

OPENING BID	MIN NO OF CARDS	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING
1♣	3	NATURAL BETTER MINOR 12-21 HCP	1nt=7-10 hcp no major 2nt=11-12 hcp no major	
1♦	3	NATURAL BETTER MINOR 12-21 HCP		1 maj-2nt-4 maj = weakest bid
1♥	5	NATURAL 5+ CARDS 12-21 HCP	1nt=6-10 hcp. 2nt=4+card support GF	
1♠	5	NATURAL 5+ CARDS 12-21 HCP	1nt=6-10 hcp. 2nt= 4+card support GF	
1NT	2	BALANCED 15-17 HCP	2♣=stayman. 2♦/2♥/2♠/2nt=transfers to ♥/♠/♣/♦ respectively	
2♣	0	ARTIFICIAL. ANY GAME FORCE OR 22-24 BALANCED	2♦=negative or waiting. Suit responses natural positive. 2nt=7=9 balanced. 3nt=10-12 balanced.	
2♦	6	6-CARD SUIT 6-10 HCP	New suit=natural invitational. 2nt= enquiry	After 2nt enquiry 3♣=min points/poor suit 3♦=max points/poor suit 3♥=min points/good suit 3♠=max points/max suit 3nt= AKQxxx
2♥	6	6-CARD SUIT 6-10 HCP	New suit=natural invitational. 2nt= enquiry	As above
2♠	6	6-CARD SUIT 6-10 HCP	New suit=natural invitational/ 2nt=enquiry	As above
2NT	2	BALANCED 20-21 HCP	3♣=stayman. 3♦/3♥= transfers. 3♠=both minors, slam interest.	
3-LEVEL	7(6)	PRE-EMPTIVE 0-10 HCP	Raise pre-emptive. New suit natural (forcing if below game level)	
3NT		'GAMBLING' SOLID MINOR	4♣=Pass or correct	
4-LEVEL	7	PRE-EMPTIVE 0-20 HCP	4nt=RKCB	
4NT		ASKING FOR SPECIFIC ACES	5♣=no Ace. 5♦=♦Ace. 5♥= ♥Ace. 5♠=♠Ace. 5nt= any 2 aces	
5-LEVEL	8	PRE-EMPTIVE WIDE RANGE		

LEADS AND DISCARDS	OVERCALLS	CONVENTIONAL OVERCALLS	TAKE OUT DOUBLES	NEGATIVE/RESPONSIVE DOUBLES	REDOUBLES
<p>CARDING STANDARD COUNT AND ATTITUDE. (High-Lo=even/encouraging) LEADS 4th from length including an honor. 2nd highest from bad suits. Ace from AK to ask for attitude or K to ask for count. Top of touching honors.</p> <p>Xx xXx xXxx xXxXx(x) HxX HxxX HxxXx(x) K=KQ(x), AK(x) Q=QJ(x) J=JT(x) T=T9(x)</p>	<p>1-LEVEL Maybe aggressive especially NV 5+-card suit 2-LEVEL sound, at least a good 5 card suit.</p> <p>JUMP OVERCALLS Pre-emptive</p>	<p>CUE BID-‘Michaels’ over 1♣/1♦ shows at least 5-5 in ♥/♠. Over 1♥/1♠ shows at least 5-5 in the other major and unspecified minor.</p> <p>UNUSUAL 2NT. Shows at least 5-5 in the 2-lowest remaining suits.</p> <p>The two suited hands should be sounder when vulnerable.</p>	<p>1-LEVEL show opening values and support for the other suits, especially unbid major(s). Could be hand too strong to overcall.</p> <p>2-LEVEL show much the same but some minimums which might double at the 1-level may not quite be worth a double at the 2-level.</p> <p>3-LEVEL show the same but a better hand</p> <p>4-LEVEL are more flexible</p>	<p>After partner opens and opponents overcall, doubles are negative up to 4♥. Doubling a 1♥ overcall denies 4 or more ♠ and shows about 6+hcp. Doubling a 1♠ overcall of 1♣/1♦ shows 4♥ and about 7+ hcp. (Occasionally more than 4♥ in a hand too weak to bid 2♥)</p>	<p>Redoubles at the 1-level or 2-level where opponents have doubled for penalty or passed a take out double are ‘SOS’ rescue. Redoubles of notrumps are always to play. Redoubling a cue-bid shows 1st round control in that suit.</p>
SLAM BIDDING	DEFENCE TO 1NT	1NT OVERCALL	REOPENING	WHEN IN DOUBT	
<p>RKCB 5♣=1 or 4 5♦= 0 or 3 5♥=2 or 5 no trumpQ 5♠=2 or 5and trump Q</p>	<p>Overcalls are natural. Double is penalty normally 17+hcp, maybe slightly less with a good suit.</p>	<p>15-17 hcp responses as opening 1nt. Reopening 1nt shows 11-15 hcp responses as opening 1nt.</p>	<p>Reopening doubles maybe a King or so less. Reopening 2nt is still unusual. Reopening cuebid is Michaels.</p>	<p>Bid as naturally as possible!</p>	

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