

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ ♦	2♦ Criss X, 6-9Hcp, 5+♣	3♦ Splinter short ♦ 6 loser
1♥ 6+ HCP, 4+ ♥	2♥ 6+♥,8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+ ♠	2♠ 6+♠,8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP 4+♣ (no 4M)	2NT 10-12hcp, no 4M ,4+♣	3NT 13-15 HCP (no 4M)
2♣ 10+ HCP 5+♣ (no 4M)	3♣ Criss X 0-5 HCP, 5+ ♣	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 6+♥, 8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+ ♠	2♠ 6+♠, 8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP (no 4M)	2NT Bal10-12 HCP ,4+♣ no 4M	3NT Bal 13-15 HCP (no4M)
2♣ 10+HCP, 5+♣, 1 rd for	3♣ Criss X 6-9 Hcp, 4+♦	4♣ Splinter short ♣ 6 loser
2♦ 10+ HCP, 4+♦ 1 rd for	3♦ riss X 0-5 HCP, 5+ ♦	4♦ Minorwood,
other		
1♥ 1♠ 6+hcp, 4+♠	2♥ Good 7-9 3♥	3♦ Bergen 4+♥ 10-11
1NT 4-12 HCP forcing 1 RD	2♠ Bergen 3♥ 10-11 unbal	3♥ weak, 4+♥
2♣ GF 4+♣	2NT GF ♥ Jacoby	3♠ 0/x ♠ ,Game Values
2♦ GF 4+♦	3♣ Bergen 4+♥ 5-9	3NT 3♥ Bal 13-15
other		
1♠ 1NT 5-12 HCP forcing 1 RD	2♠ Good 7-9 3♠	3♥ Bergin 3♠ 10-11 unbal
2♣ GF 4+♣	2NT GF ♠ Jacoby	3♠ Weak 4+♠ 0-6 unbal
2♦ GF 4+♦	3♣ Bergen 4+♠ 5-9	3NT 3♠ Bal 13-15
2♥ GF 5+♥	3♦ Bergen 4+♠ 10-11	4♣ Splinter short ♣ 6 loser
other		
1NT 3♣ GF Puppet	3♠ GF 3♠ 31(5/4) shape	4♦ Minorwood (♦)
3♦ GF Minors	3NT To Play	4♥ To Play
3♥ GF 3♥ 13(5/4) shape	4♣ Minorwood (♣)	4♠ To Play
other	2♣= Stayman (Garbage or limit raise)	
2♣ 2♦ 0-1 Controls	2NT 4 controls	3♥
2♥ 2 Controls (2K or 1A)	3♣ 5 controls	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ Pass or Correct	3♣ GF 5+c	3♠ Pass or Correct
2♠ Pass or Correct	3♦ GF 5+♦	3NT
2NT strong Inquiry	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Pass or Correct	3♦	3NT To play
2NT strong Inquiry	3♥ Pre-emptive	4♣
3♣	3♠ 5+♠ forcing	4♥ To play
other		
2♠ 2NT strong Inquiry	3♥ 5+♥ Forcing	4♣ Splinter short ♣
3♣ Pass or Correct	3♠ Pre-emptive	4♥ Splinter short ♥
3♦ 5+♦ Forcing	3NT to play	4♠ To play
other		
2NT 3♣ Muppet	3♠ minor ask	4♦ Minorwood(♦)
3♦ Transfer ♥	3NT 5♠+4♥	4♥ To Play
3♥ Transfer ♠	4♣ Minorwood(♣)	4♠ To play
other	4N=Quant Slam Interest	

9. CONVENTIONS

Unusual NT: Ghestem 2 Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2way, Suits up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X T/o Short ♠, 2♥=Takeout Short ♥, 2N=15-18, Others Natural 5+ suit

RCO style 2-s 2NT=15-18 (then Muppet), 1st X Values 15 +, 2nd X T/O, 3rd X Penalties

Other 2-s

Defence (1♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 2=Weak 2

to

strong (2♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 3=Weak 2

1♣ / 2♣

Over 1NT Interference If Pen X=SWINE else System on

Lebensohl - other uses Weak 2 X, 2Lvl interference 1NT

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1NT 2overcall X=Penalties

SWINE:1NT - (Pen X) : XX asks for 2♣ and pass my next bid or bids 44 touching

SWINE:1NT - (Pen X) : Pass asks for XX; pass strong; or Bids weak 5+ suits

SWINE:1NT - (Pen X) : 2♣ =♣+Major; 2♦=♦+♠; 2♥♠= good 5+ able to 3lvl; 2N=minors

After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out

X opp NT in 4th Seat = Values at least mid range opp NT