2-under general description

* 1♣ is strong (usually 14+ in the first 2 seats, 17+ in 3rd and 4th)
* 1nt is weak in the first two seats 10-13; 3rd and 4th seats 14-16
* all the bids from 1♦ to 4♦ (except for 1♥, 1nt, 2♥ and 3♥) are 2-under, showing the n+2 suit, unbalanced hands and denying unbid 4+ card major(s); intermediate range (8-13 usually in the first 2 seats) - in 3rd and 4th seats the HCP range can vary from 0 to 16
  + the n+1 response is always a relay asking for description
    - n response = minimum hand
    - anything else = natural, maximum hand
  + 2nt, if available = 4 card fit, inv+
  + new suit = non-forcing (strong hands bid n+1 first)
* a double by responder is not negative, but proposing a penalty
  + new suit: 10 cards in the two suits bid or singleton in the doubled suit
  + normally should accept the penalty proposal
* a reopening double shows a singleton in the opponents’ suit (so a penalty pass is also allowed, in addition to the penalty proposing double)
* handy conventions that fit nicely: Rubens, various forms of Lebensohl, fit jumps; we don’t play SWITCH in this system
* signals: UDCA; discarding: UDCA; priorities always: Count/Attitude/Suit Preference; we give Count often
* leads: always 2/4; top of sequence; J from KJT

1♣ Opening

* 1♣ = 14+ (17+)
  + 1♦ = 0-9 hcp any
    - 1♥ = 18+
      * 1♠ = 0-5 any (but not with ♠)
        + 1nt = 18-21
        + 2♣ = any GF

2♦ = no suit worth mentioning (KJxxx and QJTxx are worth mentioning)

2nt = 24+

stayman + transfers apply

* + - * + 2nt = 22-23
      * 1NT = 0-5 hcp, 5+♠
      * 2♣ = 6-9, balanced
      * 2♦, 2♥, 2♠, 3♣ = nat 6-9 hcp
      * 2nt = never used
    - 1♠, 1NT, 2♣, 2♦, 2♥ = nat, 14-17
      * normal structures apply (fit bids after 1♠ and stayman+transfers after 1nt)
  + 1♥, 1♠, 2♣, 2♦ = 10+, nat
  + 1nt = 10-13
  + 2♥, 2♠, 3♣, 3♦ = weak, constructive, 6-9 hcp
  + 2nt = 14+
  + 1♣-1NT-4NT-5♣/5♦ = 4-card minor, maximum hand
* 6♣/6♦ = 4+♣/♦
* 5♦ = 4+♦, no 4-card ♣
* 5NT = to pass

1♦ Opening

* 1♦ = 4♠ exactly
  + 1♥ = relay (denies fit)
    - 1♠ = 8-10 hcp
    - other, natural, maximum
  + 1♠ = to play, 3♠
  + new suit non-forcing (use relay for strong hands)
  + 2nt = inv + 4♠s (13-14+)
* 3♠ 4441 weak
* 3♥ 4441 strong
* 3♣/3♦ (5-card minor) -3♦/3♥(relay) -3♠= weak / 4♠=strong
* 4♣/4♦ = 6-card minor - 4♥= slam interest

1♥ Opening

* 1♥ = 4♥ exactly
* 1♥ - 2♥ = 4♥, weak
* 1♥ - 2nt = ♥+♠
* minor rebids show 5+ cards in the minor
* 1♥ - 1♠ = 5+ cards, forcing 1 round
* 1♥ - 1nt = relay, forcing
  + 2♣/2♦ = 5 cards, nat
  + 2♥ = 4441, singleton ♠
  + 2♠ = 5440, 5♣, ♠ void
  + 2nt = 5440, 5♦, ♠ void
  + 3♣/3♦ = 6 cards, nat
* 1♥ - 2♣, 2♦ = nat, non-forcing
* 1♥-2♠= inv, +4♥ (13-14+)
* 3♥ - 4441 weak
* 3♦ - 4441 strong
* 2NT/3♣ = 5-card minor, ♣/♦ - 3♣/3♦(relay)- 3♥ weak/4♥ strong
* 3NT/4♣=6 card minor, ♣/♦- 4♦ slam interest

1♠ Opening

* 4+ ♣s, usually 54 in the minors
  + 1nt= to play
    - opener is allowed to rebid 2M with a 3 card suit and a nice hand (singleton in the other major)
  + 2♣, 2♦ = to play
  + 2♥, 2♠ = nat, forcing
  + 2nt = bid your best minor (can be strong, 13+)
  + 3♣/3♦ = weak

1NT Opening

* weak in the first two seats (10-13); 3rd and 4th seats (14-16)
* stayman and transfers, including 2♠/2NT = 6-card minor ♣/♦
* 3♣ - minors, weak
* 3♦- minors, strong
* 3♥- 3154, 3145 (♥ singleton + 3♠), GF
* 3♠- 1354, 1345 (♠ singleton + 3♥), GF
* 4♣/♦ -7222, 6322 ♣/♦ GF
* 4♥/♠ to play
* 1NT-2♦/♥-2♥/♠-4♥/♠ slam invite
* 1NT-2♦/♥-
* 2NT = 5422 (4♥)
* 2♠ (over 2♦ only) = 4♥ with 4+♠, maximum hand
* 3♣/♦ = 4♥ with 4+♣/♦, maximum hand
* 3♥ = 4♥, weak

2♣ Opening

* 2♣ = 5♥, 8-13 hcp, unbalanced
  + 2♦ = relay
    - 2♥ = minimum hand
    - anything else = natural, maximum
    - 2♠= 6♥ without AKQ
    - 2NT=6♥ AKQ
  + new suit non-forcing (use relay for strong hands)
  + 2nt = 4+ card fit, inv+
* 3♥ weak
* 3♣/♦ 4-card minor, maximum hand
* 4♣/♦ 5-card minor, maximum hand
* 4♥ strong, any
  + fit jumps
  + 3nt nat
* 2♦, 2♠, 2nt, 3♣, 3♦, 3♠, 3nt, 4♣, 4♦ openings have a similar structure

2♥ Opening

* 2♥ = 4-4 / 5-4 majors, 8-13 hcp (except 4414 with 4♣ 8-10 HCP)
  + 2nt = relay
    - 3♣ = maximum hand, any - 3♦ relay-
* 3♥/♠ =maximum hand, 5-card major
* 3NT=maximum hand, 4414 (4♣)
  + - 3♦ = 4♦s weak
    - 3♥ = 5♥s weak
    - 3♠ = 5♠s weak
    - 3NT= maximum hand, 4441 (4♦)
  + 3♣ = inv+, ♥ fit
  + 3♦ = inv+, ♠ fit
  + 3M, 3NT, 4♣/♦ to play

3♥ Opening

* 3♥ = 5-5 / 6-5 majors, 8-13 hcp
  + 4♣ = relay
    - 4♦ = 5-5
    - 4♥, 4♠ = 6 cards

If they X our transfer

* pass = to play
* xx = relay
* 2nt = inv+, fit
* fit jumps
* new suit non-forcing

If they X our 1NT

* XX = inv+, 12+ hcp, establishes an unlimited forcing pass sequence; subsequent doubles are for penalty
* new suit = non-forcing, 5 cards, partner can raise with 4 cards
* pass = non-forcing, denies a 5 card suit; subsequent doubles are for take-out
* 1nt - [X] - pass - [pass] -
  + pass = 4333 shape
  + new suit = 5 cards
  + XX = 2 4-card suits
    - try to find a 4-4 fit economically

Bidding sequences

* [1NT]-P-[P]-x = 1NT opening -> stayman +transfers apply
* 1♣-P-1♦-[X]
* XX – take-out, no ♦
* 2♦- strong
* P- to play?
* 1♠-[P]-2NT- [3♥/3♠]- X = 55 minors & 0-1 ♥/♠
* 1♣- [1♠]-2♥ = nat, NF; 1♣- [1♠]-x then 2♥=strong
* If [1nt]-x-[XX] = strong => Multi Landy (2♣ choose minor, 2♦-major, 2♥/♠-6, natural);

else P=strong, any=natural, NF

* 1♣-[X]- XX=strong, 10+; anything else= natural, NF (1M with 4+cards)