

Reverse Benji Acol 1NT- 12-14HCP balanced, may have 1 doubleton but not 2, 2NT- 19-20HCP
 2D – 21-22HCP, balanced or 8 playing tricks in suit
 Response 2H – relay
 2C – strong 23-24HCP
 Response 2D – relay

5 card Majors (open better minor)

Stayman, Transfers (also after benji NT)

KCB 0-3, 1-4

Defence over opponents 1NT opening - Multi Landy

2C both majors (9+ cards)
 2D single suit (6+ cards, usually a major)
 2H 5H + minor
 2S 5S + minor
 2NT both minors (at least 5-5)
 3C/D natural
 Dbl 15+

Examples 1NT (by opponent) -2C –p -2D – bid longer major

1NT	-2D –p -2H – normal
1NT	-2H/S –p -2NT – bid minor
1NT	-2H/S –p -3H/S – invitational

Splinter

A double jump over 1C, 1D, 1H or 1S shows a minimum of game support in suit bid with interest in slam and a void or singleton in the new suit.

i.e. 1C – 3D or 3H or 3S shows singleton or void in suit bid
 1D – 4C or 3H or 3S -----
 1H – 3S or 4C or 4D -----
 1S – 4C or 4D or 4H -----

Jacoby

2NT over 1H or 1S shows a minimum of game support in suit bid with interest in slam and denies a void or singleton.

Questem

Over opponents opening suit bid
 Cue bid 2 of higher 3 remaining suits
 2NT 2 of lower 3 remaining suits
 3C high – low

Weak 2's in the majors (5-9HCP non vul, 6-10HCP vul)

2H/S opener 2NT (**Ogust**) describe hand
 3C 5-7HCP not 2 of top 3 honours
 3D 5-7HCP + 2 of 3 top honours
 3H 8-9HCP not 2 of 3 top 3 honours
 3S 8-9HCP + 2 of 3 top 3 honours
 3NT AKQ
 Sim vul 6-8 and 9-10
 Also 2H/S 3H/S weak
 4H/S very weak

Sputnick or Negative Doubles

eg partner opponent you
 1C 1S dbl – shows other 2 suits

Escape from 1NT doubled by opponent

transfers (unlikely with 15-17HCP NT)

eg 1NT – dbl – redbl transfers to C
 1NT – dbl – 2C transfer to D
 1NT – dbl – 2D transfer to H
 1NT –dbl – 2H transfer to S

Note, any rebid by opener is natural

Signals/discards Mckenny

Partner doubles after opponent opening bid, generally jump response with 8+HCP, otherwise single raise

Opponent pre-empts, double can be left, next suit up asks partner to bid best suit

Weak jump overcalls?