

Summary of Uncontested Auctions

- **1C: 13-20 HCP, 2+ clubs. Typically no 5 card major.**
- **1D: 13-20 HCP, 4+ diamonds. Typically no 5 card major.**

Responses:

- ▷ Pass: 0-5 HCP.
- ▷ 1D/1C: 6+ HCP, 4+ diamonds. Either no 4 card major or a 4 card major with longer diamonds.
- ▷ 1H: 6+ HCP. 4+ hearts.
- ▷ 1S: 6+ HCP. 4+ spades. Will not have 4+ hearts unless has 5+ spades.
- ▷ 1NT: 6-9 HCP. No 4 card major. May have mild trump support.
- ▷ 2C over 1D: 10+ HCP. 5+ club suit. May have a shorter 4+ card Major.
- ▷ 2C over 1C or 2D over 1D: 6-9 HCP, trump support (4+ in diamonds, 5+ in clubs). May have a four card major.
- ▷ 2D over 1C: 17+ HCP, 5+ diamonds.
- ▷ 2H/2S: 17+ HCP, 5+ in bid suit.
- ▷ 2NT: 10-11 HCP, no 4 card major.
- ▷ 3C over 1D: 17+ HCP, 5+ clubs.
- ▷ 3m over 1m: 13+ HCP, trump support. Forcing to 3NT or 4m.
- ▷ 3NT: 12-13 HCP, no 4 card major.

- **1H: 13-20 HCP, 5+ card heart suit, typically shorter spades.**
- **1S: 13-20 HCP, 5+ card spade suit, may have equal hearts.**

Responses:

- ▷ 1S (over 1H): 6+ HCP, 4+ spades. May have 3+ hearts if 10-12 HCP (temporizing bid).
- ▷ 1NT: 6-9 HCP, 0-2 cards in opener's suit.
- ▷ 2m: 10+ HCP, 5+ cards in suit (sometimes 4). May have 10-12 HCP and 3+ in opener's major (temporizing bid).
- ▷ 2H (over 1S): 10+ HCP, 5+ cards in suit. May be temporizing.
- ▷ 2M (over 1M): 6-9 HCP, 3+ card support
- ▷ 2S (over 1H): 17+ HCP, 5+ spades.
- ▷ 2NT: 10-11 HCP, 2 card support for opener. No good 5 card suit. Denies 4 spades after a 1H opening.
- ▷ 3C, 3D, 3H (over 1S): 17+ HCP, 5+ card suit.
- ▷ 3M (over 1M): 13+ HCP, 3+ card support. Game forcing.
- ▷ 3NT: 12-13 HCP, 2 card support for opener. No good 5 card suit. Denies 4 spades after a 1H opening.
- ▷ 4M (over 1M): 6-9 HCP (No distribution), 5+ card support.
- ▷ 4NT: Blackwood, asking for aces.
 - ▷ 5C : 0 or 4 aces
 - ▷ 5D: 1 ace
 - ▷ 5H: 2 aces
 - ▷ 5S: 3 aces

- **1NT: 15-17 HCP, balanced, no singletons, no more than 1 doubleton**

Responses:

- ▷ Pass: 0-5 HCP, no 6+ card suit.
- ▷ 2C: Stayman, 8+ HCP with at least one 4 card major.
 - ▷ 2S: A four (or five) card spade suit.
 - ▷ 2H: A four (or five) card heart suit.
 - ▷ 2D: Has no four card major.
 - ◊ 2NT, 3NT, 4NT, 5NT, 6NT, 7NT, The same as if Stayman hadn't been bid.
 - ◊ 3 of opener's major suit response: 8-9 HCP, 4 cards in that major.
 - ◊ 4 of opener's major suit response: 10-13 HCP, 4+ cards in that major.
 - ◊ 4C: Gerber. May or may not have a fit for opener's 4 card major (final bid will tell).
- ▷ 2D, 2H: Jacoby transfer, shows a 5+ card heart or spade suit.
- ▷ 2S: Jacoby transfer, shows a 5+ card minor suit.
- ▷ 2NT: 8-9 HCP, no four card major. Invitational
- ▷ 3C, 3D, 3H, 3S: 10+ HCP, 5+ card suit. Game forcing. (Possibly invitational to slam).
- ▷ 3NT: 10-13 HCP, no four card major.
- ▷ 4C: Gerber, asking for aces.
 - ▷ 4D: 0 or 4 aces
 - ▷ 4H: 1 ace
 - ▷ 4S: 2 aces
 - ▷ 4N: 3 aces
- ▷ 4H, 4S: 4-7 HCP, 6+ card suit.
- ▷ 4NT (QST): Slam invitational. 14-15 HCP, no four card major. Partner is expected to bid 6NT with a maximum opener and pass with a minimum.
- ▷ 5NT: 18-20 HCP, no four card major. Partner is expected to bid 6NT with a minimum and 7NT with a maximum.
- ▷ 6NT: 16-17 HCP. No four card major. Ends auction.
- ▷ 7NT: 21+ HCP. No four card major.

- **2C: 20+ HCP, any distribution**

Responses:

- ▷ 2D: 0-6 HCP
- ▷ 2H, 2S, 3C, 3D: 5+ HCP, 5+ card suit.
 - ▷ 2NT/3NT: 23-24 HCP, balanced. If 2NT then responses follow the 1NT bidding rules, shifting point ranges as necessary.
 - ▷ New suit: 5+ cards in the suit.
 - ▷ Raising to game: A good 3 cards in the suit, or 4+ cards. No slam interest.
 - ▷ Raising the suit (below game): A good 3 cards in the suit, or 4+ cards. Slam interest (game forcing).
- ▷ 2NT: 9+ HCP, balanced
- ▷ 3NT: 5-8 HCP, balanced

- **3C, 2D, 2H, 2S: Weak two bid. 6-10 HCP, 6 card suit with good quality.**

Responses:

- ▷ 2H, 2S (over 2D, 2H): 16+ HCP, 5+ card suit, asking for 3 card support. Forcing.
- ▷ 2NT: Forcing, either 16+ HCP or 13+ HCP with support.
 - ▷ 3C: club stopper.
 - ▷ 3D: diamond stopper.
 - ▷ 3H (after 2S opening): heart stopper.
 - ▷ 3S (after 2H opening): spade stopper.
 - ▷ 3M (same as opening): no outside stoppers.
- ▷ 3C, 3D: 16+ HCP, 5+ card suit, asking for 3 card support. Forcing.
- ▷ 3 of the bid suit: Pre-emptive raise.
- ▷ 3H (over 2S): 16+ HCP, 5+ card suit, asking for 3 card support. Forcing.
- ▷ 3M (over 2M: 6-9 HCP, 3 trump. Signoff.
- ▷ 3NT: 16+ HCP. All other suits stopped. Signoff. (Note, this contract will not be easy to make if partner has no outside stopper to provide an entry for you).
- ▷ 4M over 2M: Either 6-9 HCP with 4+ trumps or 16+ HCP with 2+ trumps. Signoff.
- ▷ 5m over 2m: Either very few HCP with 5+ diamonds, or 21+ HCP with 2+ diamonds.

• **2NT: 18-20 HCP and balanced distribution: no singletons, no more than 1 doubleton**

Responses:

- ▷ Pass: 0-5 HCP, no 6+ card suit.
- ▷ 3C: Stayman, 6+ HCP with at least one 4 card major.
 - ▷ 3S: A four (or five) card spade suit.
 - ▷ 3H: A four (or five) card heart suit.
 - ▷ 3D: Has no four card major.
 - ◇ 3NT, 4NT, 5NT, 6NT, 7NT, The same as if Stayman hadn't been bid.
 - ◇ 4 of opener's major suit response: 8-9 HCP, 4 cards in that major.
 - ◇ 4C: Gerber. May or may not have a fit for opener's 4 card major (final bid will tell).
- ▷ 3D, 3H: Jacoby transfer, shows a 5+ card heart or spade suit.
- ▷ 3S: Jacoby transfer, shows a 5+ card minor suit.
- ▷ 3NT: 6-7 HCP, no four card major. Invitational.
- ▷ 4C, 4D, 4H, 4S: 8+ HCP, 5+ card suit. Game forcing. (Possibly invitational to slam).
- ▷ 3NT: 8-10 HCP, no four card major.
- ▷ 4C: Gerber, asking for aces.
 - ▷ 4D: 0-4 aces
 - ▷ 4H: 1 ace
 - ▷ 4S: 2 aces
 - ▷ 4N: 3 aces
- ▷ 4H, 4S: 4-7 HCP, 6+ card suit.
- ▷ 4NT (QST): Slam invitational. 14-15 HCP, no four card major. Partner is expected to bid 6NT with a maximum opener and pass with a minimum.
- ▷ 5NT: 18-20 HCP, no four card major. Partner is expected to bid 6NT with a minimum and 7NT with a maximum.
- ▷ 6NT: 16-17 HCP. No four card major. Ends auction.

• **3C, 3D, 3H, 3S: 6-10 HCP, 7+ card suit. Clubs may have only 6.**

Responses:

- ▷ Raise: Signoff, either continuing preempt or raising to game.
- ▷ New Suit: Forcing, asking for 3 card support.