

Note # Description

1 Raises over 1M

- 1.1 **Raises over 1M are 2nt** = GF raise and 3c/3d mixed raises as per card
- 1.2 **1H - 3S - ? (3s=Void in spades and support to game (11-14 HCP))**
3nt = drive a slam based on good and well placed values
Cue bids suggest a weaker hand with a suitable shape
4H - sign off
- 1.3 **1s - 3NT - ? (3nt=Void in hearts and support to game (11-14 HCP))**
4c/4d = weaker hand with suitable values - cue bids
4H = drive a slam based on good hand and well place values - asks for voidwood responses (1or 4, 2 without Q, 2 with Q, 3)
4S - Sign off
- 1.4 **1M - 4m - Void in suit and voidwood** - 4 of opening major is sign off (done with all 0-1 key cards and some 2 key cards outside the void) and other bids are step responses showing key cards outside void (2 with Q, 2 without Q,3,4)
- 1.5 **1M - 2nt - ?**
3c = Any minimum 10-15 (16) that is **not** rank minimum (hand with fewer than 2 key cards and not acol opening values)
3d = 16-19 balanced/semi balanced
3h = 15+ with singleton or void club
3s = 15+ with singleton or void diamond
3NT = 15+ with singleton or void in other Major
4c/d/h = second suit 5 cards and source of tricks usually 13+ hcp
- 1.6 **1M - 2nt - 3c - ?**
3d = good hand for game force some interest in slam - asks for more info
3h = good hand with still interest in game with singleton c
3s = good hand with still interest in game with singleton d
3nt = good hand with still interest in game with singleton other major
4c/d/h = second suit 5 cards and source of tricks vague slam interest
4M = signoff
- 1.7 **1M - 2nt - 3c - 3d - ?**
3h = 10-12 with void club or 12-14 with singleton c
3s = 10-12 with void club or 12-14 with singleton d
3nt = 10-12 with void club or 12-14 with singleton other major
4c/4d/4h - second suit and 13-15 (16) hcp
4M = signoff
- 1.8 **1M - 2nt 3x (not 3c) - ?**
step 1 = slam force, 3nt if not step 1 shows a 1st or 2nd control in suit that is step 1 (control bid deny slam force but show interest in info
4M = signoff - dislike of partner's shortage or balanced nature
- 1.9 **1H - 3NT = void in spades 15+ HCP**
- 1.11 **1S - 4H = void in hearts 15+HCP**
- 1.12 **1M - interference - 2NT = good raise only and 3nt = pudding raise**
- 1.13 **1M - interference - 2NT - bids are as 1M- 2NT except 4h is a good minimum and 3c is a poor minimum**

2 Bidding after 2d as a bad weak 2 in either major

- 2.1 **with no interference**
p can be done on any hand
2h = pass or correct
2s = pass or correct
2nt = tell me about strength and suit
3c = non forcing to play
3d = non forcing to play
3h = can support either major to 3
3s = can support spades to 3 and hearts to 4+
3nt = natural to play usually with cashing minor
4c = transfer to your major
4d = bid your major
4M = natural and to play
- 2.2 **After 2d x**
p = 5 + diamonds and potential to play there as best spot. Not with a 3-3-5-2 hand usually
xx = bid your major - no desire to play in diamonds
2h = either natural or spades and clubs at least 5/5
2s = either natural or clubs and a red suit at least 5/5
2nt = tell me about strength and suit
3c = natural
3d = natural
3h = can support either major to 3
3s = can support spades to 3 and hearts to 4+
3nt = natural to play usually with cashing minor
4c = transfer to your major
4d = bid your major
4M = natural and to play
- 2.3 **After 2d - p -p -x**
xx = 4+ diamonds
p= 2-3 diamonds
2h/s = natural with at most 1 diamond

Other agr After 1x, 1M,1nt - 3 minor is slam try or better and 5+5+, with just game hands goes through 2 way checkback
After 1x, 1M - 1NT - 2nt = club transfer
After 1M - 2/1 - 2M = bucket bid including the 17-19 balanced that then forces to 4nt

After 1M - 2/1 - 2nt = 14+ with 6 cards, 3M = solid 6 card suit and 10-13 and 3nt = 7 card major and 14+ hcp
1d-1M-3c/2s = game force hands
1d-(p) - 1s - 1nt = non forcing 5d and 4h
1c-1M-2d = 18-20 balanced
1c - 1M - 2nt = 6c and 3 major 16-19
1c - 1M - 2d - 2M = stop here
1c-1M-2d -3c = check back
1c - 1M - 2d - 2nt = clubs