.

If Ptnr has 1 x Loser in the Trial suit, then signoff @ Game with Min HCP or Max HCP..

If Ptnr has 2 x Losers in the Trial suit, then signoff @ 3 Level with Min HCP or Bid Game if Max HCP.

If Ptnr has 3+ Losers in the Trial suit, then signoff @ 3 Level.

OPENERS REBIDS if there is CONTESTED BIDDING.

When Enemy Overcall: eg CONTESTED bidding, **TRIAL BIDS may still be ON* if you can Trial Bid @3Level.**

eg 1H,[1S],2H,[P],3C/3D* = TRIAL BID.

eg 1H,[1S],2H,[2S],3C/3D*= TRIAL BID.

When Enemy Overcall: eg CONTESTED bidding, if Can't do a Trial Bid*@3Level:

then DOUBLE = 12-14 WEAK. Asks Partner ,Bid up 1 Level ONLY to Compete [NOT INVITATIONAL]. If Partner has Enemy trumps, can leave the Double in for PENALTY if he can defeat them.

then INVITE to Game by Bidding =16+ and Asks Partner if Min then Pass or if Max then Bid Game.

eg 1H,[2D],2H,[3D],PASS or DOUBLE = I want to Compete 1 Level up, 12-14HCP. NOT Invite to Game.

eg 1H,[2C],2H,[3C],PASS or DOUBLE = I want to Compete 1 Level up, 12-14HCP. NOT Invite to Game. 3H=Invitational, Bid Game if Max. 3D*= TRIAL BID.

eg 1H,[1S],2H,[2S], PASS or DOUBLE = I want to Compete 1 Level up, 12-14HCP. NOT Invite to Game. 3H=Invitational, Bid Game if Max. 3C/3D*= TRIAL BID.

CHECKBACK STAYMAN

'CHECKBACK STAYMAN" Bid 2C , 10+, after Opener rebids NT @ 1 level or 6+, after Opener rebids NT @ 2 level.

Opener bids a MINOR, Ptnr bids M, Opener rebids a NT ,Ptnr Bids 2C =Artificial [even if C Opened]

RESPONDER = 10+, 5 trumps in my M and I'm seeking a 5/3 fit or possibly 4/4 Other M as Openers NT reply doesn't deny 4 Other M. F1.

eg 1C,1S,1NT,2C Opener 12-15 RESPONDER= 10+ and 5 M trumps eg AQxxx/KJxx/Kxx/xx

1D,1S,1NT,2C Opener 12-15 RESPONDER= 10+ and 5 M trumps

1D,1S,2NT,3C Opener 18-19 RESPONDER = 6+ and 5 M trumps. eg KJxxx/x/Qxx/xxxx

OPENERS 2nd REBID 1C,1S,1NT,2C Responder Bids S Agree Responders M Other M Min Max.

Bid 2D = < 3 trumps in Ptnrs M, No Other 4 card M, MIN 12-13.

No

No

Min

Bid 2S, Ptnrs M trumps with 3 trump and MIN 12-13.

Yes

N/A

Min

Bid 3S, Ptnrs M trumps with 3 trump and MAX 14-15.

Yes

N/A

Max

Bid 2H with 4 card Other M, with <3 trump for Ptnr and MIN 12-13.

No

4xH

Min

Bid 3H with 4 card Other M, with <3 trump for Ptnr and MAX 14-15.

No

4xH

Max

Bid 2NT = < 3 trumps in Ptnrs M, No Other 4 card M, MAX 14-15

No

No

Max

OPENERS 2nd REBID 1C,1H,1NT,2C Responder Bids H Agree Responders M Other M Min Max.

Bid 2D = < 3 trumps in Ptnrs M, No Other 4 card M, MIN 12-13.

No

No

Min

Bid 2H, Ptnrs M trumps with 3 trump and MIN 12-13.

Yes

N/A

Min

Bid 3H, Ptnrs M trumps with 3 trump and MAX 14-15.

Yes

N/A

Max

Bid 2S, N/A as Openers Rebid denied S

Bid 3S, N/A as Openers Rebid denied S

Bid 2NT = < 3 trumps in Ptnrs M, No Other 4 card M, MAX 14-15

No

No

Max

RESPONDERS 2nd REBID

Weak response = All Other 2 Level M bids, 2NT and 3C = signoff.

Strong response, F1 = Jump Bids or Bid @ 3 Level or REVERSE Bids. eg AQxxx/KQxxx/x/Kx 1D,1S,1NT,2C,2D,3H=Jump eg Ax/AQxxx/KQxxx/Kx 1D,1H,1NT,2C,2D,3D=Bid@3L

Raise or Jump or Bid G or Pass eg KJxxx/AJx/Kxx/Jx=13HCP=Raise/Jump/Bid G. If <10, 1NT is not appealing Contract, Bid 2C then Pass Openers 2nd Rebid eg Kxxxx/Axx/xxxx/x.

WEAK 2D,2H,2S,2NT = OPENING , an OVERCALL

WEAK TWO "OPENING" in MAJORS [BENJAMIN] eg "2H Ptnr", [Pass], YOU

WEAK TWO "OVERCALL" in MAJORS [BENJAMIN] eg [1D by Enemy], "2H by Ptnr",[P], YOU

CRITERIA:	EXAMPLES:
LENGTH: 6-10HCP, 6 Trumps QJ109xx/xx/KQx/xx Open 2S	KJxxxx/xxx/Kx/xx VUL WINNERS= 5 PASS
SQ: 2 of top 3 Honours or 3 of top 5 Honours	x/KQ10xxx/x/A10xxx NV/VUL WINNERS= 7 Open 1S Rule of 22
Suit Quality = the Level to Bid eg SQ=8= Bid at 2 Level . You can expect to win 8 tricks.	xx/AQJxxx/K10xx/x NV/VUL WINNERS= 7 Open 1S Rule of 22
SHAPES: 6232, 6133, 6241= NO 3 cards in OTHER M, NO VOID or NOT 2xSGLS = NOT 6/5 .	Jxx/Jxxxx/Ax/Kx NV/VUL WINNERS= 5 PASS as Weak H
HCP: NOT > 1x A or K in outside suits. HCP in Long Trump suit.	AQ10xxx/QJ10x/xx/x NV/VUL WINNERS= 6 PASS as 4 in Other M
LOSERS: 6 WINNERS eg 7 Losers.	xxx/KQ10xxx/AJxx/- NV/VUL WINNERS= 6 Open 1H Rule of 22
	AKxxxx/x/xxx/xx NV WINNERS= 6 OPEN 3S as need 6xPT's to Bid @ 3L NV.
BID 2H or 2S	AKxxxx/x/xxx/xx VUL WINNERS= 6 OPEN 2S as need 7xPT's to Bid @ 3L NV.
1st/2nd Seat VUL.. 6- 10, 6 trumps with Suit Quality of 8= Level to Bid.	AQJxxx/x/xxx/xxx VUL WINNERS=6? Open 2S, SQ=8
Honour Quality =2 of top 3 or 3 of top 5 Honours.	QJxxx/xx/KJ/Kxx NV WINNERS= 6? Open 2S
3rd Seat N/V or VUL. 6- 10, 6 trumps with Suit Quality of 8= Level to Bid.	xx/KQxxxx/Axx/xx VUL WINNERS= 7 Open 2H
Reduced Honour Quality =1 of top 3 or 2 of top 5 Honours.	x/AKQxxx/xxx/xxx VUL WINNERS= 6 Open 2H
Also OK with VOID or 4 Other M.eg Qxxx/-/KJxxxx/xxx AJxxxx/xx/K10/xxx	KJxxx/xxx/Kx/xx NV WINNERS= 6? Open 2S
1st/2nd Seat N/V. Same as 3rd Seat .	
RESPONDERS BIDS =YOU.	RESPONDERS BIDS continued.
<16 Pass. Even with void or single in your Ptnrs Openers suit .	6+ 3NT Game in outside suits
16+ Raise @ 4 Level , 2 trumps, Strong, 4+ QT's. Opener STOP.	*16+ Change of suit,@ 3 L or 4 L, 5/6 trumps, strong suit, short in ptnr suit eg 0,1 rag. F1, hence....
*16+ 2NT= OGUST , 3+ trumps. Refer below. Need 4.5-5.5 QT's for G+	... Opener can Raise with 2/3 good trumps eg Ax/Kx/Qx or 3 rags trumps/Bid his second 4+ card m/Rebid Orig suit.
6+ Raise @ 3 Level , 3 trumps, weak..Preempt. LAW.Ptnr STOP=RONF	16+ 4C/4D = FG/Slam, Splinter, 3+trumps, void / single, 5+QT's, FG /Slam
**6+ Raise @ 4 Level , 4 trumps, weak..Preempt. LAW.Ptnr STOP=RONF	... Openers Rebid. Bid G if wasted HCP in Splinter suit.
** 6+ Raise @ 5 Level , 5 trumps, weak..Preempt. LAW.Ptnr STOP=RONF	... Openers Rebid. Cue Bid A's if HCP outside Splinter suit.
	... Openers Rebid. Bid 4NT = RKCB if HCP outside Splinter suit.

WEAK 2D,2H,2S,2NT = OPENING , an OVERCALL

2NT *OGUST... 16+ and Trump Support, enquiry re HCP for Pt Game, G or NT,Slam. ALT: Refer Barbara Seagram:

EXAMPLES : OPENERS REBID to OGUST.

*16+ 2NT, 3+ trumps, Game enquiry in Openers suit. Bid M=Max, Bid m=	Responses to 2NT:	AJxxxx/xx/xx/xxx	Bid 3C	eg Min, 1 of top 3 or 2 of top 5
Opener = 3C MIN [6-7], and POOR: 1 of top 3 or 2 of top 5.	As Weak 2 Bid = 2 of top 3 or 3 of top 5, then	xxx/KQJxxx/xx/xx	Bid 3D	eg Min, 2 of top 3 or 3 of top 5
Opener = 3D MIN [6-7], and GOOD: 2 of top 3 or 3 of top 5.	reply @3 Level in outside suit with A or K.	AJxxxx/Ax/xxx/Jx	Bid 3H	eg Max, 1 of top 3 or 2 of top 5
Opener = 3H MAX[8-10], and POOR: 1 of top 3 or 2 of top 5.		Jx/AKJxxx/xx/Jxx	Bid 3S	eg Max, 2 of top 3 or 3 of top 5
Opener = 3S MAX[8-10], and GOOD: 2 of top 3 or 3 of top 5.		xxx/AKQxxx/xx/xx	Bid 3NT	eg Max ,3 of top 3.
Opener = 3NT with AKQxxx in trump suit				

SLAM ASK Over 3C,3D,3H,3S= 4NT =RKCB, New suit =1st round control for Slam Try.

RESPONDING JUMP SHIFT to PARTNERS OPENING eg 1D,2H

REFER BRIAN G.

1 x Suit by Ptnr then JUMP Shift at 2L = DROP DEAD = 0-5, 6 trumps	eg 1D,2S	Qxxxxx/x/xx/xxxx	N=PTNR. OPEN=1C	N=1C	N= 1C
	eg 1C,2H	xx/KJxxxx/xxxx/x	W= Pass.	E= Pass	W=OPEN=Pass E=Pass W=Pass E=Pass
1 x Suit by Ptnr then JUMP Shift at 3L = DROP DEAD = 0-5, 7 trumps			S=2M=DROP DEAD	S=2M=DROP DEAD	S=OPEN=Pass
1 x Suit by Ptnr then You 1H, then Rebid 2H = 6-10, 6 trumps.	eg 1D,1H,1NT,2H.				S=Rebid 1H=4+H,6-11HCP S=Rebid 2H=5+H,10-11 HCP

WEAK 2NT UNUSUAL "OPENING"

or

WEAK 2NT UNUSUAL "OVERCALLS"

OPENER: 2NT= 7-11HCP, 2 x 5+ card suits with Suit Quality, HCP= 2 x honours in each suit. If 6/5 or 6/6, OK with <HCP and Honours.

RESPONDER: 3C/3D= 0-10HCP, Bid Longest Minor.

4C/4D= 11+HCP, 5 trumps	5C/5D = 13+HCP, 5 trumps	EXAMPLES:	Opener	Responder
=13+HCP, 4 trumps	= 15+HCP, 4 trumps		xx/x/AQxxx/QJ10xx	J10xx/Kxxx/Jxx/Ax 2NT,3D,Pass
=15+HCP, 3 trumps	= 17+HCP, 3 trumps		xx/x/QJxxx/KQxxx	AQJx/AQxx/Axx/Jx 2NT,3NT,Pass
=17+HCP, 2 trumps	= 19+HCP, 2 trumps			

DEFENSE against Natural WEAK TWO BIDS [2D/2H/2S].

With 10-15, Pass then Rebid.

If 16+ , Make a Bid.

SUIT OVERCALL [2H],2S	=12-15, 5+ trumps.		RESPONSE to Partners DOUBLE=16+.
Pass then SUIT OVERCALL	= Natural, 5+ trumps, 10-15		0-9 HCP 10+HCP
Pass then DOUBLE	= TAKEOUT, 10-15, Short in Enemy suit.	Ax/KJxxxx/QJ10/Jx 11HCP	Pass if Enemy Responds.
DOUBLE	= 16+, Unsuitable for suit bid or NT bid	AJx/Jx/AQJ10/Axxx 17HCP	Bid at 2L if possible, NOT at 3L. Bid suit at 3L=5+ suit.
2NT	= Both Minors.		Bid 2NT= Doubler to Bid 3C Lebensohl. Pass/Correct.. If 4 card M suit, Bid 2NT/3C then 3M.

OVERCALL Enemy [1NT]. @ 2nd SEAT.... General Requirements.. Eg [1NT], YOU

Need SHAPE, and Suit Quality	Need 1x6 card or 5/5	EXAMPLES:
eg Suit Quality= AKxxxx trumps + QT's of Other suits eg A/K.	The Aim of the bid is to stay @ the 2 Level.	KQxxxx/xx/Ax/Ax
SHAPE = 6+	4PTNV, 5PT V	KQxxx/Axxxx/x/Ax
= 5/5	3PT NV, 4PT V	xx/x/AQxxx/AQxxx
HCP=6+	If Vul, Qxxxx, Jxxxx is NOT OK	

OVERCALL ENEMY "1NT BID" : eg [1NT] ,YOU Bid. DONT = "Disturbing Opponents NT" or SPLASH = "Suit Plus A Suit Higher".

DONT / SPLASH

DOUBLE = Single suited hand, 6+ trumps.	DOUBLE= 6+ HCP, 4+PT's NV, 5+PT's Vul, 6 + trumps somewhere.
2C = C and D or H or S	2C 6+ HCP, 3+PT's NV, 4+PT's Vul, 5/5 Shape in C and Higher Other suit.
2D = D and H or S	2D 6+ HCP, 3+PT's NV, 4+PT's Vul, 5/5 Shape in D and Higher Other suit.
2H = H and S	2H 6+ HCP, 3+PT's NV, 4+PT's Vul, 5/5 Shape in H and Higher Other suit.
2S = S ,6 x trumps only [weaker than Dbl, then S]]	2S 6+ HCP,3+PT's NV, 4+PT's Vul, 5 Shape in S [weaker than Dbl, then S]
2NT = Both Minors	2NT 6+ HCP, 3+PT's NV, 4+PT's Vul, 5/5 Shape in C and D.
Bid @ 3 Level = Preempt with good Suit Quality.	Bid @ 3 Level = Preempt with good Suit Quality.

OVERCALLERS BID RESPONDER BIDS [OVERCALLERS PARTNER] RESPONDER BIDS=OVERCALLERS PARTNERS HANDS.... EXAMPLES

DOUBLE	Always Bid 2C [next up], Ask Dblr to Pass or Correct.	eg xxx/Jx/K10xxx/Qxx [1NT], 2C, [P], P = C support
		eg Kxx/Qxxx/Qxx/Kxx [1NT], Dbl, [P],2C = Ask Dblr to Pass or Correct.
		eg Jx/KQJxxx/Axx/xx [1NT], Dbl,[P],2C = Ask Dblr to Pass or Correct.
2C	Pass with 3+C support, or Bid 2D [next up], for Ptnr Pass or Correct.	eg Q10xx/Axxx/Kxx/xx [1NT], 2D, [P],2H = Ask Dblr to Pass or Correct.
2D	Pass with 3+D support, or Bid 2H [next up], for Ptnr Pass or Correct.	eg KJxx/Qxxx/KJxx/x [1NT], Dbl, [P],2C = Ask Dblr to to Pass or Correct.
2H	Chooses Best Major by Passing or Bidding Bid 2S.	eg Jxx/K10xx/Axxx/xx [1NT], 2H Ptnr, [P],Pass
2H	2NT= 12+, Asking Ptnr to Bid 2nd Suit.	eg AJx/K10xx/Axxx/xx [1NT], 2H Ptnr, [P],2NT =12+ Asking Ptnr to Bid 2nd Suit eg 2S. .

ALTERNATIVE CONVENTIONS:

MULTI LANDY /PATTAYA	CAPPELETTI	HELLO	DONT / SPLASH	BROZEL	KEITH O.
DOUBLE = Penalty	DOUBLE = Penalty.	DOUBLE = Penalty	DOUBLE = Single suit.	DOUBLE = Single Suit.	DOUBLE = 12-15,Flat,No 5xM. Partner then Bids Stayman/T'Fer etc..
2C = Both Majors [4+/5+]	2C* = Single suit, usually M.	2C = D only or M/m	2C = C and D or H or S	2C = C and H	2C = Both Minors ,8-15
2D* = Single suit,usually a M.	2D = Both Majors [4+/5+]	2D = H only	2D = D and H or S	2D = D and H	2D = Both Majors ,8-15
2H = H and a Minor	2H = H and a Minor	2H = H and S	2H = H and S	2H = H and S	2H = Weak 6x trumps , 8-15.
2S = S and a Minor	2S = S and a Minor	2S = S only	2S = S only	2S = S and a Minor	2S = Weak 6x trumps , 8-15.
2NT = Both Minors	2NT = Both Minors	2NT = C	2NT = Both Minors?	2NT = Both Minors	2NT = 15-17 [Stole my Bid.]
3Bids=Preempt,7 Trumps,10+	3Bids=Preempt,7 Trumps,10+	3C =C and D	3 Bids = n/a.	3Bids=Sgl/Void=Good HCP,4441,4450	3 Bids = n/a.

Note: 2C*/2D*. Responder always Bids Next suit Up = Pass or Correct.

DEFENSIVE LEADS

THE CARD TO LEAD

Lead the Card "Shown" against a SUIT contract. If the contract is NT, then lead the card shown with an asterisk *.

Strategy re NT Contract. eg* Lead 4th Highest =Rule 11, Lead Top of Touching Honours.

9	9 5	H/L	Q Q J	H/L	K K Q J 2	Sequence	A A Q* J 3	Interior Sequence
5	9 5 3	MUD	10 Q 10 9	Interior Sequence	J K J 10 2	Interior Sequence	A A Q 6 3*	Small from Honour, 4th High
3	9 6 5 3 2	4th High	4 Q 10 4	Small from Honour	2 K J 9 2	Small from Honour, 4th High	A A J* 10 3	Interior Sequence
10	10 9	H/L	4 Q 6 4	Small from Honour	10 K 10 9 8	Interior Sequence	A A J 6 3*	Small from Honour, 4th High
10	10 6	H/L	Q Q J 10 2	Sequence	4 K 10 8 4	Small from Honour, 4th High	A A 10* 9 8	Interior Sequence
10	10 9 3	Sequence	Q Q J 9 2	Broken Sequence	K K Q J 6 3	Sequence	A A 10 5 2*	Small from Honour, 4th High
3	10 6 3	Small from Honour	2 Q J 8 2	Small from Honour, 4th High	K K Q 10 6 3	Sequence	A A 9 8 7*	Small from Honour, 4th High
2	10 6 3 2	Small from Honour, 4th High	10 Q 10 9 8	Interior Sequence	K K Q 7 6* 3	Sequence	A A 9 6 3*	Small from Honour, 4th High
10	10 9 8 3	Sequence	3 Q 10 8 3	Small from Honour, 4th High	7 K 9 8 7 3	Small from Honour, 4th High	A A K J 4* 2	Small from Honour, 4th High
10	10 9 7 3	Broken Sequence	7 Q 9 8 7 6	Small from Honour, 4th High	4 K 8 6 4 3	Small from Honour, 4th High	A A K 7 4* 2	Small from Honour, 4th High
3	10 9 6 3	Small from Honour, 4th High	5 Q 8 6 5 2	Small from Honour, 4th High	A A K	H/L	A A Q* J 4 2	Interior Sequence
J	J 10	H/L	K K Q	H/L	A A 6	H/L	A A Q 10* 9 2	Interior Sequence
J	J 5	H/L	K K 2	H/L	A A K Q	Sequence	A A Q 10 4* 2	Small from Honour, 4th High
J	J 10 6	Sequence	K K Q 5	Sequence	A A K J	Sequence	A A Q 6 4* 2	Small from Honour, 4th High
2	J 5 2	Small from Honour	J K J 10	Interior Sequence	A A K 3	Sequence	A A J* 10 5 3	Interior Sequence
2	J 5 4 2	Small from Honour, 4th High	5 K J 5	Small from honour	A A 9 3*	Have a Look?	A A J 8 5* 3	Small from Honour, 4th High
7	J 9 8 7 6	4th High	10 K 10 9	Interior Sequence	A A K Q 3	Sequence	A A 10* 9 8 3	Interior Sequence
4	J 7 5 4 2	4th High	5 K 10 5	Small from honour	A A K J 3	Sequence	A A 10 8 5* 3	Small from Honour, 4th High
J	J 10 9 4	Sequence	5 K 7 5	Small from honour	A A K 6 3*	Sequence		
J	J 10 8 4	Broken Sequence						
4	J 10 7 4	Small from Honour, 4th High						

SIGNALS "ATTITUDE" , COUNT , DISCARDS , SUIT PREFERENCE

DEFENSIVE SIGNAL "ATTITUDE" eg FOLLOWING PARTNERS LEAD --- Encourage or Discourage.

High Encourage to Partners lead will Encourage but can not also show Count. But Low Discourage to Partners lead will Discourage and give "Count Signal".

High Encourage = Smile >=7

Low Discourage = Scowl <7

865	852	10 5 2
AK3 Q942	AKJ 9763	QJ94 K83
J107	Q104	A76
W leads A, E=9= Encourage.	W leads A, E=6=Discourage plus Even No.	W leads Q, E=8=Encourage
1052	A103	92
QJ94 873	KJ85 Q92	KQ1054 A83
AK6	764	J76
W leads Q, E=3 Discourage plus Odd No.	W leads 5, N=A, E=9 = Encourage	W leads K, E=8= Encourage
J106	AJ5	AQ
AK754 32	KQ1064 93	J10953 8742
Q98	872	K6
W leads A, E=3 = Discourage Plus Even No..	W leads 5, E= 9 = Discourage plus Even No.	W leads J, E= 4 = Discourage plus Even No.
Where is the 2, Hence E has ONLY 2 cards.		

COUNT SIGNAL --- Shows Distribution --- Even or Odd number

Partner or Opposition lead high or a winner. Then discard as follows;

High / Low eg 5/2 Even

.....Note: A "2" discard initially shows ODD Distrib eg 1,3,5 in length.

KQ1062	AQJ104	J10763
984 A73	85 K932	A52 84
J5	76	KQ9
S leads J, W= 4= Odd No. Therefore E can Hold up the A.	S leads 7, E's 8 = High Low = Even No.. Second lead Confirms.	S leads K, W=2, E=8= Doubleton or Single. W holds up.
QJ93	J85	KQJ85
AK87 10652	KQ1042 A973	A74 1032
4	6	96
W leads A, E=5= Even No. Because where is the 2.	W leads, E=9 = Encourage plus Even No.. E asks where is the 2 or 3.	S leads 6, to the J.
Hence, S = 1 or 3 cards	If S had the A, he would win it and finesse back to the Jack.	W=4, E=2= Odd No..
	Therefore S has 1 or 2 cards eg 6 or 76, and NO A.	Therefore W knows S has ONLY 2 cards.
973	85	
AKJ104 852	AKQ103 92	
Q6	J764	
W leads A, E=2 = Odd Number	W leads A, 9 = Even No.	
	Later E leads other suit to E for him to lead thru the J.	

DISCARDING --- LEAD SIGNAL --- McKenny:

ALTERNATIVE = ODDS AND EVENS

Note: If the 2 is in Dummy or is discarded by Opp, then a 3 discard by Ptnr shows Odd Distrib.

Your discard at first opportunity when you can't follow Partners or Opponents lead.

Your discard at first opportunity when you can't follow.

Discard suit you DO NOT want lead.

Discard an ODD numbered Card = I want this suit lead eg 3/5/7/9.

Discard HIGH [eg >= 7] for Higher Ranking of remaining 2 suits.

Discard an EVEN numbered Card= I do not want this suit lead .

Discard LOW [eg < 7] for Lower Ranking of remaining 2 suits.

Note: Discard the lowest ODD or EVEN you can afford as a Signal.

10863	10863
K854	K854
8	8
K765	K765
J	J
AQ92	AQ92
Q9652	Q9652
Q93	Q93
S = trumps. On second lead of S, E discard 9D= do not lead D, lead high rank of other suits = H	S = trumps. On second lead of S, E discard 9H= lead H, as I have the AH over their KH.

SUIT PREFERENCE SIGNAL --- RETURN LEAD SIGNAL --- McKenny Extension:

After trumping or winning the lead:

The return of a HIGH Card is to RETURN the Higher of the Outside suits or Return of a LOW Card is to RETURN the Lower of the Outside suits.

52	984
AK92	10 3
A532	J1098
765	J1098
S = trumps. W Lead AH. E discard 10 = Even No.	
W leads K H. E discard 3 H.	
W leads 9H, asking E, after trumping to lead a D, so W can yet again lead another H to get trumped.	

Responder has Initially Passed. Partner Opens a Major in 3rd or 4th Seat = Could be Light =10+HCP. Uncontested. P,[P],1H,[P],2C= Standard DRURY. Brian G recommends wrt Partner OVERCALLS.

Responder has Initially Passed. Partner Overcalls a M in 2nd/3rd/4th Seat= Could be 8+ or Could be 13+. 2nd Seat O/C= [1D],1H,[P],2C 3rd Seat O/C= P,[1C],1H,[P],2C 4th Seat O/C=[P],P,[1D],1H,[P],2C

Notes:

When Partner Opens 1st/2nd Seat, Responder uses Bergen if Uncontested and CUE Raise if Contested.

When Partner Opens 3rd/4th Seat [Maybe <12HCP], hence Can't use Bergen. Thus **Drury applies when Partner Opens 3rd/4th Seat , or when Partner Overcalls in 2nd/3rd/4th Seat [8+ or 13+]**

Drury NOT Recommended when CONTESTED Bidding by Enemy.

ALT: "2 Way Drury". 2C=3 Card M support . 2D=4 Card M support.

Response 2C [artificial]= 3+ trumps M , 10 - <12 HCP eg would normally Bid 1H then 3H. However if You are 3rd Bidder you may be LIGHT, hence Responder would be overbidding.

Opens response to Partner Bidding: Bid 2D = Opening Hand.

RESPONDERS BID after Partner Bids in 3rd or 4th Seat, "UNCONTESTED". Then Enemy may still bid in 4th or 5th Seat respectively.

3rd Seat: P,[P],1H,[P],2C UNCONTESTED P,[P],1H,[1S],2C CONTESTED P,[P],1H,[Double],2C CONTESTED

4th Seat: [P],P,[P],1H,[P],2C UNCONTESTED [P],P,[P],1H,[1S],2C CONTESTED [P],P,[P],1H,[Double],2C CONTESTED

RESPONDERS BID after Partner Overcalls in 2/3/4th Seat eg "CONTESTED". 2nd Seat O/C= [1D],1H,[P],2C 3rd Seat O/C= P,[1C],1H,[P],2C 4th Seat O/C=[P],P,[1D],1H,[P],2C

GENERAL/OPENERS REBID re H Trumps	EXAMPLES=3rd or 4th Opened 1S.	EXAMPLES=3rd or 4th Opened 1H.	OPENERS REBID re H Trumps in 3rd Seat.	OPENERS REBID re S Trumps in 3rd Seat.
2D = Opening Hand	eg 12+	RESPONDER BIDS DRURY 2C Bid with:	P,[P],1H,[P],2C	P,[P],1S,[P],2C
2H= Weak, 5 trumps, Limit Bid	eg 10-12	AKx/xx/Jxxxx/Qxx UNCONTESTED	x/Qxx/Axxxx/KJxx UNCONTESTED	2H <Opening eg 10-11= LIGHT Opening. 2S <Opening eg 10-11= LIGHT Opening.
3H = Limit Bid,5 trumps.	eg 13-14	xxx/AK/Kxxx/xxxx UNCONTESTED	Ax/AQx/xxxx/xxx UNCONTESTED	2D= Opening 12+ . Responder 2H=Min 10HCP, 3H=Max 11. 2D=Opening , Deny 4xH. Resp 2S=10/11
4H = STOP	eg 15+	KQJx/Ax/xxxx/xxx UNCONTESTED	KJx/KQxx/Jxxx/xx UNCONTESTED	4H= STOP , no Slam 2H=Opening, 5+S and 4+H.
2NT = Game in H OK, or Slam?	eg 15+			Note: w/o trump support and C as suit [5/6 cards],Bid either 1NT or 2C then rebid 3C.
New Suit @3L= Game in H OK, or Slam? eg 15+			1M,1NT=6-9. Could =5+C	
			1M,2NT=10-11 Balanced , Could=5xC. [NOT JACOBY]	
			1M,3C =10-11, 6xC.	

"INVERTED MINORS" including MINORWOOD for RKCB.		Note: Opener has at best 4 card Major/s and Partner denies a 4 card Major.		CRISS CROSS=Jump in Opp m =13+,5+trmps.	
1C Ptnr,2C YOU =Strong 10+,5+C trumps, F1, No 4 card M.		1D Ptnr,2D YOU=Strong 10+,5+D trumps, F1,No 4 card M.		1C then 2C =10-12, 5+C	
1C Ptnr,3C YOU =Weak 6-9, 5+C trumps or 0-9 NV,LTT=5+C trumps ,No 4 card M.		1D Ptnr,3D YOU=Weak 6-9, 5+D trumps or 0-9 NV,LTT=5+D trumps ,No 4 card M.		3C=6-9, 5+C	
OPENER REBID:		OPENER REBID:		2D=13+,5+C	
After 1C, 2C eg Strong. Both look for NT contract or C Contract. RESPONDER		After 1D, 2D eg Strong. Both look for NT contract or D Contract. RESPONDER		1D then 2D =10-12, 5+D	
If Unbalanced,Bid "A's" Stoppers @2L, and Jump=Splinter Sgl/Void @ 3L.		If Unbalanced,Bid "A's" Stoppers @2L, and Jump=Splinter Sgl/Void @ 3L.		3D=6-9, 5+D	
2D=12+,D Stopper. H and S Stopper Unknown. New Suit=Stopper		New Suit=Stopper		3C=13+,5+D	
2H=12+,H Stopper .No D Stopper. S Stopper Unknown. 3C=No Stops for NT.		2H= 12+,H Stopper. S and C Stopper unknown. 3D=No Stops for NT			
2S=12+, S Stopper. No D and H. 2NT/3NT with Stops.		2S= 12+,S Stopper. No H Stopper. C Stopper unknown. 2NT/3NT with Stops.			
Jump New Suit=Splinter		Jump New Suit=Splinter			
2NT= Balanced, Min 12-13, Both Majors Stoppers Bid 4C=RKCB		2NT= Balanced, Min 12-13, Both Majors Stoppers Bid 4D=RKCB			
3NT= Balanced , Max 18-19 Both Majors Stoppers		3NT= Balanced , Max 18-19 Both Majors Stoppers			
3C= 12-13, 6+ trumps. NF.		3C = 12+,C Stopper.			
3D/3H/3S=16+, 0-1 Shortage Splinter FG		3D = 12-13, 6+ trumps.NF.			
		3H/3S=16+, 0-1 Shortage Splinter FG			
After 1C, 3C eg Weak.		After 1D, 3D eg Weak.			
If Unbalanced,16+ Bid Stoppers @3L and Jump=Splinter @4L.		If Unbalanced,16+ Bid Stoppers @3L and Jump=Splinter @4L.			
Pass = Min 12-15,= STOP RESPONDER		Pass = Min 12-15,= STOP RESPONDER			
3D=16+,D Stopper. Cue Bids A's or		3H=16+,H Stopper .No D Stopper. Cue Bids A's or			
3H=16+,H Stopper .No D Stopper. Cue Bids 2nd Ctrl eg Openers Splinter or		3S=16+, S Stopper. No D and H. Cue Bids 2nd Control eg Openers Splinter or			
3S=16+, S Stopper. No D and H. Bid 4C or 5C =Limit Bid		3NT=18-19+, All suits Stoppers. Bid 4D or 5D =Limit Bid			
3NT=18-19, All suits Stoppers.		3C = Second Suit [No Major Stopper and/or shape unsuitable for NT].			
4D,4H,4S=16+, Splinter.		4H,4S=16+, Splinter.			
4C = MINORWOOD=RKCB. Reply: 4D*=0/3		4D = MINORWOOD =RKCB. Reply: 4H = 0/3			
eg 1C,[P],2C,[P],4C 4H = 1/4		eg 1D,[P],2D,[P],4D 4S = 1/4			
eg 1NT,[P],2S,[P],3C,[P],4C 4S = 2 w/o Q trumps		eg 1NT,[P],2NT,[P],3D,[P],4D 4NT = 2 w/o Q			
4NT = 2 w Q trumps		5C= 2 w Q trumps			
ASK for K's: Bid next suit up excl 4NT and Trumps. Reply=No of K's.		ASK for K's: Bid next suit excl 4NT and Trumps. Reply=No of K's.			
eg 1C,[P],4C,[P],4S=2w/o Q then 4NT=stop to play, 5C=stop to play, 5D=K Ask		eg 1D,[P],4D,[P],4S=1/4 Keys then 4NT=stop to play, 5D=stop to play,5C=K Ask			

1C KENNEDY

OPENER BIDS 1C or 1D

OPENER	RESPONDER	OPENERS REBIDS
1C	1H/1S = 5 card M,	6+HCP Bids accordingly. Jump if 15 + and M agreed.
1C	RECOMMENDED. 1D Artificial. = No 5xM.	6+HCP May/not have a 4 card M. Could be unbalanced. Opener Bid 4xCard M up line. If NO 4xM, Opener will bid 2/3NT etc..
	ALT: 1D [min 2xD] = 4 card H and/or S	6+ HCP Bids 4 Card M up the line. 1D
1C	1NT = No 4 or 5 M,	6-9HCP Pass or Bids 2/3NT.
1C	2NT = No 4 or 5 M,	10-12 Invite
1C	3NT = No 4 or 5 M,	13-15

NOT RECOMMENDED:

1D	1H/1S = 5*card M,	6+HCP Bids accordingly.	*ALT: 4/5 M.
1D	1NT=Maybe a 4 card M. Negative = Opener has to Pass or Bid 2/3 NT even with 1or 2 x M.		

JACOBY 2NT. eg 1H/1S then Ptnr bids 2NT, 13+, BALANCED, 4* Trump Agreement, Only in Majors ,FG+.

OLD LIMIT BIDDING STYLE.

Note: Responder or Jacoby Bidder is BALANCED/SEMI BAL and has NO Single or Void eg 2 cards minimum in all suits.	1H [P] 2H	6-9, 3+ trumps
Note: Responders hand is valuable when ones HCP are Not in Openers Void or Single.	1H [P] 3H	10-12, 4 trumps
Note: Either Player, with no interest in Slam, signoff in a Game bid.	1H [P] 2m then 3H	10-12, 3 trumps
	1H [P] 4H	13+, 4 trumps

OPENERS REBID.

1st Priority: Bid @ 4 Level to show 5/5 shape, hence a Single or Void somewhere..	Openers Hand:
Bid @ 4 Level in 5+ card side suit = 4C,4D,4 Other = Min or Max.	eg KQxxx/x/Qx/AQJxx 4C= Partner knows you have a Void or Single H or D.
Note: 5+ card side suit = 2 of top 3 or 3 of top 5 honours.	eg AQxxx/x/KQJxx/Qx 4D = Partner knows you have a Void or Single H or C.
Note: If weak 5 card side suit eg Qxxxx, Bid Void or Single @ 3 Level.	eg AKJxx/KJ/Qxxxx/x 3C= Partner knows you have a Void or Single C.
	eg KQxxx/AJxx/x/Qxx 3D= Partner knows you have a Void or Single D
2nd Priority: Show Single/Void . Bid at 3 Level.	eg AJ109x/K10xxx/Kx/x 4H= Partner knows you have a Void or Single C or D.
Bid 3C,3D,3 Other Major = Min or Max, Void or Single	eg A109xx/KQxx/KQxx/- eg AKQ10xx/Q10x/x/xxx

If NO Single or Void:

Bid @ 3 Level in Trumps = 16+ , 2xtop 3 honours, No Void or Single	eg 5332,5422, 6332,	eg A10xx/AK10xxx/xx/KQx	eg Ax/KQxxx/Qx/AJ10x
Bid @ 4 Level in Trumps = 12-13, No Void or Single	eg 5332,5422, 6332,	eg xx/AQJxx/Kxx/Kxx	eg Kxx/AJ109xx/xx/QJ10 eg AQx/QJxxx/xx/Qx eg Ax/KQxxx/xxxx/Ax
Bid 3NT = 14-15, No Void or Single	eg 5332,5422.	eg Couldn't open 1NT as semi balanced.	

EXAMPLES: OPENERS REBIDS after Partner Bids 2NT:

KQxxx/AQxxx/x/x [11HCP] 4S= Bid at 4 Level= 5 card suit.	AKJxxx/Ax/Kxx/xx[15HCP] 3NT=14-15, No Sgl/void.
KJxxx/Qxx/Axx/Qx[12HCP] 4S= Bid at 4 Trumps 12-13, No Sgl/void.	QJxxx/x/AJxx/AJx[13HCP] 3H = Sgl/void in H.
Example Responder Bids of 2NT:	KQx/AQxx/AJx/Jxx Ax/KQxx/Axxx/Axx Ax/Axxx/Axxx/Axx Axx/Jxxx/Axx/Axx Axx/Qxxx/Kxx/Axx Axxx/AJxx/Kxx/Qx Axx/Jxxxx/Qx/Axx

RESPONDERS REBIDS:

Bid Game in the Major = Stop.
 Bid for Slam : Cue Bid your A's first if practical and /or then 4NT Roman Key Card.

SLAM DECISION when NO Single or Void shown.

When Opeener shows NO Single/Void, a Min Hand, and you have a < 33 TP Combined . Pass.	eg 1S,[P],2NT,[P],4S Responder= Ax/Kxxx/AKxx/Axx[18HCP] . Combined HCP=<33 , Pass Openers 4S.
When Opeener shows NO Single/Void, and you have a =>33 TP Combined , Seek SLAM.	eg 1S,[P],2NT,[P],3NT Responder= Ax/Kxxx/AKxx/Axx[18HCP] . Combined HCP=>33 , Seek Slam.
eg 1S,[P],2NT,[P],4S Opeener= KQxxx/AQJ/Jx/xxx [13TP]	Responder= AJxx/Kxx/AQx/Jxx[15TP]. Combined TP<33. Pass Openers 4S Rebid.

BERGEN RAISE = MAJOR SUIT AGREEMENT.

BERGEN RAISE = Trump Agreement Only in Majors,F1, Show HCP Range = 0-6/6-9/10-12 or 13+HCP, No of Trumps 3/4/5 and if a Sgl or Void.

LTT Bidding used usually when Enemy Contest the Bidding.

RESPONSE to 1H with Trump Agreement. eg 1H,[P],YOU.

RESPONSE to 1S with Trump Agreement. eg 1S,[P],YOU.

Pass 1st. <6,<=3 H trumps.

Pass 1st. <6,<=3 S trumps.

2H 6-9, 3 H trumps. LIMIT BID.

2S 6-9, 3 S trumps. LIMIT BID.

2m* Delayed Game Raise possibly..

2m* Delayed Game Raise possibly.

=10+,<3 H trumps or 10-12, 3H trumps and then Rebid Ptnr M @ 3L.

=10+,<3 S trumps or 10-12, 3S trumps and then Rebid Ptnr M @ 3L.

2NTJacoby 13+ Flat, 4+H trumps.

2NTJacoby 13+ Flat,4+S trumps. JACOBY

3C 6-9, 4+H trumps. BERGEN.

3C 6-9, 4+S trumps. BERGEN.

3D 10-12, 4+H trumps. BERGEN.

3D 10-12, 4+S trumps. BERGEN.

3H <6, 4 H trumps. LTT.

3H 13+, 4+S trumps, Sgl/Void. SPLINTER .**

3S 13+, 4+H trumps, Sgl/Void. SPLINTER.**

3S <6, 4 H trumps. LTT.

3NT 12-15, 3 H trumps, Balanced with Stoppers.

3NT 12-15, 3 H trumps, Balanced with Stoppers.

4C* 13+, 4+H trumps, Sgl/Void. SPLINTER.

4C* 13+, 4+S trumps, Sgl/Void. SPLINTER.

4D* 13+, 4+H trumps, Sgl/Void. SPLINTER.

4D* 13+, 4+S trumps, Sgl/Void. SPLINTER.

4H <6, 5+ H trumps. LTT .

4S <6, 5+ S trumps. LTT .

RESPONDER: *If 10-12, 3 trumps, Bid 2C or 2D, then 3H or 3S = Limit Bid.

OPENERS REBIDS : Over 3C: If 12-15 ,Bid 3H = stop.

OPENERS REBIDS: Over 3C. If 12-15 ,Bid 3S = stop.

If 16+, Bid 3D Asks Min/Max: if Min Bid 3H,if Max Bid 4H.

If 16+, Bid 3D Asks Min/Max: if Min Bid 3S,if Max Bid 4S.

Suit Bid > 3H=Cue Bid, FG or Slam

Suit Bid > 3S=Cue Bid, FG or Slam

MICHAELS CUEBID ..."OVERCALLS" [Complements the WEAK 2NT UNUSUAL "OVERCALL"=5/5 in Minors.]

MICHAELS CUE BID = 5/5 Shape, can be bid by OVERCALLER in 2nd Seat eg [1H], 2H
or by PARTNER in 4th Seat [if PTNR =Overcaller PASSED.] eg [1D],P,[Any Bid],2D.

Note: CUE BID is Asking for a "STOP" when You are in 3rd Seat and PTNR has OPENED eg 1D,[1H],2H= ASK or when You are in 4th Seat and PTNR has OVERCALLED eg [1D],Overcall= Bid a Suit, NT or DbI, NOT PASS, [Any Bid], 2D=ASK for STOPPER.

OVERCALLER: 2 x 5+ Card Suits with SUIT QUALITY , 7-11 HCP. [if 12-15 , bid as normal eg 3/AQJXX/J6/KQ1054].

ENEMY BID	OVERCALLER BIDS in DIRECT SEAT [2nd Seat]	ENEMY BID	OVERCALLER DIRECT SEAT [2nd Seat]
[1C] Minor	2C =Both Majors 7-11 HCP Shape = 5+H and 5+S	WEAK 2 Bids:	
[1D] Minor	2D =Both Majors 7-11 HCP Shape = 5+H and 5+S	[2D] Minor	3D =Both Majors 12+ HCP Shape = 5+H and 5+S
[1H] Major	2H =Opp M + Minor 7-11 HCP Shape = 5+S and 5+Minor	[2H] Major	3H =Opp M + Minor 12+ HCP Shape = 5+H and 5+Minor
[1S] Major	2S =Opp M + Minor 7-11 HCP Shape = 5+H and 5+Minor	[2S] Major	3S =Opp M + Minor 12+ HCP Shape = 5+H and 5+Minor

ENEMY BID RESPONDER to OVERCALLER

Over a MINOR: Raise in H/S, NF = 0-9 , weak limit bid . Could even be 2 trumps. eg [1D],2D,[P],2H or 2S=STOP
[1C], 2C Jump in H/S , NF = 10-12 , limit bid . Trumps support =3+.
CUE BID Enemy m,Bid 3C= ASKING for Enemy C suit Stopper for 3NT.
Bid Other Minor = Strong 6+ trumps. Denies 3 trumps in Ptnrs M. eg [1C],2C,[P],2D.
3NT = Natural Sign off ,no interest in a Major. Stoppers in Enemy Minor Bid Suit.

Over a MAJOR: Raise in Opposite Major, NF = 0-9 , weak limit bid . Could even be 2 trumps eg [1H],2H,[P],2S=STOP
[1H], 2H Jump in Opposite Major, NF = 10-12 , limit bid . Trumps support = 3+.
CUE BID Enemy M, Bid 3H= ASKING for Enemy M suit Stopper for 3NT.

2NT* = Game Enquiry:
Bid 3C= Weak Suit Enquiry = Asking Ptnr to Pass or Correct and show Strength. eg [1H],2H,[P],3C=Pass or Correct Pass=Weak with C
Bid @ 4 Level in Your Minor = Strong 6+ trumps. Denies 3 trumps in Ptnrs M.
3NT = Natural Sign off ,no interest in a Major. Stoppers in Enemy Major Bid Suit.

2NT* = Game Enquiry over a Major eg [1H],2H,[P],2NT.

Bid@3L =5/5.	3C=5/5 Min C	3H=5/5 Max C
	3D=5/5 Min D	3H=5/5 Max D

UNUSUAL 2NT OVERCALL ..."OVERCALLS" Can be bid by OVERCALLER in 2nd Seat eg [1H], 2NT

OVERCALLER: 2 x 5+ Card Suits with SUIT QUALITY , 7-11 HCP.

2NT= "JUMP" = LOWER UNBID SUITS.

Can also be Bid by PARTNER in 4th Seat [if PTNR =Overcaller PASSED.] eg [1D],P,[Any 1 Level Bid], Jump to 2NT.

ENEMY BID	OVERCALLER BIDS in DIRECT SEAT [2nd Seat]
[1C] Minor	2NT = Lowest Unbid Suits = D and H 7-11 HCP Shape = 5+H and 5+S
[1D] Minor	2NT = Lowest Unbid Suits = C and H 7-11 HCP Shape = 5+H and 5+S
[1H] Major	2NT = Lowest Unbid Suits = Both Minors 7-11 HCP Shape = 5+H and 5+S
[1S] Major	2NT = Lowest Unbid Suits = Both Minors 7-11 HCP Shape = 5+H and 5+S

QUESTEM = BETTER ALTERNATIVE to MICHAELS.

GENERAL	OPENING BID by ENEMY	OVERCALL	MEANING
CUE BID ENEMY = 2 HIGHEST UNBID SUITS.	1C	2C [same as Michaels]	S and H [TWO HIGHEST UNBID]
2NT = 2 LOWEST UNBID SUITS.	1C	2NT [same as Unusual 2NT]	D and H [TWO LOWEST UNBID]
3C = HIGHEST AND LOWEST UNBID SUITS	1C	3C *	S and D [HIGHEST AND LOWEST UNBID]
	1D	2D [same as Michaels]	S and H [TWO HIGHEST UNBID]
	1D	2NT [same as Unusual 2NT]	C and H [TWO LOWEST UNBID]
	1D	3C *	S and C [HIGHEST AND LOWEST UNBID]
	1H	2H [= Michaels in Major]	S and D [TWO HIGHEST UNBID]
	1H	2NT [same as Unusual 2NT]	C and D [TWO LOWEST UNBID]
	1H	3C *	S and C [HIGHEST AND LOWEST UNBID]
	1S	2S [= Michaels in Major]	H and D [TWO HIGHEST UNBID]
	1S	2NT [same as Unusual 2NT]	C and D [TWO LOWEST UNBID]
	1S	3C *	H and C [HIGHEST AND LOWEST UNBID]

EXAMPLES:

x/xx/KQxxx/Kxxxx	x/KQxxx/xx/Kxxxx	KQxxx/x/xx/Kxxxx	x/Kxxxx/KQxxx/xx	KQxxx/x/Kxxxx/xx	KQxxx/Kxxxx/x/xx
Over 1H, Bid 2NT	Over 1D , Bid 2NT	Over 1D, Bid 3C	Over 1C , Bid 2NT	Over 1C , Bid 3C	Over 1C , Bid 2C
Over 1S, Bid 2NT	Over 1S , Bid 3C	Over 1H ,Bid 3C	Over 1S , Bid 2S	Over 1H , Bid 2H	Over 1D , Bid 2D

MULTI: WEAK 2H/2S [LUCUS].		Page 34	
WEAK 2H/2S = LUCAS = 5/5M or 5M/5m, 6-10. Used in conjunction with Multi 2D.			
2H = 6-10, 5xH and 5+Unspecified Other Suit = 5 Card Other M or 5+ Card m			
2S = 6-10, 5xS and 5+Unspecified m. eg Kxxxx/xx/Axxx/xx Kxxxx/xx/Axxxx/x Kxxxx/x/Axxxx/x			
RESPONDER: Responder to consider HCP, Ptnrs shape, Your shape, Ptnrs rebid, and Best Contract to Stop in. If not a 5/3 in M or better Fit, Bid next suit up for Pass/Correct.			
2S OPEN:		2H OPEN:	
Pass = WEAK < 12, 3+ S trump support.		Pass = WEAK < 12, 3+H trump support.	A 5/2 Fit in M is OK with an A,K or Q trumps.
Bid 3C = WEAK <12, <3 x S trump support. Opener to Pass or Correct.		Bid 2S = WEAK < 12, <3 H trump support. Asking Opener to Pass or Correct.	
eg x/Kxxx/Qxx/xxxx 6HCP	eg xx/Qxxx/KCx/Axxx	Bid 3C = N/A	
Bid 3D = N/A		Bid 3D = N/A	
Bid 3S =Preemptive, STOP not invitational. LTT		Bid 3H =Preemptive, STOP not invitational. LTT	
Bid 4S =Preemptive, STOP not invitational. LTT		Bid 4H =Preemptive, STOP not invitational. LTT	
Bid 2NT = STRONG 2NT QUERY=STRENGTH*** Ask for Openers Minor. Bid 2NT = STRONG 2NT QUERY=STRENGTH***Ask for Openers Rebid. Usually has a Fit for Openers 1st suit.			
May not have a Fit for Openers 1st suit.			
Opener Rebid:	3C= C and Min 3D= D and Min 3H= C and Max 3S= D and Max	Responder Rebid Options: Pass Raise S at 3L or @4L Bid New Suit= F1	Opener Rebid: 3C= H/C and Min 3D= H/D and Min 3H= H/S and Min 3S= H/S and Max 3NT=H/Minor and MAX
Responder Rebid Options:			Pass Raise***@3L or @4L Bid New Suit= F1
EXAMPLES: RESPONDERS Hands when Opener Bids 2S: **STRENGTH to BID STRONG 2NT QUERY***.			
11HCP xx/Qxxx/KCx/Axxx	Bid 3C. Pass or Correct.	RESPONDERS MINIMUM REBIDS in the M after a 2NT Query.	
10HCP xx/Qxx/Axxx/Axxx	Bid 3C. Pass or Correct.	11HCP, 5trumps. Bid 2NT then Bid M @3L	13HCP, 5trumps. Bid 2NT then Bid M @4L
7HCP AJxx/xxx/xxx/Qxx	Bid 3S=LTT	13HCP, 4trumps. Bid 2NT then Bid M @3L	15HCP, 4trumps. Bid 2NT then Bid M @4L
7HCP AJxxx/xxx/Qxxx/x	Bid 4S =LTT	15HCP, 3trumps. Bid 2NT then Bid M @3L	17HCP, 3trumps. Bid 2NT then Bid M @4L
		17HCP, 2trumps. Bid 2NT then Bid M @3L	19HCP, 2trumps. Bid 2NT then Bid M @4L

MULTI 2D: = 6-10, 6 card M, 2D/2NT=20-21, 2D/3xSuit=4441=17+. Note: 2C/2NT=22-24, 2C/3NT=25+ Note: 2NT Opening= Both Minors.

OPENER	RESPONDER	OPENERS REBID	RESPONDER	EXAMPLE OPENER HAND
6-10, 6+ Trumps in a Major or	2H, [Maybe NO x H Support]. Pass or Correct. eg KJxx/x/Jxxxx/xxx 5HCP 2D,2H	Pass if H's [even if Min or Max]. Correct to 2S if its your suit. Min/Max.		xx/AQxxxx/J10xx/x Q109763/Ax/xxx/xx
20-21, Balanced	eg x/KJxx/Jxxxx/xxx 5HCP 2D,2H	2NT=20-21 Balanced	Stayman/Transfer	AJx/AK/KQxx/QJxx
17+HCP, 4441				

eg AKJx/x/KQxx/AQxx	2S STRONG RESPONSE if H trumps, HCP***=Pt G, G. With Various Shapes/HCP incl..	HCP***=12+TP,4+ trumps
2S, [H Support,***]. Pass or Correct. eg x/Kxx/KJxx/AQxxx 13HCP 2D,2S	Pass if S's =your suit [even if Min or Max]. Bid 3H if H's, Min 6-7. Bid 4H if H's, Max 8-10 2NT=20-21 Balanced 3C/3D/3H/3S =Void/Sgl=4441	=14+TP,3+ trumps =16+TP,2+ trumps Stayman/Transfer
		KQxxxx/xx/Axxx/x xx/Q10xxxx/Axxx/x x/KQxxxx/Axxx/xx AJx/AK/KQxx/QJxx

2NT STRONG RESPONSE, HCP***=Pt G, G or Slam.	RESPONDERS Options:
2NT,OGUST, Ask Opener to Clarify his hand. eg Ax/Kx/KQJx/Kxxxx 16HCP Shape needs at least 2+H and 2+S, 16+HCP.	Pass 3H/S, Bid 4H/S, RKCB, Ask No. AKQ trumps* Bid 1 step up eg 3D*=Ask No AKQ trumps. x/KQJxxx/Kxxx/xx Bid 1 step up eg 3H*=Ask No AKQ trumps. AJxxxx/xxx/Axxx/x Usually passes. x/Q10xxxx/Axxx/xx Usually passes. AQxxxx/xx/Jxxx/xx Stayman/Transfer
3C= H and Max 8-10 +1 Top Honor/Min +2 Top Honors. 3D= S and Max 8-10 +1 Top Honor/Min +2 Top Honors. 3H= H and Min 6-7 +1 Top Honor. 3S= S and Min 6-7 +1 Top Honor. 3NT=20-21 Balanced 4441 = N/A	Note*: After a MAX Rebid of 3C/3D: Bid of 1 step up = Ask No. A,K,Q trumps.

EXAMPLES:

OPENER	RESPONDER	OPENER	RESPONDER
9HCP QJ10xxx/xx/AQx/xx	10HCP Kx/Kx/xxxxx/Axxx 2D,2H,2S,Pass	9HCP xxx/AQxxxx/xx/Kx	13HCP x/Kxx/KJxx/AQxxx 2D,2S,4H
9HCP xxx/AKxxxx/x/Qxx	12HCP Axx/xx/KQ10xx/Kxx 2D,2H,Pass	10HCP KQJxxx/Axx/xxx/x	15HCP Ax/Kx/KQJx/Qxxxx 2D,2NT,3D,4S
22HCP KQ10x/AQJ/KQJ/Axx	6HCP Axxx/xxx/xxx/Qxx 2D,2H,2NT,3NT	21HCP xx/AQx/KQJx/AKQx	7HCP Ax/Kxxxx/xxx/xxx 2D,2H,2NT,3D=T'Fer to H,3H,4H,Pass
21HCP QJxx/AKQ/A10x/AJx	5HCP Kxxx/xx/xxx/Qxxx 2D,2H,2NT,3C=Stayman,3S,4S		

DEFENSE against MULTI 2D OPENING	With 10-15, Pass then Rebid.	If 16+ , DOUBLE.
SUIT OVERCALL eg [2D], 2S	= Natural, 5+ trumps, 16-19. Recommend PASS.	RESPONSE to Partners DOUBLE=16+.
Pass then SUIT OVERCALL	= Natural, 5+ trumps, 10-15	0-9 HCP 10+HCP
Pass then DOUBLE	= TAKEOUT, 10-15, Short in Enemy suit. Ax/KJxxxx/QJ10/Jx	11HCP Pass if Enemy Responds.
DOUBLE	= 16+, Unsuitable for suit bid or NT bid AJx/Jx/AQJ10/Axxx	17HCP Bid at 2L if possible, NOT at 3L. Bid suit at 3L=5+ suit.
2NT	= Both Minors.	Bid 2NT= Doubler to Bid 3C Lebensohl. Pass/Correct.. if 4 card M suit, Bid 2NT/3C then 3M.

SUMMARY re TYPES OF DOUBLES:

OPENER: OPENS a SUIT and can later REBID a "SUPPORT DOUBLE"

ADVANCER can make a "RESPONSIVE DOUBLE"

OVERCALLER: OVERCALLS a SUIT or can make a "TAKEOUT DOUBLE"

RESPONDER can make a "NEGATIVE DOUBLE"

'TAKEOUT DOUBLES' = OVERCALL. SHOWS OPENING HAND by 1ST PERSON TO BID in THEIR PARTNERSHIP [excl Pass]. Hence can be in 2nd/3rd/4th Seat.

The DOUBLER is the OVERCALLER in 2nd/3rd/4th Seat.

'RESPONSIVE DOUBLES' = REPLY to PARTNER=OVERCALLER eg [1D],1S,[2D],DBL eg [1D],DBL,[2D],DBL

RESPONDERS DOUBLE is ONLY AVAILABLE TO RESPONDER in Replying to PARTNER who OVERCALLED or DOUBLED. The DOUBLERS PARTNER = ADVANCER.

DEALER = "OPENS"		DEALER=P then:		DEALER=P then P then:	
ADVANCER [4th Seat]	OVERCALL or	DOUBLE=RESPONSIVE DBL	DOUBLE=RESPONSIVE DBL	BID=P then Rebid=Raise/1NT	
DOUBLE=RESPONSIVE DBL	DOUBLE=TAKEOUT	Pass/Raise/1NT	"OPEN": =BID SUIT @1L SUIT	"OPEN": =BID SUIT @1L SUIT	BID=P then Rebid=Raise/1NT
RESPONDER		DOUBLE = T/O		BID =P then Rebid DOUBLE = T/O	

'SUPPORT DOUBLES':

SUPPORT DOUBLER is ONLY AVAILABLE to OPENER as a REBID after OPENER BIDS a MINOR and PARTNER BIDS a MAJOR @1L /@2L = 3 Trump Support.

1H		1S		2H	
P	1S	1H	2H	1S	2S
OPENER=1D		OPENER=1C		OPENER=1D	
SUPPORT DOUBLE=3 Trump		SUPPORT DOUBLE=3 Trump		SUPPORT DOUBLE=3 Trump	

'NEGATIVE DOUBLES':

NEGATIVE DOUBLE is ONLY AVAILABLE TO RESPONDER in Replying to PARTNER's OPENING BID. [better named as RESPONDERS DOUBLE].

NEGATIVE DOUBLE 3rd Seat is for T'OUT in Reply to PARTNER OPENED and ENEMY OVERCALLED/DOUBLED.

OPEN	OVERCALL/DOUBLE
	NEGATIVE DOUBLE
	3rd Seat

'PENALTY DOUBLES':

Note: Normally only Double when Enemy Partners response is a minimum eg a NT reply or weak limit bid and You or your Ptnr have made a Bid..

Note: Double for Penalty you need:

Enemy Trumps... *Refer Rule 6 re Length + Rule 4 re Strength in Trumps. =	* Rule 6 re Length:	+	* Rule 4 re strength trump winners :
20+ Pts Combined [YOUR SIDE=you and your Ptnr] plus,	@ 1 level need 5 trumps	+	3 trump winners
Short 0,1,or 2 in your Ptnrs suit.	@ 2 level need 4 trumps	+	2 trump winners
	@ 3 level need 3 trumps	+	1 trump winner

EXAMPLES:	Note: Opener be aware, if you're short in Enemy Suit, Partner's Pass may hold that suit.
Responder: 1S,[2D],Pass	eg x/Q10x/KJ109x/Axxx Responder await Bidding and maybe Double later for Penalty.
Opener: 1H,[2D],P,[P],Double=T/O	eg KJx/AQxxx/x/K10xx[13HCP] Opener if youre short in Enemy Suit, Ptnr Pass may hold that suit.
1H,[2D],P,[P],Double=T/O	eg Qxx/AQxxx/Jx/K10x[12HCP] Keep bidding with shortage in Enemy suit, even if 12-15 and Ptnr Pass.
1H,[2D],P,[P],2H	eg xx/AQxxx/xx/KQx[11HCP]
1H,[2D],P,[P],2H	eg Ax/AQxxx/x/AQ109x[16HCP] Strong, therefore Double, Dont bid 3C. If Ptnr Bids S, then Bid 3C.
1H,[2D],P,[P],Pass	eg xx/AQxxx/KQxxx/J[11HCP] Dont Bid further as Ptnr has nothing.
1D,[1S],P,[P],Double	eg xx/Kxxx/AJ10x/KQx[13HCP] Compete as shortage in Enemy suit
1D,[1S],P,[P],Pass	eg AQxx/Jx/KQJx/xxx[13HCP] Dont Bid further as Ptnr has nothing.
1D,[1S],P,[P],1NT	eg AQx/Kxx/AKxx/KJx[20HCP] Strong hand with 1+ Stopper.
1S,[2C],P,[P],2H	eg Qxxx/KQJxx/Ax/x[12HCP] Show 2nd suit as if ptnr has C or D, NT not favourable.
1S,[2C],P,[P],Double	eg AQxxx/K10xx/Ax/x[13HCP] If Ptnr Bids 2D, then rebid 2S.

TAKEOUT DOUBLE, 13HCP, Shape approx 4441. or 16+ Any Shape.

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MINIMUM Hand to DOUBLE =13+TP. eg HCP + SHORTAGE IN ENEMY SUIT=13+TP. IS MY HAND STRONG ENOUGH TO DOUBLE		DOUBLER from 2nd/3rd/4th/5th SEATS.	
[1C], DOUBLE: KQxx/AJxx/109876/- =10HCP+3 =13TP 6 Losers Shape 4450 in Unbid Enemy Bids=1D. Void=3,Sgl=2,Db1=.1. NEED 13+TP, 6-8 Losers		DOUBLER eg You = 2nd Seat eg [1H/2H/3H], Double.	
KQxx/AJxx/10987/x =10HCP+2 =12TP 7 Losers Shape 4441 in Unbid KJxx/A10xx/xx/Axx=12HCP+1=13TP 8Losers		DOUBLER eg You = 3rd Seat eg P,[1H], Double	
QJxx/J1098/Kxx/Ax =11HCP+1 =12TP 8 Losers Shape 4432 in Unbid A10xx/AJxx/x/Kxxx=12HCP+2=14TP 7Losers		DOUBLER eg You = 4th Seat eg [1D],P,[1NT],Double. eg [1C],P,[P],Double	
K10xx/AJx/Kxxxx/x =11HCP+2 =13TP 8 Losers Shape 5431 in Unbid KJxx/Q10xx/x/AJxx=11HCP+2=13TP 7Losers		eg [1H],P,[2H/3H],Double eg [1C],P,[1H],Double	
[1C],P,[1H],DOUBLE: AQxxx/xx/Axxxx/x =10HCP+2+1 =13TP Shape 5521 in Unbid Axxx/QJxx/-/Kxxxx=10HCP+3=13TP 6 Losers		DOUBLER eg YOU - 5th Seat eg 1C,[1D],P,[1H],Rebid=Double	
EXAMPLES:			
[1H], You AQxx/x/Kxxx/Qxxx DBL [3H],You KQx/x/AQxxx/KJxx DBL [1D],DBL,[P], YOU Kxx/xx/xxxx/xxx 1S	[1S], DOUBLE [P], YOU	[1S], DOUBLE [2C], YOU = FREE BID	
AQx/xx/QJxx.KQxx DBL A/xxx/KQxxx/KJxx PASS KQJx/Ax/xxx/Jxxx 2S	Must Bid=Longest Suit.	Pass=0-5	
KQx/xxx/AQJx/K10x DBL KQx/AQx/AQxx/Jxx 3NT Kxx/Kxx/K10x/xxxx 1NT	2H=6-9,4H eg Bid @2L=6-9,4H	Double if 6-9,4H	
xx/xxx/AKxx/AQJx PASS AKQJ10/xx/AKQx/Kx DBL AQJ/AKJx/xx/xxx CUE 2D	3H=10-12,4H eg Bid @ 3L=10-12,4H	Bid 3H=10-12,4H	
	4H=13+,4H eg Bid @4L =13+,4H	Bid 4H=13+,4H	
DOUBLER: 2nd SEAT. = 12-15 HCP,No 5 card Major, or 16+ HCP,Any shape.eg [1H/2H], Double. Dblr Ptnr has NOT YET had a chance to BID			
DOUBLER: 3rd SEAT. Bidding Same as if in 2nd Seat eg P,[1H], Double. Dblr Ptnr has PASSED			
RESPONDER = DOUBLERS PTNR needs to show HCP's.eg [1D] ,Dbl, [1S],You eg 0-9, 0-5,6-9,10-12,13+.			
DOUBLER:		BIDS 0-9	
Double = its your 1st chance to DOUBLE eg [1H], Dbl or You Pass/Bid ,[1D],P,[1H], Your Rebid= Dbl.		Contested 0 - 5 Pass ONLY when Enemy's Ptnr bids a suit, hence FREE BID. eg [1D] ,Double,[Suit Bid or NT],YOU=Pass.	
Your Partner has either PASSED or NOT YET had a chance to BID.		UnContested 0 - 5 Bid 4+ card suits up the line. .eg [1D] ,Dbl, [P=UnContested], You.	
Asks Partner to Bid one of the unbid suits as Doubler has 12-15, 3+ cards in All UNBID suits.		If 4333 & 4 card = Enemy Opening suit, Bid lowest 3 card, NOT NT	
		If 4/4 in M , Bid Lower 1st. If 5/5 in M ,Bid Higher 1st.	
12-15 HCP SHAPE = 4441,4432,4450		UnContested 6 - 9 Bid 4+ card suits up the line, but a 4 card Major before a 5 card Minor.	
WEAK HAND = 4 trumps in the Opposite unbid Major. If Enemy bid a Minor,Doubler has 4/4 or 4/3 in M.		Bid @1 Level Major = 6-9, 4+ trumps. eg Kx/QJxx/xx/xxx [1D],Dbl,[P],1H= 6-9. Could be 0-5 if UnContested.	
= 4 trumps in ALL unbid suits [minimum 3+cards in one suit] PLUS 0,1 or 2 in Enemy suit.		If 4/4 in M , 5/5 in M, 4/4 in m, 5/5 in m, Bid Higher 1st.	
= 2 x 4+ trumps in unbid suits if both Enemies bid [incl Enemy 1NT response] .		Contested 6 - 9 Bid 1NT if 1 Stopper in 1st Bid Suit and NO 4 card Major.eg [1H], Double, [1S],1NT	
16+ HCP SHAPE = 1,2 Strong suits = 5/4, 5/5, 6/5 or Balanced 18-19. If 15-17 Bid NT.		Contested 6 - 9 Bid 4+ card suit @1 Level eg [1C],Dbl,[1D],1H=6-9,4+H.	
STRONG HAND Note: If 16+, 6x Major trumps, with or w/out Suit Quality, DOUBLE		Contested 6 - 9 Bid 4+ card suit @ 2 Level eg [1D],Dbl,[2D],2H=6-9,4+H .	
Note: If 19+, 5x Major trumps, with or w/out Suit Quality, DOUBLE		eg [1H],Dbl,[1NT or 2H], 2S=6-9, 4+S @ 2 LEVEL with 6-9HCP	
		eg [1H],Dbl,[1NT or 2H], 3S=10-12, 4+S @ 3 LEVEL with 10-12HCP	
		eg [1H],Dbl,[1NT or 2H], Cue 3H=13+, 4+S @ 4 LEVEL with 13+HCP	
OTHER SHAPES eg [1D], Dbl, [P], 1S, [P], 2H = Kx/AQJxxx/Ax/KQx Double then Change suit =Strong=16+.			
eg [1S], Double = Ax/Qxx/AKxxxx/Ax. Double then Bid your suit later = 16+		BIDS 10+	
eg [1C], P, [1H], Double = AQxx/Kx/Axxxx/xx		Note: If 5/5 in M, bid Higher 1st. If 4/4 in M, CUE Bid Openers m.	
eg [1D],Pass with 16HCP. = AJxx/KJ/xxx/AKxx Unsuitable shape for a Double.		0-5 Pass eg [1D],Dbl,[2D],Pass =0-5. Contested.	
eg [1H], Dbl = AKxxx/xx/Axxx/AQ or AKxxxx/Kx/AJxx/x		0-9 Bid @1L in a 4+ card Major suit eg Kx/QJxx/xx/xxx [1D],Dbl,[P],1H =0-9. UnContested.	
		10-12 Jump @2L in a 4+ card Major suit eg Kxx/QJxxx/xxx/Ax [1D],Dbl,[P],2H =10-12. UnContested.	
EXAMPLES;		DOUBLERS REBIDS GENERAL PRINCIPLES re DBLRS REBID.	
[1C],Double,[P],1H,[P],You AQxx/Q10xx/KQx/xx 13HCP Pass	Dblrs rebid when Ptnr Bids @1 Level:	6-9 Jump @3L,Preempt, 5+card M suit eg x/KJxxx/x/Jxxx [1D],Dbl,[P],3H = 6-9. UnContested	
AKQxx/Kxx/KQx/xx 17HCP Bid 1S	Pass, 13-15	10-12 2NT if 1xStoppers and NO 4 card M. eg Ax/Jxx/KQxx/Jxxx [1D],Dbl,[P],2NT	
AQxx/AQxx/KQx/xx 17HCP Bid 2H	1NT=18-20 with Stopper	10-12 Jump in 4+ card Minor denies 4 card Major and denies a NT response.	
AQxx/AQxx/AQxx/x 18HCP Bid 3H	2NT=21-22 with Stopper	13+ 3NT with 2xStoppers and NO 4 card Major.	
[1H],Double,[P],1NT,[P],You AJxx/x/A10xx/KQxx 14HCP Bid Pass	New Suit= 5+trumps, 18+ FG	13+ Bid Game eg Jump @4L in a 4+ card Major suit.	
A10xx/xx/AQJx/AKx 18HCP Bid 2NT	New Suit=6 trumps, 16+	13+ CUE BID eg [1H/2H],Double, [P], then CUE BID= FG Somewhere. Forcing Doubler to Bid.	
AQxx/Kx/AKx/KJxx 20HCP Bid 3NT	Raise Ptnr=4+trumps,16-18 NF	eg 96/A3/Axxx/KQxxx. Ask Stopper in Enemy M. If NO, Bid m.	
[1D],Double,[P],1S,[P],You Kx/AKQJxx/xx/AQx 19HCP Bid 3H	Jump Ptnr =4+trumps, 19-21 NF	13+ CUE BID eg [1D/2D],Double, [P], then CUE BID= FG Somewhere. Forcing Doubler to Bid.	
Q10x/KQJx/AKx/KQx 20HCP Bid 1NT	CUE = 19+, No suitable Bid, NF	eg Ax/QJxx/KQxx/Jxxx eg KQxx/KQx/xxx/Axx. Ask Stopper in Enemy m. If NO, Bid M.	
[1D],Double,[P],2S,[P],You AQxx/KJxx/xx/Qxx 12HCP Bid Pass	Jump CUE = Splinter with Ptnr Support.	eg A10xx/QJxx/Kxx/Ax eg Axx/Kx/xxx/AKxxx. Ask Stopper in Enemy m. If NO, Bid M.	
AQxx/KQJx/xx/Qxx 14HCP Bid 4S			
[1S],Double,[P],2H,[P],You xx/AKx/AQxx/AKJx 21HCP Bid CUE 2S			
[1D],Double,[P],1S,[P],You AQxx/KQxx/xx/AQxx 17HCP	2S Invite.		
[1D],Double,[P],1S,[P],You AQJx/AKx/xx/AJxx 19HCP	3S Jump.		
[1D],Double,[P],1S,[P],You AKJx/AKx/x/AKJxx 23HCP	4S.		
[1D],Double,[P],1S,[P],You KQx/AJxx/AQx/KJx 20 Balanced.	Bid 1NT.		
Note: 1NT Overall=15-17, hence Double then 1NT=18-20, 2NT=21-22, 3NT=23+			

Need to show 0-9, 10-12 or 13+.

NEGATIVE DOUBLE 3rd Seat. Responding to PARTNER who OPENED, then ENEMY OVERCALL/DOUBLE eg 1m/1M ,[1S], DOUBLE eg 1D,[Dbl], REDOUBLE

A better name is "RESPONDERS DOUBLE" as it is ONLY AVAILABLE TO RESPONDER in Replying to PARTNER's BID.

Note: The DOUBLE says I cant bid what I wanted to bid because of the Overcall. I could have bid if the Enemy didnt Overcall.

eg 1H,[2C], Double,[P],2D,[P],2S KQxxxx/Jx/Qxx/xx[8HCP] eg 1D,[1S],Double,[P],2H,[P],4H eg xxxx/KQxx/QJ10/AQ[14HCP]

Note: If you hold the Enemy suit, PASS, await further Bids. Refer PENALTY Bids. Eg 1S,[2D],Pass eg x/Axx/KQxxxx/xxx[9HCP].

RESPONDER in 3rd Seat eg 1H, [1S], Bid Suit. or 1D,[1S], DOUBLE

0-5 Pass. Bid as usual.

6-9 Bid as normal @ 1 Level .

6-9 1NT incl 1 Cover eg1D,[1S],1NT

10-12 2NT incl 1+ Cover eg1D,[1S],2NT

2S Cue=10+,4 trumps eg 1H,[1S],2S

Double= @1Level=6+ @2Level=8+ @3Level=10+

6+ DBL@1Level: Minor,Minor, Dbl @ 1 Level , 4+ trumps in BOTH unbid Majors. Could have 4/4, 5/4,5/5,6/4 in Majors. eg 1C,[1D],Double = 4+H and 4+S. Note: 1C,[1D],1H = 6+, 4+ H Only.

Major,Major, Dbl @ 1 Level , 4+ trumps in BOTH unbid Minors. Could have 4/4, 5/4,5/5,6/4 in Minors. eg 1H,[1S],Double = 4+/4+ in Minors. Note: 1m,[1S],Dbl=6-9, 4/5H,<4S.

Minor,Major, Dbl @ 1 Level , 4 trumps in OTHER unbid M. eg 1C,[1H],Double = 4xS =10+,4H. NOT 10+,5H

Note: If 5 trumps, bid suit if HCP allow. eg 1D,[1H],1S = 5xS., 6+ eg Axxxx/xxx/Kx/xxx.

Note: If not enough HCP to Bid a 5 card suit @ 2L=10+ ,eg 1D,[1S],YOU = Qxx/KJxxx/xx/Qxx, then DBL. Could = 4xH and 6+HCP or can't bid @ 2Level = 4+H, <10HCP.

8+ DBL@2Level: You need 8+, to Double@ 2 Level, Shapes as above eg 1D,[2C],Double = Minor,Minor,Double @ 2 Level ,4+ trumps in BOTH unbid Majors. Could have 4/4, 5/4,5/5,6/4 in M.

If 10+ and 5 trumps ,Bid @ 2 Level. If not, Double=8+, then Rebid a 5+ card suit= weak 8-9. eg 1S,[2D],Double eg KJ/KJxxx/xx/xxxx[8HCP]

10+ DBL@3Level: You need 10+ to Double @ 3 Level, Shapes as above eg 1D,[3C],Double = Minor,Minor,Double @ 3 Level ,4+ trumps in ONE unbid Major. Note: Dbl=Can't Bid 2H=10+,5H

eg 1S,[3H],Double = Major,Major, Double @3 Level ,4+ trumps in BOTH unbid Minors. Hence=4+H, 8+. Not 10+,5H.

EXAMPLES

1D,[1S],Double eg xxx/K10xxxx/KJxx/- [7HCP] [Note You didn't Bid 2H first, so weak <10HCP.	1H,[1S],Double eg xx/xx/KJxx/Axxxx[8HCP]	6+, Not 10+/5
and If Ptnr Bids 2C , you Bid 2H=weak. A REBID of a NEW SUIT @2L=Weak, 5+ trumps,STOP	1H,[1S],Double eg xx/xx/AJxxxx/Kxx[8HCP]	6+, Not 10+/5
1D,[1S],Double eg Qxx/KJxxx/xx/Qxx [8HCP] [Can't bid @ 2 Level]	1S,[2D],Double eg Ax/K10xx/xx/Jxxxx[8HCP]	8+,4+H, Not 10+/5H
1D,[1S],Double eg Qxx/KJxxx/xx/Qxx [8HCP] [Can't bid @ 2 Level]	1S,[2D],Double eg KJ/KJxxx/xx/xxxx[8HCP]	8+,4+H, Not 10+/5H
1D,[1S],Double eg Ax/AQxx/Kxx/Jxxx [14HCP]	1S,[2D],Double eg Ax/KQxx/xxx/Axxx[13HCP]	8+,4+H, Not 10+/5H
1C,[1D],Double eg Qxxx/AJxx/xxx/xx[7HCP]	1S,[2D],Double eg Qxx/AJxx/xx/Axxxx[11HCP].	Cue raise 3D=10+/3+S.
1C,[1D],Double eg KQxx/10987x/xx/Kx[8HCP]	1S,[2D],Pass eg x/Axx/KQxxxx/xxx[9HCP].	Holding Enemy suit,Pass
1C,[1D],Double eg QJxx/KQxx/AJ/xxx[13HCP]	1C/1D,[1S],Bid 2H eg xx/AKJxx/Qx/Qxxx[12HCP]	10+/5+H
1C,[1D],Bid 1S eg AQxxx/KQxx/x/Qxx[13HCP]	1C/1D,[1H],Double eg Qxxx/xx/Jxxx/Axx[6HCP]	6-9,4S
1C,[1D],Bid 1S eg AJ10xx/AQxxx/xx/x[11HCP]	1C/1D,[1H],Bid 1S eg A109xx/xxx/xx/Kxx[7HCP]	6+,5S
1C,[1D],Bid 1S eg AJxx/xx/xxx/Qxxx[7HCP] Only promises 4xS.	1C/1D,[1H],Double eg A109x/Ax/AQJx/xxx[15HCP]	6+,4S
1C,[1D],Bid 1H eg xx/K10xx/Ax/Jxxxx[8HCP]	1C/1D,[2H],Double eg KJxx/xx/AJx/xxxx[9HCP]	8+,4S
1C/1D,[1S],Double eg xx/QJxx/A10x/xxxx[7HCP]	1C/1D,[2H],Double eg Axxxx/xx/Jxx/Axx[9HCP].	8+,4S, Not 10+/5S
1C/1D,[1S],Double eg Ax/QJxx/Q10xx/AJ[13HCP]	1C/1D,[2H],Bid 2S eg Axxxx/xx/Axx/Kxx[10HCP]	10+/5S
1C/1D,[1S],Double eg xx/QJ10xx/Kxx/Qxx[10HCP]	1D,[2C],Double eg Q10xx/Kxxx/xx/Kxx[8HCP]	8+,4/4M
1D,[2C], Double eg KJxx/xx/Axxx/xxx [8HCP]. = Only 1x4card M*. Note* but you have a REBID in Ptnrs m.		

RESPONDER in 3rd Seat eg 1D,[DOUBLE], ReDbl.

Note: pretend Opener not Doubled and Bid as usual.

General: Any, [Double], You

EXAMPLES:

0-5 Pass	Bid @1L= 1 Any=6-9,4+	eg 1C,[Dbl], 1D/1H/1S = Bid @ 1L= 6-9, 4+trumps. If 10+ then Redouble.
6-9 Bid @ 1 Level, if possible. 4+ suit. eg 1D,[Dbl],1H/1S = 6-9.	Bid @2L= 2 Any=6-9,5+	eg 1H,[Dbl], 1S = Bid @ 1L= 6-9, 4+trumps
6-9 1NT Bid as normal @ 1 Level if possible. eg1D,[Dbl],1NT = 6-9.	If 10 +, then Redouble.	eg 1S,[Dbl], 2C/2D/2H = Bid @2L= 6-9, 5+trumps [if 10+ then ReDbl].
6-9 Bid @ 2 Level, if forced to. 5+ suit. eg 1S, [Dbl], 2C/2D/2H. If 10+ ReDbl.		eg 1C,[Dbl], Redouble = 10+ [Dont Bid a new suit @2L if 10+, ReDbl].
6-9 Raise Trumps @ 2 Level, 3 trumps. eg 1H, [Double], 2H .		eg 1H,[Dbl], Redouble = 10+ [Dont Bid a new suit @2L if 10+, ReDbl].
6-9 Bergen. Bid 3C=6-9 , 4 trumps.		
10+ Bergen. Bid 3D=10-12, 4 trumps.		

0-6 Raise Trumps @ 3 Level, 4 trumps = Preemptive eg 1H, [Double], 3H

OPENERS REBID: eg 1H,[Double],Redouble,[1S], You. Note: Redouble Could=4/5S,10+.If 6-9, Bid 1S.

10+ REDOUBLE = 10+ and promises a Rebid

Q10x/AKxxx/Ax/Jxx PASS allow Ptnr to Double

= Waiting, Maybe No fit with Ptnr. Maybe 10+, 3 trump support [unbalanced].

x/AQJxxx/xxx/KJx Bid 2H= 12-15 and 6 trumps

= Difficult to show my bid = 10+ HCP. If 10-12 balanced, Rebid= 2NT. If 13+ bal., Rebid 3NT.

xx/AKJxx/KJ10xx/x Bid 2D=12-15 and Distribution

SUPPORT DOUBLES : OPENER BIDS a MINOR, PARTNER RESPONDS A M, OPENERS REBID=DOUBLE. eg OPENERS REBID = DOUBLE= SUPPORT 3 x card PARTNERS MAJOR.

YOU OPEN a Minor, PTNR BIDS M @ 1Level , AN ENEMY BIDS/DOUBLE, OPNR REBID=DOUBLE,12-19 eg 1C,[P],1S,[2H],DOUBLE= 3xS support.

When PARTNER responds a Major @ 1 Level eg 6+, 4+M **Examples: How Opener shows Partner M support.**

Opener: only do a "Support Double" when Partner can REBID @2L.	1D,[P],1S,[2C],DBL=3 trump support, 13+
OK: eg 1D,[P],1H,[1S],Double eg 1C,[1H],1S,[2H],Double eg 1D,[P],1S,[2C], Double	1D,[P],1S,[DBL],REDBL=3 trump support, 13+
NOT OK: eg 1S,[P],2C,[2H] 1C,[P],1H,[2S] 1C,[P],1H,[3C] 1C,[1H],2C,[2H].	1D,[P],1S,[DBL],2D=NO S support, 5+D,13-15

When PARTNER responds a Major @ 2 Level eg 10+, 4+M 1D,[P],1S,[2C],2S=4 trump support, 13-15

eg 1D,[1S],2H,[2S], **Double = 3xH trumps** c/- eg 1D,[1S],2H,[2S], **CUE 3H = 4xH trumps** 1D,[P],1S,[2C],3S=4 trump support, 16-18

ENEMY DOUBLE, YOU REDOUBLE. 1D,[P],1H,[Double],ReDouble=3xH trumps. 1D,[P],1S,[Dbl],ReDBL Jxx/Axx/AKxxx/xx 1H,[P],1S,[2C],2D=NO S Support, 13+

EXAMPLES: OPENERS REBIDS:

1D,[P],1H,[2C],Double Jxx/Axx/AKxxx/xx	1C,[P],1S,[2H],Double Axx/xxx/xx/AKJxx
1C,[1D],1S,[2D],Double Qxx/Axx/xxx/AKxx	1D,[1H],2C,[2H],Double Axx/xxx/xx/AKJxx
1C,[1D],1S,[2D],Double Kxx/Kx/xxx/AQxxx	1H,[P],1S,[2C],Double xxx/AQJxx/Kxx/Ax
	1C,[P],1H,[1S],Double[P],1NT,[P],? Kxx/Axx/x/AKQxxx Bid 3C or 3NT

EXAMPLES: RESPONDERS REBIDS:

1D,[P],1H,[2C],Double[P],? Qxx/KJxxx/xx/xxx Bid 2H.	Axx/KJxxx/xx/Kxx Bid 3H	AJx/AJxxx/xx/Kxx Bid 4H.
1D,[P],1S,[2C],Double[P],? Qxxx/KJx/xxxx/xx Bid 2D.	1D,[P],1S,[2H],Double[P],? K10xx/Jxx/Kxx/xxx Bid 2S 4/3 fit.	

RESPONSIVE DOUBLES = REPLY TO PTNR who OVERCALLED or DOUBLED.

RESPONSIVE DOUBLES = REPLY to PARTNER = OVERCALLER eg [1D],1S,[2D],DBL eg [1D],DBL,[2D],DBL OPENER
 The OVERCALLERS PARTNER = ADVANCER. **If the ADVANCER DOUBLES = RESPONSIVE DOUBLE**** ADVANCER [4th Seat] OVERCALLER = SUIT BID or
**DOUBLE=RESPONSIVE DBL DOUBLE=TAKEOUT DBL

EXAMPLES: RESPONDER

Note: Double Asks Partner to choose, as my Bid is Difficult, HCP to compete but no clear bid. eg [1D],Dbl,[2D],Dbl Kxxx/Axxx/xx/Qxx. Raise Opener/Bid NT

RESPONSIVE DOUBLE HCP=6+ ENEMY BID ONE SUIT/NT. eg [1D],Dbl or Overcall,[1NT/2D],YOU=DBL*.

Note: When the RESPONDER does a Double, then his Strength is indicative of the level he forces the Doubler to rebid.

Note: DBL* eg Responders Double, asks Doubler to Choose. Responder has BOTH Opp M or BOTH Opp m.

	RESPONSIVE DBLR SHAPE.	If Total Pts	Rebid to Level	
MINOR: eg [1D], Double, [1NT/2D], Double = Both Majors.	4+/4+ in Both M.	6+	@2L	eg [1m],Dbl,[2m],Dbl=Responsive Dbl=4/4M
Note: Initial Doubler has 3+ in All Unbid suits.		10+	@3L	Ptnr=AQxx/KJx/x/KJxxx 14HCP, You Kxxx/Qxxx/xxx/Qx 7HCP
		13+	@4L	
MAJOR: eg [1H], Double, [1NT/2H], Double = Both Minors.	4+/4+ in Both m	10+	@2L	eg [1S],Dbl,[2s],Dbl=Responsive Dbl=4/4 in m and Denies Other 4xM.
[*Not Opposite M].		13+	@3L	
eg [1H], Double, [1NT/2H], Other Possible Bids	2S =6-9, 4+S	eg <=3 Other M		Ptnr Overcalls and NOT Double.
	3S =10-12, 4+S			[1D],1S,[2D], You= Responsive Dbl= Unbid Suits and <3xS.
	CUE 3H =13+, 4+S			Ptnr= AKxxxx/Qx/xxx/Qx or AKJxx/Qx/xxx/Axx or AKxxx/Qxxx/xx/Qx
Other shapes for a Responsive Double:	eg [1C], 1D, [1NT/2C], Double = Both Majors.			or AKxxx/x/xxx/QJxx You: Qx/KJxx/xx/K10xxx
	eg [1C], P, [1NT], Double = Both Majors.			

[1S],2H,[4S],Dbl = Takeout	
[1H],Dbl,[2H],Pass Kxxx/xxx/xx/xxxx 3	[2H],2S,[3H],3S QJx/xx/Kxxx/Kxxx 9
[1H],Dbl,[2H],Dbl Kxx/xx/AJxx/Qxxx 10	[2H],2S,[3H],Dbl xx/xx/KQxxx/AQxx 11
[1H],Dbl,[2H],2S AQJ/xx/Jxx/xxxx 8	[2H],2S,[3H],Pass x/QJ109/Axxx/xxxx 7
[1H],Dbl,[2H],Dbl Axx/QJx/xxxx/K10x 10	[2H],2S,[3H],3NT KJ/AQx/10xxx/Jxxx 11
[1H],Dbl,[2H],2S KJxx/xxx/Qxxx/Jx 7	[1H],Dbl,[2H],Dbl Qx/xxx/QJxx/KJxx 9.
[1S],Dbl,[2S],3H xxx/QJxxx/Kxx/Kx 9.	Invite. C/- [1S],Dbl,[2S],Dbl xxx/QJxxx/xxx/Kx 6HCP = Dbl= Unbid Suits and Denies 4H or I want to Bid 3H and NOT Invite. Then Rebid 3H=STOP.

EVALUATING STRENGTH of HANDS

HCP High Card Points:

A=4, K=3, Q=2, J=1

Use HCP plus Length Pts to OPEN = Total Points TP's.

Use HCP & Distribution Pts only, after trump suit agreement.

Length Points: Add 1 Pt for every card over 4 cards in ANY suit

Distribution Points, after suit agreement:

Void =3, Single = 2, Double=1 plus 1 for each trump >3 or

Void =5, Single = 3, Double=1 if holding 4+ trumps.

PLAYING TRICKS needed to Open a WEAK TWO or PREEMPT.

Total PLAYING TRICKS = Sum of the following:

Trump Suit Honours...Count A=1,K=1,Q =1[if also any other honour], J=0.5 with an A or K.

Trump Length Tricks...Count each card after the 3rd card.

Other QT's Quick Tricks eg EACH "A" or "K" ONLY in Other suits..... Exclude Voids /Singles etc..

A Second 4 card length suit = 1 Trick

eg Trump Suit Honours and Length Tricks: AKxxxx=6 KQxxxx=6 AKxxx=5

Axxxxx=5 AKJxxxx=6.5 QJxxxxx=6

Kxxxxxxx=6 AQxxxxx=6

SUIT QUALITY is needed to OVERCALL: and Bid Weak @ 2 Level or 3 Level.

Note: **SQ = Number of Tricks you can win eg SQ = 8 = 8 Tricks = a 2 Level Bid.**

SQ = Number of cards in your trump suit plus the number of Honours in that suit.

[you can only include a J or 10 if you have a higher Honour as well].

eg 52,Q8643,AK, J732 =SQ of 6 = Pass

eg 732,AK873,K83,97 =SQ of 7 = bid @ 1 Level.

eg 732,AK8732,K8,97 =SQ of 8 = bid @ 2 Level.

eg 32,AK87432,K8,97 =SQ of 9= bid @ 3 Level.

Need 16+, >3 QT's, 2+ Ptnrs trumps. Then raise from 3 Level to 4 Level,NV.

QUICK TRICKS needed to Respond to Ptnrs Weak Twos and Preempts.

Total QUICK TRICKS= Sum of Following:

Quick Tricks: Only 2 in every suit, max 8 in total.

eg AK=2,AQ=1.5,KQ=1,A=1, K=0.5, KQJ=1.5,AJ10=1.5,QJx=0 .

Other Voids=2 Tricks, Single=1 Trick

eg H Trumps x/Kx/AKxxxx/xxxx = single=1,K=0.5,AK=2: Total=3.5

eg H Trumps KQ/K873/AKxxxxx/Nil = KQ=1, K=1, AK=2, Void=2: Total=6QT.

RULE of 22 /10/15 re OPENING. Plus Rule of 11 re LEADS

Opening 1st /2nd : RULE of 22. [if you lack 10 fingers and 10 toes = 20 ...Pass]. RULE 22 adds 2 QUICK TRICKS.

Use Rule of 20 = Add the Number of High Card Points HCP plus the Number of Cards in the 2 x longest suits = > 20 eg K10/J10x/Axxx/Axxx =12HCP+4+4=20

Opener, as 1st or 2nd in hand, can Open with < 12 Pts if Rule of 20 complies. The Total Count requires 2 x QT [Quick Tricks] or 2 x PT [Playing Tricks] in the long suit.

Opening 3rd: LIGHT. 10+

Open LIGHT eg 10+ HCP ,but must be a strong lead directing suit. eg xx/KJ10xx/AQxx/xx 1H = 10+,5trumps,lead directing.

Opening 4th: RULE of 15. 10+ HCP etc..

If 13+ HCP, Open as normal. If 12HCP only, dont Open a Minor. Use Rule of 15 ONLY with 10-12HCP and a Major suit/s.

RULE 15 = HCP plus number of SPADES = 15+. eg 10+ 2xS =12. PASS. eg 10 HCP + 5xS =15 OPEN 1S. xx/KJ10xx/AQxx/xx =10HCP eg KJ10xx/xx/AQxx/xx =10HCP

EXAMPLES:	RULE:	K10/J10x/Axxx/A10xx =12HCP	KJ10xx/xx/AQxx/xx =10HCP	xx/KJ10xx/AQxx/xx =10HCP
1st SEAT	22	OPEN 12+4+4+2 QT =22	PASS 10+5+4+2QT=21	PASS 10+5+4+2QT=21
2nd SEAT	22	OPEN 12+4+4+2 QT =22	PASS 10+5+4+2QT=21	PASS 10+5+4+2QT=21
3rd SEAT	LIGHT 10+	OPEN 1D as normal.	OPEN 1S, 10+, LEAD Directing	OPEN 1H, 10+, LEAD Directing
4th SEAT	15	PASS 12+ 2xS =14	OPEN 10+ 5xS=15	PASS 10+ 2xS =12

RULE of 11 = Lead 4th Highest in Defence against NT Contract.

Subtract the face value of the card lead from 11 = Number of cards remaining that are higher in the other 3 suits

eg West leads 6 from AJ86*, Dummy = K1074, East Ptnr has Q92, therefore South Declared has NO cards above the 6*, hence East can play the 2.

