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Precision and Superprecision Bidding

by Belladonna and Garozzo

1C Opening Bid - (almost) any 16+ HCP hand

Response Summary

1D = 0-7 HCP

1H/1S/2C/2D = 8+ HCP, 5+ suit (longest suit, or higher of equals)

1N = 8-13 HCP balanced (if contains 5m, it is weak one)

2H/S = 4-7 HCP, 6-7 cards, 2 of 4 top honors (not AK)

2N = 14+ HCP balanced

3C = 8-13 HCP, 1444 or 4441 (black singleton)

3D = 8-13 HCP, 4144 or 4414 (red singleton)

3H = 14+ HCP, 1444

3S = 14+ HCP, 4441

3N = any solid 6/7-card suit and 1+ side controls (A or K) (if 7-crder maybe no side ctrl)

4C = 14+ HCP, 4414

4D = 14+ HCP, 4144

After 1C-1D

Opener's rebids

1H/S = 5+ cards, or 4-card with side 5+ minor, or maybe 4441, NF

1N = 16-19 HCP

2C/D = 5+ cards, NF

SJS = GF, <4 losers, 4+ cards if M

2N = 20-22(-) HCP

3H/S = one-suiter, 8.5-9 tricks

3N = 25-27 HCP bal

A. 1C-1D-1N-

Pass = 0-5

2C = 6-7 HCP, either 4441 or balanced

2D = 16-17 HCP, no 4-card major

2H = 1444, 2S = 4144, 2N = to play

2H = 16-18(-), 4H

Pass = 4H min, 2S = 4S not 4H, 2N = to play, 3H = invit

2S = 16-18(-), 4S

Pass = 4S, 2N = to play, 3S = invit

2N = 18 HCP, no major

Pass/3NT = to play

3C = 18-19 HCP, at least one major, GF

3D = Stayman (promises a major), 3N = no major interest

3D = 19 HCP, no major, GF

3H = 1444, 3S = 4144, 3N = to play

(continuations for bids below just like after opening 1N)

2D = xfer to 2H

2H = xfer to 2S (may be 4S-5m invite)

2S = 6-7 HCP, 5-5 in touching suits

2N = weak minor, or 6-7 HCP 5-5 in non-touching suits

3m = invit

3M = invit

B. 1C-1D-2N (see opening 2NT for developments)

Pass = 0-3 HCP

3C = Stayman with a major

3D = no major (3M = 5M-4oM)

3H/S = natural

3D/H = xfer (new suit rebid = 5-4-[3-1] dist)

3S = 5-5 touching suits, GF

3N = to play

4m = 5-5 non-touching suits, GF, lower of pair

C. 1C-1D-3N

Pass = to play

4C = interest in majors, or slam-going unbal hand

4D = no major

4M = 5-cards, no slam (4N to play)

4N = slam invite, 5-4(+) unbal dist. (5m = 4m333, 5M = 3M-4c-4d)

5m = 6-cards, min, side major

5M = nat, slamtry in suit

6m = to play, with side major

4H = 4-cards

Pass = to play

4S = 5S, slam interest (3N = 3433, 4m = 4-cards)

4N = slam try (demands bid second suit or 5H)

5m = 6m-4S, min

5H = TAB

6m = to play, with 4S

4S = 4-cards (4N = as above, 5m/6m as above, 5H = slam try H, 5S = TAB)

4D = slam try, D or both minors

new suit = natural with good D supp.

4N = min, no fit (Pass = min, 5C = 2-suiter min, 5D = max 1-suiter, 6C = max 2-suiter)

4M = to play

4N = 7 HCP bal (if opener max, bid up-the-line)

5any = 6-7 HCP, 6-card suit

D. 1C-1D-1M

Pass = 0-2 HCP, 2-3 cards

1S = 4-7 HCP 4+ cards, or 3 HCP 5+ cards

1N = 4-7 HCP (denies spades)

2lower = 4-7 HCP 5+ cards, may hold 3-card supp.

raise = 3-5 HCP, 3-4 cards

3m = 6-7 cards, 2 of 3 top honors

double-raise = 6-7 HCP, 4+ cards

2S/1H or 3H/1S = 7-cards

4m = 6-7 HCP 2 ctrls (at least one of which is in m bid), any splinter

E. 1C-1D-2m

Pass = worthless hand

2 suit = 5-7 HCP, 4+ cards

2N = 5-7 HCP, bal

3M = 7-card suit

raise = 5-7 HCP, Hxx supp. , no 5M

4C/D = 4+ support, 2 cntrls, any splinter (4om shows cue, 4m denies that cue)

F. 1C-1D-SJS

2M = < 4 losers, 4+ cards (2S denies 4H), begins GAB's

GAMMA ASKING BIDS

1-step = xx(x) 2-step = x/-- 3-step = H(x) 4-step = Hxx

5-step = xxxx 6-step = Hxxx 7-step = HH(x) 8-step = HHxx

(over interference, responder bids normal if not stolen, else passes, and bids original steps over opener's X)

- After a GAB showing 0-3 cards, new suit (NT = the response suit) is same GAB.
- After a GAB showing 4+ cards, a fit is found, and new suits are cue-bids.
- After responder shows equal holdings in 2 GAB's, if opener bids a third suit, it asks responder to choose the his stronger of original two asked suits.
- After 2 GAB's, opener can rebid an asked suit to show an extra card (5, usually), which negates the possibility of playing in the second-asked suit, which was probably a fragment.

3m = < 4 losers, 5+ cards, no side major

3D = 4+ D, no 5M

3H = 5+H (4H = to play, 3N = 0-1H, 3S = cue with good H fit, 4m = doub H, 4om = natural)

3S = 5+ S (3N = 0-1S, 4m = 2S or cue with 4S, 4S = to play, 4om = natural)

3N = 6-7 HCP natural (may be weaker over 3D)

4m = Hxx+, at least one side cntrl (cue or sign-off)

G. 1C-1D-3M

Pass/4M = to play

3NT = rare = to play

cue = 2 ctrls, good trumps, and any side shortage

1C-1H/1S/1N/2C/2D continuations

1C-1H/S

1N = CAB (control asking bid)

1-step = 0-2 ctrls, 2-step = 3 ctrls.... 5-step = 6+ ctrls (after 1-step, 4C asks 0/1/2)

exceptional responses:

- 3N = solid 6-card suit (4C asks 0, 1, 2... outside ctrls)
- 3H = semi-solid 6-crd suit (4C asks 0-2, 3, 4, ... total ctrls)
- 4H = broken 7-crd suit, no side A/K
- SJS = 6-5 or 6-6, 2+ honors in the 2 suits

simple new suit = OMEGA (or SUPPORT) ASKING BID (SAB)

(supp. = Hxx or xxxx; min = 8-10HCP <4 ctrls; max = 11+HCP 4+ ctrls)

1/2-step = no supp min/max, 3/4-step = supp min/max; 5-step = 4-crd supp max

(3H = 6-7 crds no supp., SJS = 6-5+ 2-suiter no supp.)

Following the SAB:

re-ask = REPEAT SAB

(if denied supp, steps are x/xx/xxx/H/Hx/HH)

(if showed supp, steps are Hxx/Hxxx(x)/HHxx/HHH(x))

raise = TAB

4C = MODIFIED CAB

(if responder is min 0-1/2/3 ctrls, if max 3/4/5... ctrls)

raise = TAB (0, 5crds 1, 5crds 2, 6crds 1, 6crds 2)

May ask again, in a REPEAT TAB. If shown:

1 honor: 1st step = honor + jack, 2/3/4 steps = Q/K/A

2 honors: 1st step = 2 + jack, 2/3/4 steps = KQ/AQ/AK

If show jack, REPEAT REPEAT TAB asks other honor(s) as above

double raise = 18-19+ balanced, good trumps (xxxx or HHx)

game raise = minimum bal, 4-crd fit

DJS = 16-18 splinter

SJS = DELTA ASKING BID (DAB) -

steps are : -/x, xx, xxx, 1-honor, 2-honors, 3-honors(!)

4C = CAB (even when bid late in an auction), unless clubs is nat. suit, then 4D is CAB

4N = BLKWD

1C-2C

2H/S/N(=D) = SAB

SJS = DAB

3C = TAB

3N = 4441 16-18 HCP

2D = relay (2H/S = nat, 2N = D, 3C = 6C, 3D = 6-4, 3H+ = 3325 0-2/3/4... ctrls)

Principles in auction following 2D relay:

1-step = a) if 2-suiter with major, asks for distrib.[b) else = CAB], specifically:

2H-2S - (2N = 4405, 3C = 6C, 3D = 1435, 3S = 3145, 3H/N = 2425 min/max

4C = 6C-5H, 4D = 0445)

2S-2N - (3C = 6C, 3D = 4135, 3H = 4315, 3S/N = 4225 min/max, 4C = 6C-5S,

4D = 4045)

2N-3C - (3H = 1345, 3S = 3145, 3D/N = 2245 min/max, 4C = 6C-5D)

After distrib. shown:

cheapest non-suit = CAB, responder's suit below game = TAB

2-step = CAB always (used when 2-suiter shown)

raise or raise after CAB/dist ask = TAB

game bid = to play always

others = natural, start a dialogue

1C-2D

2S/N(=D)/3C = SAB

3M = DAB

3N = 4414 16-18 HCP

2H = relay (2S/N/C = S/H/C, 3D = 6D, 3H = 6-4, 3S+ = 3352 0-2/3/4... ctrls)

Principles of auction following 2H relay:

1-step = dist. ask if 2-suiter (else normal CAB), specifically:

2S-2N - (3C = 4153, 3H = 4351, 3D = 6D, 3S/N = 4252 min/max, 4C = 4054,

4D = 6D-5S)

2N-3C - (3D = 1453, 3S = 3451, 3H/N = 2452 min/max, 4C = 0454, 4D = 6D-5H)

3C-3D - (3H = 1354, 3S = 3154, 4C = 5-5, 4D = 6-4, 3N = 2254 min, 4H/S = 2254

max 3/4+ctrls, 5C/D = 6-5 min/max)

2-step = CAB always

raise or raise after CAB/dist ask = TAB

game bid = to play always

others = natural, dialogue

1C-1N

2D/H/S/3C = 5+ suit, SAB

2C = asking relay (normal hands, slam hands, 5-4M's)

2D = 8-10 HCP, 4H

2H = 4H, 16 HCP (pass = bad 8, 2N = 3433 good 8, 2S = good 8 any 4432, 3H = 9 HCP

4333, 3N = 10 HCP any 4432)

2S = 16-20, 4S, not 4H (2N = 8 no fit, 3/4S = min/max fit, 3N = 9-10 no fit)

2N = slammish, but no M (3C/D/S = nat, 3H = 3433, 3N = weak 5-crd minor[this

last case, 4C asks minor, 4D = D, 4H = C])

after this, opener may raise 4C/D/S as trump-asking

3C/D/S = BETA-ASKING BIDS (BAB) , 5+ cards

1-step = xx/xxx, 2-step = Hx, 3-step = Hxx, 4-step = HH, 5-step = HHx

3H = slammish Trump Asking (3S+ = 0/1/2/3 top H honors)

3N = to play, 20-21 no major

4C = CAB
 4H = to play
 4N = BLKWD
 2H = 8-10 HCP, 4S, denies 4H
 2S = 16-18, 4S (2N = 4333 8 HCP, suit = doubleton 8 HCP, 3S = 4333 9 HCP,
 3N = 4333 10 HCP, 4S = non-4333 max)
 2N = 16 HCP, no fit, NF
 3C = slammish relay (3D = 4D, 3H = 4C, 3S = 4333, 3N = weak 5m[4C asks minor:
 4D = D, 4H = C])
 3D/H = BAB, as above, 5+ cards
 3S = slammish, Trump-Asking (0/1/2/3 top honors)
 3N/4S = no slam
 4C = CAB
 4N = BLKWD
 2S = 8-10 HCP, no major
 2N = 16 HCP, NF
 3C = slammish relay (3D = 4m333[3H asks D/C], 3H/S = (23/32-44), 3N = 5m [4D
 asks C/D])
 3D/H/S = BAB, 5+ cards
 3N = no slam
 4C = CAB
 4N = BLKWD
 2N = 11-13, any 4333 or 5D
 3C = asks which suit (if 3D, then 3H asks 4/5 D), then
 game = sign-off, 4m if has shown suit = TAB, new suit = cue (asking to cue
 if holding 3+ ctrls, else return to suit)
 3D/H/S = nat
 3N = to play
 4C = CAB
 4N = BLKWD
 3C = 11-13, 4C and 4-higher
 3D = relay for other suit (N = D) (game = to play, 4C = CAB, 4D = TAB if shown, new
 suits cue-bids asking to cue if 3+ ctrls)
 4C = TAB
 4D = CAB
 4N = BLKWD
 3D = 11-13, 4D-4H
 3H/4D = TAB
 3S = cue (cue if 3+ ctrls, else 3N)
 3N/4H = to play
 4N = BLKWD
 3H = 11-13, 4H-4S
 3S = TAB, 4C = CAB, 4M = to play, 4N = BLKWD, 4D = cue (asking cue if 3+ ctrls)
 3S = 11-13, 4S-4D
 3N/4S = to play, 4C = CAB, 4D = TAB, 4N = BLKWD, 4H = cue inviting cue (above)
 3N = 11-13, bad 5C (4C = CAB, 4N = BLKWD)

1C-2NT continuations

3C = usually balanced
 (developments after these bids same as 1D-2N-3C.. developments)
 3D = 14-16, 4333/3433/44(32)
 3M = 14-16, M + minor
 3N = 14-16, no M
 4-any = 17-19

4-any = 20+
3D/H/S/N(C) = SAB
4C = CAB
4N = BLKWD

Special Response continuations

1C-2M

Pass/4M = to play

new suit = 5+ cards, F1 (raise = 3+ crds, 3NT = max no fit, rebid M = min no fit, cue = max fit)

raise = invit

2N = relay (3C = QJ in suit, 3D = AJ/KJ in suit, 3H = AQ/KQ in suit)

1C-3N

4C = asks for outside ctrls (0/1/2... if 0, then 7-crd suit) then,

4N (or 5C/4N) = asks shortage (suit = sing, JS = void [if lower, bid it, else just 6 of own suit])

4D = asks suit (N = D)

4N = BLKWD

1C-3m

relay = asks l/h sing., then

4C = nat (unless sing, then is CAB)

4D = CAB (unless sing is C, then TAB)

sing M = TAB (??)

3H/4D (over 3C), or 3S/4C (over 3D) = TAB, then

Game in NT or suit = to play

4C (or else lower of 2 possible sing's if taken, else 4NT) = CAB

4H/S (over 3C/D respectively) = to play, NF

1C-3M/4m

sing = CAB (3/4/...), then can re-cue sing to ask # queens (0/1/...)

suit below game = TAB (0/1/...)

game = to play (16+ may cue continue)

NT = to play, wasted values

Handling Interference

1C-(X)-

Pass = 0-5

if passed round to opener - normal rebid

if RHO bids - pass = min, 1N = 19-20, bids = non-crap, X = takeout

1D = 6-7 HCP (see above)

1M/2m = as normal

if RHO bids, X = heavily suggestive (trap-pass with stack), NT = non-min with stop,

cue = max, asks stop or advance cue for slammish raise

XX = 8-13 balanced (South bids as over 1M/2m above)

1N = 14+ bal

2M = 3-7 HCP pree. (NS = F1)

3Y/4m = normal 3-suiters

1C-(1D/H/S)

Pass = 0-6 (1N = 19-20, cue = real good hand)

Dble = 7+ HCP, 0-2 ctrls (cue suggests bal no stop or splinter or strong 1-suiter, JQ = self-sufficient

1-suiter, bids normal)

1N = 3 ctrls + stopper (cue = expose psyche, X = pen)

2C = 3 ctrls, no stopper (2N = bal[3C = baron, 3else = 5+], cue = nat!, bids = 4+ cards)
2D = 4 ctrls, as above
2N = 5+ ctrls (3C = baron, else = 5+ suit)
1M = 8+ HCP, as if undisturbed
2M (even non-jump) = 6-crd suit, 2 top honors, 3-7 HCP (even if cue)
3m = KQ or AQ 6th
3M = KQ 7th
3N = solid 6-crd suit and outside ctrl (or 7-crd suit and maybe no outside ctrl)

1C-(1N->2S)

Pass = 0-6 HCP (Dble = strong bal with a 4M(hmm), 2N = 21-22, suit = nat, cue = GF, JQ = nat self-sufficient exposing psyche)
Dble = 7+ HCP 0-3 ctrls (as over 1-level X)
2N = 3 ctrls + stopper, or any 4 ctrls (same as over 1-level)
cue = 5+ ctrls (nat bidding)
2suit = 6 to 2 top honors, 3-7 HCP
JS = KQ 7th
3N = solid 6/7 crder, as before

1C-(2N->3S)

Pass = 0-6 (as above)
Dble = 7+ with 0-4 ctrls, bal
3N = 3-4 ctrls with stopper
cue = 5+ ctrls
suit = GF

1C-1D-(bid)

Dble = non-min, bal with a 4M
NT = 20-22 HCP
suit = nat
cue = GF
JQ = exposes psyche, excellent suit and hand

1C-pos-(bid)

Dble = penalty
bids = natural

1D Opening Bid (2+ cards, 11-15)

Responses

Pass = 0-5 HCP, preferably with 4 diamonds or a major to run to later
1M = 5+ HCP, 4+ suit
1N = 8-11 HCP, no major
2m = 11+ HCP, 4+ cards
2N = 16+ HCP balanced
2H/S/3C/D = 12+ HCP, good suit (5+M, 6+m)
3M/4m = preemptive
3N = 13-15 HCP bal, no major

1D-1H continuations

1S = 4S, not 4H
1N = 8-11 HCP, no 4S
2m = 6-10, 4H-5m or 5H-4m, NF
2H/3H/4H = to play/invit/to play

2S/3S/4S = 8-10/invite/to play
 2N/3N = invite/13-15
 3m = GF, 5+H, 3+m, can be cheaper stopper
 4m = slamtry in S, good trumps, cheapest cue
 4N = RKC

1N = 11-14(-) HCP bal
 2m = 6-10, 4H-5m or 5H-4m, NF
 2H/3H/4H = to play/invite/to play
 2S = 4th suit forcing or nat, GF
 2N/3N = invite/to play
 3m = GF, 5+H, 3+m
 3S = 6H-5S GF
 4N = BLK

2C = unbal, 5/6C, 2+ D
 2D/2H/3H/4H = to play/to play/invite/to play
 2S = semi-natural, GF
 2N/3N = invite/to play
 3C = invite
 3D = 5+ H, 3+D, GF
 3S/4C/4D = slam try in clubs, cheapest cue
 4N = RKC

2D = 5+ D, may have 4C
 2H/3H/4H = to play/invite/to play
 2S = semi-natural, GF
 2N/3N = invite/to play
 3C = 5+ H, 3+C, GF
 3D = invite
 3S/4C/4D = slam try in D, cheapest cue
 4N = RKC

2H = 4H, not max
 suit = feature, invite+
 2N = asks for sing or doubl (3H = 4333 min, 3N = 4333 max)
 3H = power invite
 3N = c.o.g.
 3S/4C/4D = slammish, cheapest cue
 4H = to play
 4N = RKC

2S = 14-15 HCP, 5+D, 4S, 4-5.5 losers, NF
 2N = 8-9 HCP, NF
 3C = artif force: nat, or asks stop, or advance cue
 3D/3H/3N/4H/4S = to play
 3S = invite
 4C/D = slam try spades/diamonds
 4N = RKC

2N/3D = 14-15, solid D, with/without stoppers
 3C/2N = checkback or advance cue
 3D/3H/3N/4H = to play
 3S = GF, 6H-5S or advance cue for D
 4C/D = cheapest cue, slammish for D
 4N = RKC

3C = 14-15, 5+D, 5C, 4-5.5 losers
 3D/3H/3N/4H = to play
 3S = GF, stopper-ask or 6H-5S or advance cue for a m
 4C = slam try, no S cue
 4D = slam try in D, no S cue
 4N = RKC

3H = 14-15, unbal (cue, or 3NT/4H to play, RKC)

3S = 4-5.5 losers, 6D-5S

3N/4D/4H/4S = to play

4C = advance cue for D or S

4N = RKC

3N/4C/4D = max 2-suiter, 4+ H, 4-5 losers (3N denies A/-- of either minor, 4m is A/--)

1D-1S continuations

Opener's Rebids

1N = 12-13 bal, or unbal 11-13

2C = nat, NF (maybe canape)

2D/H/S = to play

2N/3S = invit

3C/D = GF, seminat or checkback or waiting

3H = GF, 5-4+

4N = BLKWD

2C = 11-15 longer clubs, or 11-13 5-5 minors

2D/2H/2S/3N/4S = to play

2N/3S/3S = invit

3D/3H = GF, semi/natural, 5+S

4m = cheapest cue, slam try C

4N = BLKWD

2D = 5+ D (may have 4C)

2H/2S/3N/4S = to play

2N/3D/3S = invit

3C = GF, seminat, 5+S

3H = 5S-4+H, GF

4m = cheapest cue for D, slamtry

2H = 14-15 reverse

2S/3D/3N/4H/4S = to play

2N/3H/3S = invit

3C = 3+ crds, GF

4C = slam try H, cue

4D = slam try D, no C ctrl

2S = raise, not max (2N = asks sing or doub[3S/N = 4333 min/max], suit = feature, 3S = lim, cue = slam)

2N/3D = solid diamonds, max, with/without stoppers

3C/2N or 3H/3D = GF checkback or natural

3D/3N/4S = to play

3S = invit

3H/2N = GF, nat 5-5+, or cue for D without C cue

4m = cheapest cue, slamtry D

3C = 14-15 HCP, 5+D-5C, 4-5.5 losers

3D/3N/4S = to play

3H = GF : nat, or asks stop, or advance cue

3S = limit

4C/D = slamtry, no H cue

3H = 6D-5H, 4-5.5 losers

3S = lim

3N/4D/4H = to play

4C = cue for either suit

3S = max unbalanced (3N to play, 4S to play, else cue or RKC)

3N = 4-5 losers, good S fit, no first-rd of either minor

4C/D = 4-5 losers, good S fit, first-rd ctrl

1D-1N continuations

2C = 2-suited with minors, or unbal 3D-5+C

2D/3N = to play

2H = 10-11, D fit with H stopper, F1 (2S = 6C-3/4D[2N asks stoppers: 3C no S stop, 3D S stop and 3N both D+S stoppers], 2N/3N = min/max + S stop, 3 longer suit = no S stop)

2S = 10-11, D fit, S stop no H stop, F1 (2N/3N = H stop min/max, longer suit = no H stop)

2N = 10-11, both M's stopped

3C = 9-11 nat

2D = 5+D

2H = 10-11, H stop, F1 (2S = S stop no C stop max, 2N = S stop min[3C asks C stop: 3D/N = no/yes], 3C = C stop max no S stop, 3D = no black stop or min with C stop, 3N = max both black stops)

2S = 10-11, S stop no H stop, F1 (2N = H stop min[3C asks C stop: 3D/N = no/yes], 3C = H stop max no C stop, 3D = no H stop, 3N = both stops max)

2N = 10-11, all stops

3C = to play

3D = 9-11 invite

2H = max reverser

2S = 9-11, no H fit, F1 (2N = S stop, 3C = C stop, 3D = 6-4, 3N = all stops)

2N = 9-11, black stops

3C/D = to play

3H = 3-crd invite, sharp black cards

2S = max reverser

2N = 9-11, F1 (3C = C stop, 3D = 6-4, 3H = H stop, 3N = both stops)

3C/D = to play

2N = 15 HCP bal, 4-4 majors (necessarily) (3m = invit with 6+ suit, 3N = to play)

3C = 14-15, 4-5.5 losers, 5-5 or 6D-4C

3D/N = to play

3H/S = 10-11, stop or advance cue for a m

4m = 9-11 invit

3D = max, semi-solid or better suit, bad stoppers

3H/S = 9-11, F1, stop or advance cue

3N = to play

4D = invit

3H/S = 6-5, 4-5.5 losers

3S/3H = 10-11, F1, stop or advance cue

3N = 9-11, 2M support, and stoppers

4C = advance cue for a suit (no S ctrl if 3S bypassed)

4D = invit, no black cue

4H = to play if raise; cue for a suit if not

3N = max, solid D, and stoppers (4D = long clubs weak NF, new suit = cue in unbal hand)

1D-2C continuations

Opener's Rebids

2D = 6+D, or 11-13 5D-4M, or 11-13 5D missing stopper(s) in M(s)

2H = 5C-4H, or fragment waiting, or cue for good D raise

2S = 5C-4S, or cheapest stopper, or cheapest cue for good D raise

2N = 11 HCP, invit

3C = 10-11, good 6-crd suit, invit

3D = limit

3M = 6C-5M GF

3N = to play

4C = slamtry D, C ctrl

2H = 4H: bal min, or max with 5D-5H or 4H-4S

2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)
 2N/3C = limit
 3D = F1: 5C-4D or asks S stop or advance cue for H
 3H = 5C-4H GF
 3S = 6C-5S GF
 3N/4H = to play
 4C = slam cue for H
 4D = slamtry H: either first-rd both minors, or second-rd D and any C cue
 2S = 4S: bal min, or max 5D-4S
 2N/3N/4S = invit/to play/to play
 3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)
 3D = GF: nat, or advance cue for S, or asks H stop
 3H = GF: nat, or advance cue for S, or asks D stop
 3S = GF, 5C-4S
 4C = slam cue for S
 4D = slamtry S: either first-rd both minors, or second-rd D and any C cue
 2N = bal min, no major, stoppers (3C = 6C limit, 3D = GF both minors, 3M = GF 6C-5M, 3N to play)
 3C = 5-6C, or both minors, or 5C-4M, 2-3D
 3D/H/S = GF, cheapest stopper or advance cue for C
 3N = to play
 3D = 14-15 solid D, missing a M stop
 3M = GF: cheapest stopper or 6C-5M or cheapest cue for D
 3N = to play
 4C = nat
 4D = forcing, no M controls or stoppers
 3H/S = 6D-5M, 4-5.5 losers (advance cue, or bid a game)
 3N = 14-15, solid D, both M stops (cues)
 4C = 4 losers, good minor 2-suiter (cue or sign-off)

1D-2D continuations

2H = 4H bal, or 5m-4H, or 4441
 2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)
 2N/3D = limit
 3C = F1: 5D-4C or stopper for 3NT, or advance cue for H
 3H = 5D-4H GF
 3S = 6D-5S GF
 3N/4H = to play
 4C = 2nd rd C cue, 1st rd D cue for H
 4D = slamtry H, cheapest cue
 2S = 4S bal, or 5m-4S
 2N = 11 HCP invit
 3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)
 3D = limit
 3H = F1: either 6D-5H, or H stop, or advance cue for S
 3S = GF 5+D-4S
 3N/4S = to play
 4C = slamtry S, 1st rd D cue, 2nd rd C cue
 4D = slamtry S, D cue, no C cue
 2N = min bal, no M, stoppers in M's
 3C = GF, nat
 3D = limit
 3M = 6D-5M
 3N = to play
 3C = 5C-4D or 4C-5D, or 6 bad C, or 5C missing M stop

3D = limit
 3M = 6D-5M or cheapest stop or advance cue for C
 3N = to play
 3D = one-suiter, or missing a M stopper (3M = stopper or advance cue, 3N = to play)
 3M = 6D-5M (cue or sign-off)
 4C = 4 losers, good D, cue (4D = min, cue = max)

1D-2M continuations

2N = min bal or semi-bal
 3C = 2-suiter
 3D = slam relay (3H = 5C-4D min, 3S = 5D-4C min, 3N = 5-5 min, 4m = 5m-3om max)
 oM = 2-suiter
 3D = 6+ crds
 raise = Hxx(+), bal or slightly unbal
 JoM = 6D-5oM
 3N = bal 1-suiter, non-minimum, with side-stoppers
 4C = 5-5 max
 4D = 6+ solid suit

Responder rebids:

3 own suit = 12-14 HCP, usu. no stopper in 4th suit
 3N = min, with stoppers
 new suit = cue, some slam interest for opener's suit or own suit, or asking stopper if 4th suit
 4D = good trump support, slammish, denies C cue

1D-2N continuations

3C = bal, or 4441
 3D = 16-18, 4H-4S or 4M333
 3H = Stayman (3S/N = 4S/H-333, 4C = 4423, 4D = 4432)
 3H = 16-18, 4H-4m
 3N/4H = min, to play
 3S = max, relay (3N = 2443, 4C = 2434, 4D = 3442, 4H = 3424)
 4C = CAB
 3S = 16-18, 4S-4m
 4N/4S = min, to play
 4C = max, relay (4D = 4243, 4H = 4234, 4S = 4342, 4N = 4324)
 4D = CAB
 3N = 16-18, no major
 4N = max, 4-4 minors (Pass = 16-17, 5m = 5crds 18 HCP)
 4C = 4441 max (4D = a 4-crd m[4H asks D/C], 4H = 2344, 4S = a 5m
 [5C asks D/C])
 4C = 19-21, 4C-4higher (4D asks: 4M = M, 4N = D)
 4D = 19-21, 4D-4H
 4H = 19-21, 4H-4S
 4S = 19-21, 4S-4D
 4N = 19-21, any 4333 or 5m (5C asks: 5suit = 4333, 5N = 3334, 6m = 5m)
 5Y/5N = 22+ HCP, same as 4-level bids
 3D = D or C-D 3H = relay, then
 3S = 5D-4C min
 3N = 5C-4D min
 4C = 5-5 min
 4D = 6D min
 4H = 5C-4D max

4S = 5D-4C max
 4N = 6322 min, solid suit
 5C/D = 6D-5C min/max
 3M = 5D-4M
 4C = CAB
 3S/3H = relay for strength (3N = min, 4C = max)
 4D/3S = relay for strength (5C = min, 5D = max)
 3N = 5m332, or min 6C bal (4C = CAB, 4D asks [4H = 5/6 clubs, 4S = 5D])
 4C = 5-5 max
 4D/5D = 6D max, not/solid
 4M = 6D-5M
 4N = 6C(322) max, not good suit
 5C = 6C(331) min, or medium 6C(322)

1D-3m continuations

1D-3C

3D = 6D
 3M = 5D-4M
 3N = min bal, or max with doubleton C
 4C = max bal (4H-4S, thus), or unbal with 3+ C
 4D = solid 6+ suit
 4M = 6D-5M

1D-3D

3H = bal with H stop, not some other stop
 3S = bal with S stop, no H stop
 3N = bal, stoppers
 4D = 3+ D (max bal, or 5D min, or unbal)

Responder rebids NT with 12-14, stoppers/cue, cue with slammish own suit or support. 4 own suit shows slammish, excellent suit, starts cues. Raise shows good D support, slam interest. 4N = BLKWD.

Opening 1M (11-15, 5+ cards)

Responses

1S/1H = 6+ HCP, 4+ crds
 1N = 11-13 bal
 2m = 6-11 NF
 2M = 6-10 NF
 2N/3M/3N/4M = lim/lim/to play/to play
 3m = GF, 4+ crds usu.
 4m = slamtry H, cue
 2m = 4+ cards
 2D/2C or 3C/2D = F1, nat or checkback or waiting
 2M = NF
 2N/3M/3N/4M = lim./lim/to play/to play
 m-raise = lim
 3D/2C = GF, 5-4+
 4m = slamtry
 4om = slamtry cue for H
 2H = 6+ cards, or 14-15 w/ 5-crds
 2S = NF
 2N = relay (3m = 6-4, 3H = 6H min, 3S = 5H-3S max, 3N = 5H-2S max, 4H = 6H max)
 3S = lim

3H = 8-9, 3H
 3N/4M = to play
 4m = cue for H
 2S/3S = 4S non-max/max (occ. 3S for simple raise)
 2N/3H = nat, 4S, lim
 3m = slam cue for S, or shows stopper
 3S/3N = lim/to play (correctable with 4S)
 4m = slam cue for H
 2N/3H = solid 6 crds, max, stoppers/no stoppers
 3m = cue or nat
 3H/S/N/4M = to play
 4m = cue for H
 3m = 4-5.5 losers, 5-5
 3D = cue or stopper-ask
 3H/3S/3N/4M = to play
 raise = sets suit
 4om = cue for H
 3N = 4 losers, 4S, no first-rd minor cue
 4m = 4 losers, 4S, first-rd cue
 1N = 6-11, NF
 2m = 4+ suit
 om = to play
 2M pref = 2+ crds to play
 2S/1H = invit relay, S stop, no stop om (2N = min, 3 new suit = max frag, 3M/N =
 5422 without/with om stop, 3m = min 5-4+ unbal)
 2H/1S = invit, good 5 or any 6-crds
 2N = lim
 raise = invit in m, no S stop (3M = 5422 no S stop, 3oM = frag, 3N = S stop)
 3M = invit, HH or xxx
 rebid M = 6M 11-15, or 5M 14-15
 2S = F1 oM stop, missing some m (2N = 14 HCP 5H, 3m = 6-4, 3H/4H = 6H min/max,
 3oM/N = 15 HCP no/yes C stop)
 2N = F1, no oM stop (3lower = 6-4, 3M/4M = 6crd min/max, 3oM/3N = no/yes oM stop)
 3m = to play
 raise = 9-10, HH or xxx
 2S/1H = max (2N/3m/3H/3N = to play, 3S = 9-10 3S)
 2N/3M = max, solid 6-crd suit, stoppers/no stoppers
 3m = sing M, to play
 3M = pref, to play
 3oM = F1 with oM stopped
 3N = to play
 3m = 4-5.5 losers, 5-5
 3D/3C = to play
 3M = pref, to play
 3oM = GF, shows stop, denies 4th suit stop
 3N/4M = to play
 4m = invit in m
 4om = great m fit, cue
 3S/1H = 4-5 losers, 6-5 (4M to play, cue = good fit for one suit)
 2lower = 11+ HCP, 4+ cards (2H promises 5+ crds)
 2M = min, 5-6 crds
 2S = nat, stopper, or advance cue, F1
 2N/3 own suit = invit
 3 higher = GF, nat, or stopper, or advance cue
 3N/4M = to play
 4m = Blue Team Style cue for M (if same 2m-4m, denies 1/2 rd in om; if 2D...4C, shows

1st rd D and 2nd rd C; if 2C...4D, shows all other combinations)

2-lower = 5-4+, any strength
 2M pref = 3+ cards, mild invite with conc. in 2 suits
 4th suit = GF, nat ask stopper or advance cue for one of opener's suits
 2N/3N = invite/ to play
 3oM = 6-5 GF
 raise = highly invit.
 3M = mild slam try (less than jump to 4m though), good trumps
 4m = slam try, good trumps (if raise, then in that suit; if not, then for M [if both M's bid, H agreed, with 4m denying any om ctrl, and 4om showing 1st rd m-ctrl and 2nd rd om-ctrl])

2N = max, 5332
 3own suit = GF, but min
 3 new suit = slammish, nat, or advance cue for own or opener's suit
 3M = choice between M and NT
 3N/4M = to play
 4m = cue for M, good trumps, serious slam try, rules as before

2S/1H = max, 5-4
 2N/3m = GF, but min
 3om = GF, nat or advance cue or stopper-ask
 3M = NF, highly invitational
 3N/4M = to play
 4C/D = slamtry H/S

raise = 4-crd supp., 11-15
 3M pref = highly invit
 3-new suit = cue or stopper-ask
 4-new minor = cue, slamtry
 3N/4M = to play

3 non-jump = strong 5-4, or medium+ 5-5
 3-own = NF, min
 3-oM = 6-5 or stopper-ask or advance cue for either opener's suits
 3M = limited, but GF
 3N/4M = to play
 4m raise = sets suit, slam interest
 4D/3C = slamtry opener's M

3 jump new suit = 5-5+, 4-5.5 losers
 3oM = GF, 6-5 or stopper-ask or advance cue
 3M = xxx supp.
 3N = to play
 4C = cue, Hxx(+) supp. for one of opener's suits, slamtry
 4D/3D = good hand and fit, but no cue in 4th suit

3N/3M = 4-5.5 losers, solid 6crd suit, stoppers/ no stoppers
 3S = stopper-ask or advance cue
 4m = nat, good suit, GF
 4om = cue for M
 4M = to play

3S/1H = 6-5, 4-5 losers (3N/4M = to play, else = cue)
 4m = cue, slamtry partner's suit (if 4D, sign-off denies C cue and cue shows C cue; cues above game promise extra stuff)

raise = 6-10, 3+ support
 2N = asks for shortage or doubleton (bid it with non-min, rebid M with min, 3N = 4333 max)
 suit = trial-suit gametry (if raise oM, shows 4-cards for c.o.g.)
 re-raise = power gametry

2S/1H = 12+ HCP, good suit, only min if responder would have a rebid problem
 2N/3N = min/max, 5332 usu.
 3m = nat

1-step = relay (min 5-4 / max 5-4 / min 5-5)
 3S = min, no stopper 4th suit (now sign-off or cue for S)
 3N = min, with stopper
 4 om = cue for opener or own solid S suit
 raise H = slammish (if 3H, opener must cue)
 4m = slamtry raise
 3H = 6crds
 3S = Hx or Hxx, forcing and constructive (always raise with raise)
 4m = 5-5 max
 4H = solid 6+ crds
 3JS = 12+ HCP, good 5+ crds, one-suited, or with support for partner
 3 own suit = 6crds, or 5crds max (may have 4-crds in lower suit)
 3 new suit = 5-4, or min 5-5 (relay asks 5-4 min, 5-4 max, 5-5 min)
 3N = min, 5M, may have 4 lower suit
 4 lower = 5-5+
 JS = 5-5+ max
 raise = slam interest
 4M = solid 6-crd suit
 (General Rebids by Responder over any of these)
 3N = 12-14, stoppers
 new suit = 3-level is stopper-ask or showing (3rd suit), 4-level is cue for any suit
 4 own suit = self-sufficient suit, slammish, denies side ctrls
 4 opener's suit = slammish, but denies side ctrls
 2N = 16+ bal (may contain 3-crd supp.)
 double raise = limit
 3N = 13-15 bal, 3-4 crd support, two top honors (or A/K-xxxx)
 DJS = splinter (except 1S-4H), two top honors (or A/K-xxxx) (forces cues below game since unlimited)

1NT Opening (13-15 HCP, not both 4-card majors, unfav is 14(+)-15 HCP)

Responses:

2C = Stayman (may be weak with majors or short clubs)
 2D = xfer, 5+ H, or 4H-5m invite
 2H = xfer, 5+ S, or 4S-5other invite
 2S = either: 5-5 minors 11-12 HCP, or slammish 5-5 touching suits
 2N = either: sign-off in a minor, or 5-5 minors invite, or slammish 5-5 non-touching suits
 3m = 7-9, 6+crds, good suit
 3M = 6+ crds, invit.
 3N = to play
 4m = South African xfer to corresponding M (forces M)
 4M = to play
 4N = 18 HCP, any 4333 (bid up-the-line, or jump to slam, or pass)

1N-2C continuations

2D = no major
 2H = both majors, weak
 2S/3D = GF, 5+ cards (BAB: xx/xxx, Hx, Hxx[Hxxx in D], HH, HHx[HHxx in D])
 2N = invite, may not have major
 3C = slam relay, 16+ (3D = 4m333[3H asks D/C], 3M = 3M-2oM-4-4, 3N = 5m
 [4D asks C/D])
 3N = to play
 2H = H, not S
 2S/3D = GF, 5+ cards, BAB as above
 2N/3H = invite, may not have S

3C = slam relay, 16+ (3D = 4D[3H asks S/C frag], 3H = 4C[3S asks D/C frag],
 3S/N = min/max 3433)
 3N = to play
 4C = CAB (1-2, 3, 4...) and 4N = RKC
 2S = S, not H
 2N/3S = invite
 3D/3H = GF, 5+ cards, BAB as above
 3C = 16+ slam relay (3D = 4D[3H asks C/H frag], 3H = 4C[3S asks D/H frag],
 3S/N = 4333 min/max)
 3N = to play
 4C = CAB and 4N = RKC

1N-2D continuations

Pass = to play
 2S = 4H-5S invite (Pass/3H = min pref, 3S = max fit, 4M = to play, 2N asks [3m = frag, 3H = 5422])
 3m = 4H-5m invite (3H/3N/4H = to play, 3D/3C = gametry H, 3S = max no om stop, raise = max m fit)
 2N = 5H no sing, invite (3H = pref, 3N = to play, 3m = game-try H)
 3N = c.o.g.
 3H = 5H-4+m unbal invite
 3S = 5H-5S invite

1N-2H continuations

Pass = to play
 2N = 5S invite (3 new suit = game try S, 3S = pref)
 3lower = 4S-5suit invite (3D/H = gametry S, 3S = pref, 3N/4M = to play)
 3S = 5S-4+m invite
 3N = c.o.g.
 4H = 5H-5S no slam

1N-2S continuations

2NT = forced
 3suit = 5-5 lower of touching (S = S + C), slammish
 relay (even 3N) = asks top honors in 2 suits (2, 3, ...)
 game = sign-off if <4 honors shown
 4N = BLKWD
 relay = asks side voids/aces (void, no void or ace, one ace, both aces)
 if side void shown, relay asks:
 1/2 = lo/hi void, no side Ace
 3/4 = lo/hi side Ace, and void in other
 5/6 = lo/hi side Ace, void in other, a K in bid suit
 7 = side Ace and void, and an A in bid suit
 8 = side Ace and Void, and an A-K in a bid suit
 if no void, but at least one ace, relay asks side kings (0, 1, 2)
 3N(if not relay) = min misfit
 new suit (if not relay) = cue with a good fit somewhere
 game = to play, min
 4N = BLKWD
 3N = 5-5 minors 11-12 HCP (4m/5m = to play)

1N-2N continuations

3C = forced

Pass/3D = 6+ C/D, weak

3H = C + H, slammish (continuations as 1N-2S-2N-3suit above)

3S = D + S, slammish (ditto)

3N = 5-5 minors, 9-10 HCP (4m/5m = to play)

2C Opening (11-15 HCP, 5+ clubs [if 5, then side 4-crd major])

Responses:

2D = strong asking relay, F1

2M = 6-11, 5+crds, invit but NF

2N = 10-11 bal, no M, invit

3C/4C = pree, less than invite

3 new suit = GF, 5+crd solid suit (3N = weak misfit, raise = weak fit, 4C = misfit no stop, suit = cue or 6-5)

2C-2D continuations

2M = 6-4 with 5+ losers, or any 5-4

new suit = stopper (NT = 4th suit stopped [if pulled then suit was 5+ crds], cheap C = min no stop, cue = max no stop)

3C = to play, quite minimal, was looking for major fit

2N/3M = invit

4M = to play

JS new suit = cue, slamtry H

4C = artif: asks to cue side ctrl, or 4N with both side ctrls (promises supp. for some suit)

2N = 6+ C or 5C-4D, 2 suits stopped

3C = quite minimal, to play (with solid C & max, 3H = red stops, 3S = D+S stops, 3N = M stops)

3D = artif: asks stops (3H = reds, 3S = S+D, 3N = M's)

3M = GF, 5+ cards (game, or cue with good supp)

3C = 6+ crds, or 5C-4D, 2 suits stopped

3D = asks stopper (N = D)

3M = GF, 5+ cards (game, or cue with good supp)

3suit = 4.5-5 losers, 5-4 or 6-4 (or 5-5 minors) (new suit = cue for a suit, 4C asks to cue a D ctrl)

3N/4C/4D = 6C and 5D/H/S, with at least 2 aces

new suit = cue

4 opener's major = no cheap cue, but promises values

5C = minimal, to play

4N = D.I. (except over 3N, then is BLKWD)

4M = 6-5, but only one ace (new suit = cue, 5C = to play, 4N = D.I.)

2D opening (11-15 HCP, 4414 or 4405 or [34]15)

Responses:

2H/2S/3C = to play (2S over 2H = 4315, 4C over 3C = max 4405)

2N = 10+ HCP, asking

3C = 3415 (3D asks min/max, 3H = to play)

3D = 4315 (3H to play, 3S/4C invite)

3H/S = 4414 min/max

3N/4C = 4405 min/max (may instead insert 3N = sing H in D, and 4m as 4405's)

over max's,

4C = asks top C honors (0/1/2...)

4D = CAB (0-2/3/...)

3D = slammish relay, does not need opener's exact dist (3H = 1-2 ctrls, 3S = 3, ...)
then, 4D asks Q's (0, 1...) but not sing D queen
3M = 5+ crds, invite
4C = invite
4M/5C = to play

2M Openings (weak twos)

Responses:

Pass/raises = to play

3m = to play

2S = 5+ crds, F1 (2N = 0-1S, 3S = any raise, 3H = min no fit, 3m = max no fit, 3N = solid H,
4m = splinter with Hxx S, 4H = max with Hx S)

3H over 2S = 5+ crds, F1 (3S = min no fit, 4H = fit, 3N = max no fit and m stops, 4m = feature no fit)

2N = 11+ HCP, invit+ (3M = min, 3N = solid suit, 3 suit = feature max, 4M = max not solid)

then cues and RKC

4m = slamtry for M, cheapest cue

2NT Opening (22[+]-24 balanced)

3C = Staymanic or slam in own suit

3D = 4-4 majors, or 4M333

3H = relay

3S/N = 4333/3433

4m = slam cue (demands cue, then will support M or bid own suit)

4M = to play if opener's suit, else is just cue

4N = BLKWD

4m = 4S-4H-3m-2om

4D over 4C = cue for M

4M = to play and 4N = quant

3S/4C/4D/4H = slam try, BAB's

3N = 8-9 HCP no fit, mild slam try

3H = 4H-4m

3S = relay

3N = 2443, 4C = 2434, 4D = 3442, 4H = 3424

3N = to play, was hoping for S fit

4C/D/S = good 6-crd suit, BAB's

4H = to play

4N = BLKWD

3S = 4S-4m

3N/4S = to play

4C = relay

4D = 4243, 4H = 4234, 4S = 4342, 4N = 4324

4D/H/5C = slam try in bid suit, BAB's

4N = BLKWD

3N = no major

4C = relay

4D = 4m333 (4H = relay for D/C, 4S = cue for a minor)

4H/S = 3M-2oM-4-4 (4S = cue for a minor, 4N over 4S = mild slamtry)

4N = 5m332 (5C = relay for D/C)

4D/H/S/5C = good suit slam interest, BAB's

3D = xfer to H, no slam possible, then

Pass/4H = to play

3S = 5H-4S GF

3N = c.o.g.

4m = 5-5, or 5-4 unbal (4N to play)
 3H = xfer to S, no slam possible, then
 Pass/4S = to play
 3N = c.o.g.
 4m = 5-5 or 5-4 unbal (4N to play)
 4H = 5-4+
 3S = 5-5 touching suits, slamtry (forces 3NT, then
 suit = lower of touching (S = S+C)
 4C = 5-5 C+H, slam interest
 4D = 5-5 D+S, slam interest
 over all these 5-5 hands, opener bids as over 1N-2S and 1N-2N continuations, but 1 level higher

3C Opening (6-7 semi-solid C's, 7 tricks, one outside stopper)

Responses:

Pass/4C = to play
 3D = NT probe, or C slamtry
 3M/N = stopper (N = D)
 3N/4C/5C = to play
 4D = artif slamtry (cue shortage or ace in stoppered suit, else bid 5C)
 4H = cue for C, no D cue
 3H = F1, 5+H, sound opening bid
 3S/N = S/D stopper no fit
 4C = Ax or Kx H, no side stopper
 4D = 3H + side stopper
 4H = Hxx support, no side stopper
 over these, responder can sign-off, bid 4D as good 2-suiter, or 4S as cue
 3S = F1, 5+S, sound opening bid
 3N = no fit, side stopper
 4C = Ax or Kx S, no side stopper
 4D/H = 3-crd support, stopper in bid suit
 4S = Hxx support, no side stopper
 over these, responder can sign-off, bid 4red as 2-suiter if no fit, or cue if fit
 3N = to play
 4D/H/S = 15+ HCP, 5+ solid or semi-solid suit, slam interest
 Game = abs. min.
 new suit = cue and 4N = BLKWD
 4N = BLKWD

3D Opening (any solid 7+ suit, with no more than a side Queen)

Developed by Omar Sharif.

Responses:

3H = p/c, no game (3M = M, 3N/4C = xfer to suit)
 3S = artif near-GF
 3N = 7+ minor
 4C = p/c with 7, or bid shortage with 8
 4D = GF relay for shortage (4N = none, 5m = om)
 over these, if shortage shown, relay asks sing (1) or void (2)
 4C = H + singleton (relay asks to cue void, else bid 4M with sing [rel asks which])
 4D = S + singleton (as over 4C above)
 4M = 7M-222
 after shortage info, relay asks to cue a Q or 8th trump (bid shortage) if possible

Slam Bidding - Primer

Asking Bids

1. 4N and 5N. Almost always Blackwood (except when defined as quant, a response to an asking bid, or as a D.I. cue (see later). In response, 5C = 0/3, 5D = 1/4, 5H = 2, 5S = 2A + trump K. Over this, a new 5-level suit is a transfer to 5NT. *Special Case: If 4NT is used after a 2C or 3C opening bid by responder, the responses are: 5C = 0-1, 5D = 2 no sing, 5H/S = 2 with sing in suit, 5N = 2 with sing D, 6C = 3.*

2. 5H or 5S. When they follow a previous bid in the same suit, they ask to bid 6 with 2 top trumps.

3. Jump to 5NT. GSF. Responses depend on trump suit: Spades (6C = J or less S, 6D = Q high S, 6H = A or K S and no extra length, 6S = A or K and extra length, 7S = 2 of top 3), Hearts (6C = Q or less H, 6D = A or K and no extra length, 6H = A or K and extra length, 7H = 2 of top 3), Diamonds (6C = Q or less, 6D = A or K, 7D = 2 of top 3, or Clubs (6C/7C = 0-1/2 top honors.

If the jump asks about an already-defined semisolid or better suit, with Spades (6C = 6-crds suit AQJ or KQJ, 6D = 6-crds suit AKJ, 6H = 7-crds suit AKJ, 7S = solid suit), Hearts (6C = 6-crds suit AQJ or KQJ, 6D = 6-crds suit AKJ, 6H = AKJ 7th or AK 8th, 7H = solid suit), Diamonds (6C = AQJ or AKJ or KQJ 6th, 6D = AKJ 7th or AK 8th, 7D = solid suit), or Clubs (6C = nonsolid, 7C = solid).

4. 6 in suit immediately underneath trump suit. When it isn't possible to jump to 5NT, this substitutes for GSF. For clubs, this is impossible, though 6S in this case asks to bid 6N without solid clubs, and 7C with solid clubs.

Cue Bids

1. The first cue bid always shows a maximum for previous bidding, unless it is made below game in response to a strong bid by partner. E.g. 1H-2C-2D-3H(slam invite)-4D is a cue of ambiguous strength. But 1H-3H-3S guarantees a max since partner's bid was NF.

2. If partner has made a cue bid and you are able to cue-bid in return below game, you **MUST** do so, regardless of strength. The only exception to this rule is when partner has already limited his hand, and you **KNOW** slam is impossible. E.g. 1H-2C-2H-4C(cue, slamtry, if opener has a D cue [A/K/x/--] he **MUST** show it, even with min). But 1S-2C-2H-4C (cue slamtry for H)-4S(opener's cue shows extra values since he is going beyond game).

3. Skipping a suit which is possible to cue-bid denies any control in that suit. It follows that if partner continues to probe for slam, he promises a control in the suit you skipped.

4. If you skip a suit, then cue-bid it, you promise the Queen.

5. 4NT as a general cue-bid: When 4NT is neither BLKWD nor a response to an asking bid, it serves as an all-purpose cue-bid. Here are the cases in which it is used:

- To show control in a suit cue-bid by partner, but usually not a very strong hand (e.g. 1H-2C-2H-4D-4H-4S(cue)-4N(shows S ctrl, but less than max, since opener didn't cue bid 4S over 4D).
- Sometimes it is used to deny control in a particular suit, but at the same time encourage slam if partner can control that suit. E.g. 1H-2C-2H-4D-4H-4N denies S control but asks partner to bid slam with S control. 1H-2S-3C-3H-4H-4N (here responder obviously has a S control; opener now rebids 5H = no S control, 5C with S and C control, 5D with S and D control, 5S with 1st rnd S control and no other control, 6H with 2nd rd S control and no other.
- When S are trumps, it serves as a general cue bid, to find out about partner's hand (1S-2C-2S-4D-4S-4N wants to see if opener can cue-bid 5C). It's also a general cue bid when a suit in which a control has been implicitly promised is skipped over (1H-2S-3C-3H-4H-4N

responder has a S control and is making a general cue-bid).

6. 5NT, when it is neither a response to an asking bid nor a continuation of BLKWD is always a grand-slam try. It is the same sort of bid as 4NT discussed previously.
7. Avoid, at all costs, cue bids of singletons and voids at the game level in a suit bid by partner (e.g. 1S-2D-3C-3H-4D-4S shows a Hx(x), not a short suit control since partner bid the suit).
8. If the opponents double one of partner's cue bids: Pass shows 2nd round control, XX shows first-round control, and bids show no control.