

OPENING	ART	MIN. NO. OF	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	9-21 HCP	1M may contain longer ♦ if not INV+. 1NT = 6-10 HCP, denies 4M. 2♣ = GF, 12+HCP, 5+♣, usually no 4M. 2♦ = limit raise 9-11. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3♣ = 0-8 HCP, 5+♣.	2-way checkback after 1NT rebid. 3♦ checkback over 2NT rebid. 1♣-1♦/♥-1NT doesn't deny 4♠. 1♣-2♣-2♦/♥ show unspecified shortness 11-14/15+	Note 1
1♦		4	4♥	9-21 HCP	1NT = 6-10 HCP, denies 4M. 2♣ = nat, GF. 2♦ = GF, 12+HCP, 4+♦, usually no 4M. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3♣ = limit raise 9-11. 3♦ = 0-8 HCP, 4+♦.	2-way checkback after 1NT rebid. 3♦ checkback over 2NT rebid. 1♦-1♥-1NT doesn't deny 4♠. 1♦-2♦-2♥/♠ show unspecified shortness 11-14/15+	Note 1
1♥		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, denies 4♠, semi-forcing. 2♣/♦ = nat, GF. 2♥ = 6-9 HCP, 3/4♥. 2♠ = nat pre-empt (≤6 HCP). 2NT = GF, 12+ HCP, 4+♥. 3♣ = 8-10 HCP with 4♥ (or min GF). 3♦ = 9-11 HCP with 3♥ (or min GF). 3♥ = ≤6 HCP, 4♥. 3♠ = unspecified singleton. 3NT = ♠ void. 4♣/♦ = void.	AFTER 1♥-2NT: 3♣ = min., shortness or 3+ controls, 3♦ = extras with shortness, 3♥ = min. with 6+ hearts, no void, no singleton A/K, 3♠ = extras, no shortness, 3NT = extras, balanced 5332 or 5422, 4m = 5 card suit, 4♥ = min., no shortness, <3 controls. 1♥-1NT-2♣- (2♦ = relay to 2♥, 2♥ = 8-10, 2♠ = good ♣ raise)	Note 2 Note 6 (Drury)
1♠		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, semi-forcing. 2♣/♦/♥ = nat, GF. 2♠ = 6-9 HCP, 3/4♠. 2NT = GF, 12+ HCP, 4+♠. 3♣ = 8-10 HCP with 4♠ (or min GF). 3♦ = 9-11 HCP with 3♠ (or min GF). 3♥ = nat 10-12, 6+ suit. 3♠ = ≤6 HCP, 4♠. 3NT = unspecified singleton. 4♣/♦/♥ = void.	AFTER 1♠-2NT: 3♣ = min., shortness or 3+ controls, 3♦ = extras with shortness, 3♥ = extras, no shortness, 3♠ = min. with 6+ spades, no void, no singleton A/K, 3NT = extras, balanced 5332 or 5422, 4m/♥ = 5 card suit, 4♠ = min., no shortness, <3 controls. 1♠-1NT-2♣- (2♦ = 5+♥, 2♥ = relay to 2♠, 2♠ = 8-10)	Note 2 Note 6 (Drury)
1NT			4♥	15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	2♣ = Stayman. 2♦/♥ = xfer. 2♠ = range ask or ♣. 2NT = puppet. 3♣ = xfer to ♦. 3♦/♥ = xfer slam try. 3♠ = minors 5422. 4♣ = 6+/5+ majors. 4♦/♥ xfer to ♥/♠. 4♠ = 5+/5+ minors.	Superaccept of major-suit xfer : jump to 3 with min, bid 2NT with max (both with 4-cd support). Puppet: 3♣ = no 5cM, 3♥/♠ = 5 card suit	Note 5
2♣	x			22+ BAL or any GF	2♥/♠ = 8+HCP, good 5-c suit. 3♣/♦ = 8+HCP, good 6-c suit. 2♦ = all other hands. 2♣-2♦-2♥-2♠ = (24)25+ bal /♥/♥+other	2NT = 22-23(24) HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.	As over 2NT op.
2♦		5		Usu. 6-c suit, 5-10 HCP (but 10-14 in 4 th pos). Can be lighter in 3 rd pos.	2NT = feature enquiry, usually constructive, may be tactical. New suit = F1 unless NV vs V. Splinters. 4♣ = RKCB (mod. responses)	2x-2NT: 3♣ = max HCP, feature. 3♦ = min HCP. 3♥ = max HCP, feature. 3♠ = max HCP, feature. 3NT = AKQxxx	
2♥		5		As above	As above	As above with 3♥ as min HCP	
2♠		5		As above	As above	As above with 3♠ as min HCP	
2NT				20-21 bal or semi-bal (e.g. 5422 and 4441 both possible)	3♣ = Stayman. 3♦/♥ = xfer. 3♠ = ♣. 4♣ = ♦. 4♦ = both majors 5+/5+. 4♥ = 5♣/4♦. 4♠ = 5♦/4♣.	AFTER 3♦/♥: Opener accepts with 3+ support (now new suit is nat.), else bids 3NT (now new suit is xfer)	
3♣		6		Pre-emptive	New suit = natural GF unless NV v V. 4♦ = RKCB (mod. responses)		
3♦		6		Same as above	Same as above but 4♣ = RKCB (mod. responses)		
3♥		6		Same as above	Same as above		
3♠		6		Same as above	Same as above		
3NT	x			Solid 7+Card minor, no outside A or K	4/5♣ = Pass or correct, 4♦ = shortage enquiry (steps, 4NT = none)	HIGH LEVEL BIDDING	
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB	
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	DOP1 and DEPO	
4♥		7		To Play	4♣/5♣/♦ = cue; 4NT = RKCB	Lightner DBLs	
4♠		7		To Play	5♣/♦ = cue; 4NT = RKCB	5NT Pick A Slam	
4NT	x			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2	Specific King Ask	
5m		7		Pre-emptive		Exclusion RKCB 0314	
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430	

Note 1: Transfers after opponents overcall our 1m with 1D/1H

1C – (1D) –

X = 4+ hearts
 1H = 4/5 spades
 1S = no 4+ major
 1NT = natural
 2C = natural raise
 2D = 6+ hearts
 2H = 6+ spades
 2S = GF club raise
 2NT = natural 10-12
 3D = 5+/5+ in majors

1C – (1H) –

X = 4/5 spades
 1S = <4 spades
 1NT = natural
 2C = natural raise
 2D = natural, F1
 2H = 6+ spades
 2S = GF club raise
 2NT = natural 10-12
 3C = natural raise

1D – (1H) –

X = 4/5 spades
 1S = <4 spades
 1NT = natural
 2C = natural, F1
 2D = natural raise
 2H = 6+ spades
 2S = GF diamond raise
 2NT = natural 10-12
 3D = natural raise

Note 2: Transfers after double of our 1M opening or overcall

1H – (X) –

XX = 10+ generally balanced, can include 3-cd support
 1S = spades
 1NT = clubs
 2C = diamonds
 2D = good heart raise 8-10
 2H = weak heart raise 5-7
 2S = 7-9 heart raise with 4+ hearts
 2NT = lim+ raise, 4+ card support
 3X = fit jump

1S – (X) –

XX = 10+ generally balanced, can include 3-cd support
 1NT = clubs
 2C = diamonds
 2D = 5+ hearts
 2H = good spade raise 8-10
 2S = weak spade raise 5-7
 2NT = lim+ raise, 4+ card support
 3m = fit jump
 3H = 7-9 spade raise with 4+ spades

Similar treatment over: (1m) – 1M – (X) – (?) except 2M shows 6-9 without top honour, 2(M-1) shows 6-9 with top honour, transfer to opener's suit is a cue raise (10+)

Note 3: Leaping Michaels and non-leaping Michaels

Defence to natural 2D opening:

- 4C = clubs + a major, 5+/5+
- 4D = both majors, 5+/5+

Defence to natural 2M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

Defence to natural 3m opening:

- 4m (opener's minor) = both majors, 5+/5+
- 4om = other minor and a major, 5+/5+

Defence to natural 3M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

Note 4: Lebensohl over double of opponents' weak 2-level opening / over opener's reverse

(2D) – X – (p) –

2H/S = natural, weak
 2NT = 0-7, relay to 3C to play in 3C (partner bids 3C unless strong)
 3C = natural, 8+ points

(2H) – X – (p) –

2S = natural, weak
 2NT = 0-7, relay to 3C to play in 3C or 3D (partner bids 3C unless strong)
 3C = natural, 8+ points
 3D = natural, 8+ points

(2S) – X – (p) –

2NT = 0-7, relay to 3C to play in 3C or 3D or 3H (partner bids 3C unless strong)
 3C = natural, 8+ points
 3D = natural, 8+ points
 3H = natural, 8+ points

After opener's reverse (F1 16+ pts):

Rebid 2M = natural, forcing

Lowest of 2H/2S/2NT is lebensohl relay to 3C (various strengths)

Rebid 3M = semi solid suit with slam interest

Note 5: Transfer lebensohl after interference over our 1NT

e.g. 1NT – (2S) –

- X = takeout
- 2NT = relay to 3C either to play 3C, or as a prelude to sign-off in 3D or 3H,
 - Or to follow with 3S to show 4H and no S stop (SANS),
 - Or to follow with 3NT to show no S stopper, no 4H (SANS)
- 3C = 5+ diamonds, 8+ points
- 3D = 5+ hearts, 8+ points
- 3H = transfer cuebid, multiple hands with shortness (0/1) in opponents' suit
- 3S = 5+ clubs, 8+ points
- 3NT = to play with spade stop (FASS)

Transfers end at 4NT

No transfers after 4 level or higher intervention

Note 6: Drury over 1M opening in 3rd/4th seat

After 1M opening in 3rd or 4th seat

- 2C = 3+ card support, max. passed hand
 - Now 2M by opener shows weakest hand
 - Jump by opener is shortage with slam interest
- 2M = raise, worse hand than 2C bid
- 2NT = 4+ support and shortage
 - 3C asks
 - 3D = short club
 - 3H = short diamond
 - 3S = short other major
- 3-level bids are fit jumps showing 3+ support and a good 4+ card working side suit typically with 2-3 working honours (e.g. AJ10xx)