

Bids and developments

Lead	Artificial	Min card	Description	Responses	Subsequent Auction	After overcall
1♣		3	12 - 23 H	2♣ : 6-10; 5 cards / 3♣ : 10-11 5cards 2NT : 10-11 balanced 2♦ / 2♥ / 2♠ : 6 cards 16+h	1m – 1M – 1NT – 2♣ asking for description : 2♦ = mini + 2M, 2♥ = mini + 3M, 2♠ = maxi + 3M, 2SA = maxi + 2m	1m - 1NT - 2♣ = majors 1m – 1NT – 2♦/♥/♠ = relay Double = 10+h 1m - X - XX = penalty
1♦		3	12 - 23 H	2♦ : 6-10; 5 cards / 3♦ : 10-11 5cards 2NT : 10-11 balanced 2♥ / 2♠ : 6 cards 16+h		
1♥		5	12 - 23 H	2M = 3 cards, 6-10 3♣ = 5♣ + 3M 10-11 2NT = 3/4 cards 11-12 3♦ = 5♦ + 3M 10-11 3M = 4 cards, 6-10 3NT = for playing 2x and game = 13-15	Developments over 2NT 3♣ = Mini 3M' = shortness M' 3♦ = shortness ♦ 3NT = Maxi 3M = 6 cards 4M = Maxi 6 cards	1M – 1NT – all transfer 1M – X – 2NT = 4 cards 11-12 1M – X XX = 3 cards 11/12
1♠		5	12 - 23 H			
1NT			15 - 17 H	Stayman / Texas / 3M = 6 cards 16+ / 4♣ = minors / 4♦ = majors		Rubensohl
2♣	x		Strong (not FG)	2♦ quite always	2M = 22-24H / 3M = 18-21H 2NT = 22-23H balanced / 3NT = majors	
2♦	x		Forcing Game	2♥ = nothing, 2♠ = 1A (♥/♠), 2NT = 8h or 2K, 3♣ = A♣, 3♦ = A♦, 3♥/♠/NT = 2As		
2♥		6	5 – 10 H	2NT = 15H asking for more, any auction is forcing	2M – 2NT – 3♣/♦ = interested by (♣/♦), 3M = weak, 3M'/4♣/4♦ = shortness, 3NT = ARDxxx	
2♠		6	5 – 10 H	2NT = 15H asking for more, any auction is forcing		
2NT			20 - 21 H	Same as 1NT	Slam : Blackwood 41/30 Exclusion BW 30/41 4NT – 5♣(5♦) - 5♦(♥) = asking for queen 5NT = Asking for kings, 6♣ = R♣ or 2 others	
3♣		6	Pre empt			
3♦		6	Pre empt			
3M		6	Pre empt			
4x		7	v			
3NT	X		ARDxxxxxxx ♣/♦	4/5♣ = pass or correct 4♦ = Asking for shortness		

Over 1NT : 2♦ = major, 2♥ = 5+♥ + 4+m, 2♠ = 5+♠ + 4+m, 2SA = minors, X = 5+m + 4m