



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠		2♣ = 6-9 HCP 3♣ = 10-12 HCP except preemptive over interference 2♦,♥,♠ = WJS. 3= splinter	1♣-2♣, NS =F1 and feature. Jump= 1 <sup>st</sup> /2 <sup>nd</sup> round control. Double jump splinter.	
1♦		3	3♠	Only 3 if 4432	As above. 1♦ - 3♣ = 9-12 6 card suit. 1NT force –unless minimum bal.. 2NS=FG.		
1♥		5	3♠	Natural may 4 in 3 <sup>rd</sup> /4 <sup>th</sup> seat	1NT force –unless minimum bal.. 2NS=FG. Reverse Drury after 3 <sup>rd</sup> or 4 <sup>th</sup> seat opener. Bergen.. Jacoby 2NT	GT are usually LST or maybe advance cuebid. After 1NT can bid 3 card minor.	
1♠				As above	2 over one = FG		
INT			2♠	15-17 HCP	2♣ - stayman- can be invite with <b>NO 4 card M.</b>	2♦,2♥,2♠ std responses. 3♥/♠ max. 5 card major.	
					4 way trf..	Trf then NS – F1. Stayman then NS = nf.	
					3♥ = 314(5) 4(5), 3♠ = 134(5)4(5)		
2♣	ART	0	3♠	FG unless 23-25 balanced	2♦= less than A and K or waiting	Natural. puppet, trf after 2NT rebid	
2♦	ART	0	0	Weak 6-10 HCP 6cardM or 20-21 NT hand	2M = p/c. 3♣MAJ,3♦ 3/3MAJ, 3♥/♠ = 3 in bid suit, 4+ other MAJ.3NT 4+/4+ MAJ 2NT invitational+ enquiry.		
2♥		5		Weak 7-10HCP 4+ minor	3♣ P/C NS sign off. 2NT invite+ enquiry	Raises to play	
2♠		5		Weak 7-10 HCP 4+ minor	3♣ P/C NS sign off. 2NT invite+ enquiry	Raises to play	
2NT		21-22	0	Bal- semi bal.	3♣=puppet. Trf. 3♠= 4+/4+ minors		
3♣		6+	0	Pre-emptive	NS forcing.Raises = law. Jump = splinter		
3♦		6+	0	Pre-emptive	NS forcing.Raises = law. Jump = splinter		
3♥		6+	0	Pre-emptive	NS forcing.Raises = law. Jump = splinter		
3♠		6+	0	Pre-emptive	NS forcing.Raises = law. Jump = splinter		
3NT	ART			4 level pre-empt minor	4♣,5♣,5♦ Pass or convert. 4♦ = slam try		
4♣	ART	0	0	Good 4 heart opener	4♦ = slam try. 4♥ to play		
4♦	ART	0	0	Good 4 spade opener	4♥ = slam try. 4♠ to play		
4♥		7+	0	Pre-emptive		<b>HIGH LEVEL BIDDING</b> Splinters, cuebids = 1 <sup>st</sup> or 2 <sup>nd</sup> round control.	
4♠		7+	0	Pre-emptive		Gerber over NTs. RKCB. Exclusion RKCB.	
4NT	ART			Specific ace ask	5♣=0		

## PRE-ALERT

### STYLE

### TWO OVER ONE

Strong NT (15-17), 5 card majors and minors 3+ suits.

#### OPENINGS

Multi 2D 2 way (6-9HCP, 6 card Major or 21-22 bal, semi bal hand)  
2H/S 5 card suit and 4+ minor (7-10HCP)  
3NT 4 level minor pre-empt  
4C/D 8 1/2 -9 playing tricks in H/S  
4<sup>th</sup> in hand bids are constructive not pre-emptive and meanings may change.

#### RESPONSES

1M opener Jacoby, Bergen and law raises  
1m opener Limit raises except over interference. WJS  
1NT 4 way transfers. Stayman can be an invite hand without a M  
2D Law raises, 2NT invitational+ enquiry  
2H/S 2NT enquiry  
2NT Puppet stayman

#### OVERCALLS

Michaels and jump overcalls are intermediate. Opposite a passed hand they can be wider ranging.

#### DEFENCES

##### To 1NT DONT

Bids are 11-17 and show 2 suits (4+/4+) except 2S which is a weak jump overcall type hand (7-11HCP)

X is single suited or 18+ any shape.

In the pass-out seat or with good distribution values may vary.

##### To precision 1C

1D = D and a M 5-13HCP

X = Majors 4+/4+ 5-13 HCP

1NT = minors 4+/4+ 5-13HCP

2level = weak jump overcalls

2NT = 5+/5+ 2 suited.

#### LEADS

Attitude against No Trumps.

1/3/5 against suits

#### SIGNALS

Reverse attitude, reverse count, standard suit preference.