

[1] After 1NT opening:

- 2C=Stayman
- 1NT-2C-2D-2H=majors weak
- 1NT-2C-2D-2S=art gf
- 1NT-2C-2x-3m=nat gf
- 1NT-2C-2D-3M=Smolen
- 2D=5+ Hearts any strength of both minors game force
- 1NT-2D-2H-2S shows both minors
- Opener can superaccept with art 2S, 2NT=C+H, or 3C=D+H. Responder retransfers with 3D if he has hearts. Other bids show minors
- Responder's rebids of 2NT and 3C show inv or better with 5+H and 4+ in the next higher ranking suit
- Responder's rebid of 3D is an artificial 1-suited sound slam try in hearts
- Responder's rebid of 3S, 4C, and 4D are all autosplinters and mild slam tries
- Responder's rebid of 4H is a mild balanced slam try
- Responder's rebid of 4S is 5332 with 5 clubs and at least slam invitational values
- 2D=5+ Spades and strength
- Responder's rebids of 2NT and 3C show inv or better with 5+S and 4+ in the next higher ranking suit
- Responder's rebid of 3D shows 5+S and 5+H and at least invitational values
- Responder's rebid of 3H is an artificial 1-suited sound slam try in spades
- Responder's rebid of 4C, 4D, and 4H are all autosplinters and mild slam tries
- Responder's rebid of 4S is a mild balanced slam try
- 2S=6+ club any strength or 6+ diamonds invitational
- Opener bids 2NT to say he would accept an invitation in clubs, otherwise 3C
- Responder's rebid of 3D shows diamond invite
- Responder's rebid of 3M is game force with clubs and shortness in the bid suit
- 2NT=Inv
- 3C=Diamonds either signoff or game force
- Opener always bids 3D
- Responder's rebid of 3M is a game force with diamonds and shortness in the bid suit
- 3D=4441/4414/4450/4405 GF
- 3H=1444/0454/0445 GF
- 3S=4144/4054/4045 GF
- 4C=Gerber (0, 1, 2, 3)
- 4D/4H=Texas (then 4NT is RKCB 1430 and new suit is exclusion RKCB 0314)
- 4S=5332 with 5 diamonds, at least invitational to slam
- Lebensohl and negative doubles against most
- We ignore most artificial doubles and play "system on", but RDBL shows a strong hand
- If 2C shows 2 known suits we play "unusual over unusual". Otherwise we play DBL=Stayman and system is on.
- If 2D overcall is multi we play DBL=5+H, system is on, but 3D is Stayman

[2] Walsh Style

- After 1C opener, responder bypasses diamonds to bid a major unless he has a game force with longer diamonds
- 1C-1D-1NT could have 1 or 2 4-card majors
- 1m-1H-1NT opener routinely bids 1NT with 12-14 balanced and 4 spades
- 1C-1H-1S shows 4+ spades and 5+ clubs
- 1D-1H-1S shows 4+ spades and either 5+ diamonds or 4144

[3] Reverse Flannery Responses

- 1C-2D and 1D-2H show 5+S, 4+H and a "minimum response" (about 4-8 HCP)
- 1C-2H and 1D-2S show 5S, 4H and invitational values (about 9-11 HCP)
- 2NT response is either a slam try in a major or a signoff in a minor
- 3C response asks for further description
- 3D response is game force with strong minor 1-suiter

[4] Responses to Inverted Single Raise (limit or better, no 4-card major)

- Step 1=minimum unbalanced or 4441 16+
- Step 2=artificial balanced hand that does not want to bid notrump
- Step 3=artificial GF with no shortness usually with long minor
- 2NT=12-14 or 18-19 hand that wants to bid notrump
- 3m=balanced minimum with 5+ in the minor
- 1m-2m-3M=16+ with shortness in M and not 4441
- 1C-2C-3D, 1D-2D-3NT/4C=16+ with shortness on other minor and not 4441

[5] After a 2NT response to a minor suit opening (12+ to 15 or 18+ and no 4-card major)

- 3m=natural and forcing
- 3M=shortness

[6] After a 1NT rebid

- 1C-1D-1NT-2H=possible artificial game force - opener bids 2S to say he has 4 hearts
- 1H-2S-1NT-2C=inv or better relay asking for opener's shape
- 1m-1M-1NT-2D=art GF
- 1m-1M-1NT-2C=relay to 2D to signoff in diamonds or show various invitational or game forcing hands
- 1m-1M-1NT-2NT=relay to 3C to signoff in clubs or show hands with support for partner's minor
- 1m-1M-1NT-3x=natural and forcing

- [7] After a 2NT rebid
- 3C is a relay to 3D to signoff in diamonds, to signoff in responder's major, or to make a slam try in opener's minor
 - 3D shows length in hearts
 - 3H shows length in spades
 - 3S shows the other minor
 - If responder transfers to his major, he may be trying to signoff.
- [8] After a 3NT opening (at least 6-5 in the majors and less than opening bid values)
- 4C is a relay to 4D
 - 4M=slam try
 - 4NT=mod RKCB for hearts
 - 5C=mod RKCB for spades
 - 4D asks opener to choose between the majors
 - 4M is a signoff
 - 4NT is RKCB with 6 keycards
- [9] Responder's rebids after 1NT semi-forcing
- 1S-1NT-2C-2D=5+ hearts
 - 1H-1NT-2m-2S=relay to 2NT to show various good hands
 - 1H-1NT-2C-2D, 1S-1NT-2m-2H=asking opener to rebid his suit unless very strong. Either a signoff or various good hands.
 - 1H-1NT-2D-2H, 1S-1NT-2m-2S=8-10 with 2-card support
- [10] After a game-forcing 2/1 response
- 1D-2C-2D shows any minimum with at least 4 diamonds
 - 1M-2x-2M does not promise 6 cards
 - 1M-2x other rebids by opener are pure
- [11] Major suit raises by unpassed hands
- 1x-3x is "mixed raise" with 4+ card support, on in comp
 - 1H-3D, 1S-3H are art limit raises (or minimum balanced game force) with 4+ card support, off in comp
 - 1H-3C, 1S-3D are art weak raises with 4+ card support, off in comp
 - 1H-2S, 1S-3C are art forcing raises with 4+ card support. Opener describes his hand in response
 - 1H-3S, 1S-3NT show any splinter and about 9-11 HCP
 - 1H-3NT shows a spade splinter and about 12-14 HCP
 - 1H-4m, 1S-4x show a splinter and about 12-14 HCP
- [12] Major suit raises by passed hands
- 1M-2C=Reverse Drury (always at least 3-card support)
 - 2D response shows a real opening bid and may be a prelude to a game try
 - 2M response shows a sub-minimum opening bid
 - 2NT is a balanced game force
 - All other bids are natural slam tries (jumps are splinters)
 - 1H-2S, 1S-2NT=sound raises with 4+ trumps and any shortness
 - 1H-3S, 1S-3NT show any splinter with a singleton and about 9-11 HCP
 - 1H-3NT shows a spade void and about 9-11 HCP
 - 1H-4m, 1S-4x show a void and about 9-11 HCP
 - 1H-2NT=Fit-showing jump with long clubs
 - 1M-3C=natural and invitational
 - 1M-3D=Fit-showing jump
- [13] RKCB
- RKCB is always 1430, except when it is exclusion (then 0314) or when responder has a preempt
 - When the responder has a preempt we use "modified responses": 0, 1 no Q, 1+Q, 2 no Q, 2+Q
 - If the Q is unresolved, the cheapest non-signoff asks for it (return to the trump suit denies, else cuebid K)
 - The next cheapest non-signoff asks for Kings
 - In response to RKCB: 5NT=Even number of keycards and a void, 6x=Odd number of keycards and a void
 - When we have agreed a minor, 1 over 4 of that minor is RKCB (unless that call is needed as a natural bid)
 - When we have agreed a minor, 4 of that minor can be RKCB, but only in a few specific auctions
- [14] Special 3rd and 4th suit auctions
- 1D-1H-1S-2C=Weak preference to 2D or art game force
 - 1D-1H-1S-2D=Constructive preference
 - 1H-1S-2C-2D=Weak preference to 2H or art game force
 - 1H-1S-2C-2H=Constructive preference
 - 1C-1D-1H-1S=Weak 1NT bid or weak 2C preference or art game force
 - 1C-1D-1H-1NT/2C=Constructive
 - 1H-1S-2H-2S=Art game force
 - All other 3rd and 4th suit bids are art game forces
 - 1x-1y-2x-3y=Forcing
- [15] Ace-King leads against suit contracts
- We can give count when leading from holdings headed by the AK
 - A=Even, K=Odd
 - Does not apply at the 5-level
 - Does not apply if we judge the situation is one in which we might lay down an Ace
 - Does not apply if we think count may help declarer more than defense
 - In these situations our normal lead is the K
- [16] After a 2NT response to a weak 2-bid:

3C=5-card suit, then 3D asks,
 - 3H/3S/3NT=min/mid/max
 3D=6-card suit min

3H=6-card suit mid
3S=6-card suit max
3NT=strong 6-card suit
4x=Natural with extra distribution

[17] Kokish Relay

2C-2D-2H forces 2S, then:
- 2NT=24+ balanced
- 3C=H+D
- 3D=Heart 1-suiter
- 3H=Hearts and spades
- 3S=Hearts and clubs
- 3NT=Hearts natural

[18] After a 2NT opening or rebid:

- 3C=Stayman
- Smolen over 3D response
- After major response, bid of other major is artificial slam try agreeing major
- 4m rebid is slam try with or without 4-card major
- 3D=5+ Hearts or both minors emphasizing clubs
- If opener completes transfer, responder's 3S forces 3NT, then:
- 4C=5+H, 4C
- 4D=5+H, 4D
- 4M=Shortness with both minors, clubs better or longer
- 4NT=Both minors and no shortness, clubs better or longer
- Opener's only super-accept of 3D is 3S. Then 3NT=Hearts (forcing) and other bids as above.
- Responder's 4m rebid=5-5
- Responder's 4S is 5332 with 5 clubs, at least invitational to slam
- 3H=5+Spades
- Responder's 4x rebid=5-5
- 3S->3NT then:
- 4C=5+S, 4C
- 4D=5+S, 4D
- 4M=Shortness with both minors, diamonds better or longer
- 4NT=Both minors and no shortness, diamonds better or longer
- 4C=Gerber 0, 1, 2, 3
- 4D/4H=Texas
- 4S=5332 with 5 diamonds, at least invitational to slam