

Openings and responses

Opening	Artificial	Is Min. No.	on Negative-	Description	Responses	Subsequent auction	Passed hand or competitive bidding
1♣	☒	2	3♣	a) 11-22 natural, 4+ b) 11-14 bal, no 5♥/♠, no good 4♦ c) 18-19 bal, no 5♥/♠, no good 4♦	T-walsh: 1♦=♥; 1♥=♠; 1♠=6-9 or 4+♦; 1NT=10-11; 2♣= inverted; 2♥♥♠=4-8, 6+♥♦♠; 2NT= weak, 6+♣ (3-6); 3♣= constructive 6+♣ (7-9)	1♣-1♦♥-1♥♠= 3♥♠ 11-17; 1♣-1♦♥-1NT= 2♥♠ 12-14 balanced; 1♣-1♠-1NT-> 2m to play; No TWC; 1♣-1♦♥-2♣= Multi-meaning Reverse; 1♣-1♦-3♦= 4card ♥ fit, unbal 11-14	1♣ (1♦♥) X= Transfer 1♣ (1♦♥) 1♠= 0-3♣ 1♣ (1♦) 2♥♥= 6+♥♠, 5-8 or GF
1♦	☐	5(4)	3♣	11-22, good 4+ suit or unbalanced	1NT= 6-10; 2♥♠= 4-8, 6+♥♦; 2NT= 3-6, 4+♦; 2NT= weak, 4+♦ (3-6); 3♦= constructive 4+♦ (7-9)		Passed hand after 1♥♠:
1♥	☐	5	3♣	11-22, 5+♥	1NT= 5-11, forcing 1; 2♣= GF relay; 2♦= nat GF; 2♥/♠= 8-10 & usually 3♥/♠; 1♥/♠ - 2NT= inv+ 4+♥/♠; 3♦♥= natural, invitational; 3NT= a good preempt to 4♥/♠	1♥-2♣: ->2NT= 11-13; ->3♣= 17+; ->3♦ and higher= 14-16, descriptive; 1♠-2NT: ->3♠= 11-13; ->3♦= 17+; ->3♥ and higher= 14-16, descriptive	2♣= Drury. Responses: 2♦= Healthy opening 2♥♠= Subminimum Other= descriptive, invitational or better.
1♠	☐	5	3♥	11-22, 5+♠			
1NT	☐	-	3♣	(14)15-17 Offshape possible Frequent up/downgrades	2♣= (garbage) Stayman; 2♥♥NT= Transfer; 2♠= invitational without 4card ♥/♠ or ♣ Transfer; 3♦♥= Asks for top honor, invit; 3♥♠= 4333/3433	1NT - 2♦ - 2♥ - 2♠= invitational 5-5; 1NT - 2♥ - 2♠ - 3♥= GF 5-5; 1NT - 2♣ - 2♦ - 2♠= Asks distribution	Transferlebensohl: X=t/o; 2-level to play; 2NT= any weak/ inv+ ♣ 3♣= invit+ 5+♦ 3♦= invit+ 5+♥ 3♥= invit+ 5+♠ 3♠= asks Stopper Transfer to opponents' suit= Stayman
2♣	☒	0	-	a) SF in ♥♠ b) any GF c) 22-25 NT	2♦= Relay; 2♥♠= 5+♥♠ with 2+ top honors (AKQ); 2NT= both minors, at least 1 top honor per suit; 3♦♥= 6+♦♥ with AKQ, AKJ, AQJ or KQJ	After 2♦: 2NT= 24-25; 2♣ - 2♦ - 2♥= kokish: ♥ GF or 24-25+ NT. Responder must bid 2♠.	
2♦	☒	0	-	a) 9-11, 6♥/♠ decent suit quality b) 26+ NT	2♥♠=P/C; 2NT= asks suit and min/max; 3♥♠=P/C; 4♣= transfer to your suit; 4♦= bid it 4♥♠= to play	After 2NT: 3♣= minimum ♥; 3♦=minimum♠; 3♥= maximum ♠; 3♠= maximum ♥	
2♥	☐	5	-	5-8, 5+♥	2NT= Asks length & min/max, New suit forcing	After 2NT: 3♣= minimum 5♥♠ 5; 3♦= maximum 5♥♠; 3♥= minimum 6♥♠; 3♠= maximum 6♥♠;	
2♠	☐	5	-	5-8, 5+♠	2NT= Asks length & min/max, New suit forcing		In 4 th seat 2♥♠ are 12-14 with 6 card suit
2NT	☐	-	3♣	20-21, Offshape possible Frequent up/downgrades	3♣=Muppet; 3♥♥=♥♠ Transfer; 3♠ relay; 4♦♥♥♠= 2 steps Transfer, to play or Slaminterest	After 3♣: 3♦= one or both 4-card Majors; 3NT♠= 5-card ♥♠; 3♥= no 4+ Major	After 2NT: 3♣-3♦-4♦= both Majors 3♣-3NT-4♣= minor s.a. 3♣-3NT-4♦= Transfer 3♣-3NT-4♥♠= 6+♦♥ 3♣-3♥-3♠= minor s.a. ->3NT= 4333; ->4♦♥=5 ->4♥♠=5422 with 54♦♥
3♣	☐	6	-	Depending on vulnerability and shape. 3 rd seat wide-ranged	4♦= RKCB ♣	<u>Answers to RKCB after Preempt:</u> 1 st Step= 0 KC 2 nd Step= 1 KC, no queen 3 rd Step= 1 KC + queen 4 th Step= 2 KC, no queen 5 th Step= 2 KC + queen	
3♦	☐	6	-		4♣= RKCB ♦		
3♥	☐	6	-		4♠= RKCB ♥		
3♠	☐	6	-		4♣= RKCB ♠		
3NT	☒	-	-	8-8.5 playing tricks in ♥/♠	4♦♥=Cue, SI; 4♥=P/C		
4♣	☐	7(6)	-	Depending on vulnerability and shape. 3 rd seat wide-ranged	4♦= RKCB ♣	High level bidding RKCB/minorwood/Exclusion -> 1430; mixed cuebids; placed kings 4♦♥ is minorwood if the GF fit has been found earlier 5NT pick a slam if no RKCB has been bid 4NT is Quantitative if no fit has been found 4♠ is RCKB for ♥ wherever possible In uncontested bidding, jump to 5 Major=trump asks for trump quality In competition it asks for control in opponents' suit	
4♦	☐	7(6)	-		4NT= RKCB ♦		
4♥	☐	7(6)	-		4NT= RKCB ♥		
4♠	☐	7(6)	-		4NT= RKCB ♠		
4NT	☒	-	-	minors			
5♣	☐	8(7)	-				
5♦	☐	8(7)	-				