# Uncontested Auctions

## 1C Opening

Could be 2, but only if 4-4-3-2 or 18-19 balanced.

Will not be a balanced 11 unless has a 5 card suit, or 4-4 in the majors non-vulvnerable

## 1D Opening

## 1H Opening

5+ hearts, rule of 11

### 1H – 1 level responses

* 1S – 4 spades
  + 3H – 6 good hearts, 15-16, invitational
* 1N – semi forcing, wide ranging 5-11 or poor 12
  + Pass – up to poor 13
  + 2C – 5 hearts, 3 clubs
    - 2D
    - 2H – preference to hearts (may be false)
    - 2N - invitational
    - 3D – 6 diamonds, 9-11
  + 2H – usually 6 hearts, can be 5
  + 2S – 5 hearts, 4 spades, forcing
  + 2N – 18-19
  + 3C – 5 hearts, 5 clubs, forcing
  + 3D – 5 hearts, 5 diamonds, forcing
  + 3H – invitational 15+
  + 3N – good 6 card suit acol 2 type

### 1H – 2 level responses

* 2C (passed hand) – 3 hearts (4 if 4333 or only 8 points), 8-11
  + 2D – game interest
  + 2H – no interest
  + 2S – 5 hearts, 4 spades, extras
  + 2N – GF offering choice of games
* 2C (non-passed hand) – 4+ clubs, GF
* 2H – 3 hearts, 6-9 points
  + 2S – 3+ spades, game try
  + 2N -
  + 3C – 3+ clubs, game try
  + 3D – 3+ diamonds, game try
  + 3H
  + 3S – spade cue
  + 4C – club cue
  + 4D – diamond cue
  + 4N – RKCB
* 2S – 3 hearts, 10-13 points
  + 2N -
  + 3C – 3+ clubs, game try
  + 3D – 3+ diamonds, game try
  + 3H – minimum
    - 4H – 12-13 points
  + 3S – spade cue
  + 4C – club cue
  + 4D – diamond cue
  + 4N – RKCB
* 2N – 4+ hearts, game forcing
  + 3C – any minimum
    - 3D – asks for shortage
      * 3H – club shortage
      * 3S – diamond shortage
      * 3N – spade shortage
  + 3D – non-minimum, no shortage
  + 3H – non-minimum, club shortage
  + 3S – non-minimum, diamond shortage
  + 3N – non minimum, spade shortage

### 1H – 3 level responses

* 3C – 10-11 and no shortage
  + 3D – 3+ diamonds, game try
  + 3H – to play
  + 3S
  + 3N
  + 4C – slam try (showing?)
  + 4D – slam try (showing?)
  + 4H – to play
* 3D – 4 hearts, 7-9 points
  + 3H – to play, no game interest
  + 3S – slam try with no shortage. Asks for shortage
    - 3N – shortage in spades
    - 4C – shortage in clubs
    - 4D – shortage in diamonds
    - 4H – no shortage
  + 3N
  + 4C
  + 4D
  + 4H – to play
* 3H – 4 hearts, 4-6 points
* 3S – 4 hearts, 9-12 with any singleton
  + 3N – asking where the singleton is
    - 4C – singleton club
    - 4D – singleton diamond
    - 4H – singleton spade
* 3N – 4 hearts, 9-12 with spade void
  + 4N – RKCB discounting spades (AH, KH, AC, AD)
    - 5C – 0 or 3
      * 5D – asks for QH
      * 5N – asks for Ks
      * 6C – asks for third round control in clubs
    - 5D – 1 or 4
    - 5H – 2 without QH
    - 5S – 2 with QH

### 1H – 4 level responses

* 4C – 4 hearts, 9-12 with club void
  + 4N – RKCB discounting clubs (AH, KH, AD, AS)
    - 5C – 0 or 3
      * 5D – asks for QH
      * 5N – asks for Ks
      * 6C – asks for third round control in clubs
    - 5D – 1 or 4
    - 5H – 2 without QH
    - 5S – 2 with QH
* 4D – 4 hearts, 9-12 with diamond void
  + 4N – RKCB discounting diamonds (AH, KH, AC, AS)
    - 5C – 0 or 3
      * 5D – asks for QH
      * 5N – asks for Ks
      * 6C – asks for third round control in clubs
    - 5D – 1 or 4
    - 5H – 2 without QH
    - 5S – 2 with QH

## 1S Opening

5+ spades, rule of 11

* 2S – 3 spades, 6-9 points

## 1NT Opening

1NT – balanced 15-17

### 1N – 2C (4 card stayman)

* 2C – stayman, promising at least one 4 card major
  + 2D – no 4 or 5 card major
    - Pass – weak with (34)51 shape
    - 2H – weak with 4 spades and 4 or 5 hearts
      * Pass – any shape except 3 spades / 2 hearts
      * 2S – 3 spades / 2 hearts
    - 2S – weak with 5 spades and 4 hearts
      * Pass – only option
    - 2N – 8 points plus a 4cM, invitational
    - 3C – 5 or 6 clubs, FG. 11+ if 5422.
    - 3D – 5 or 6 diamonds, FG. 11+ if 5422
    - 3H – 4 hearts and 5 spades, forcing
    - 3S – 5 hearts and 4 spades, forcing
    - 3N – good 9 points plus a 4 card major
    - 4N – quantitative
  + 2H – shows 4 hearts. Could have 4 spades
    - 2S – slam try in hearts
    - 2N – invitational, 4 spades and not 4 hearts
    - 3C – 5 or 6 clubs, 4 spades, FG
    - 3D – 5 or 6 diamonds, 4 spades, FG
    - 3H – 4 hearts, invitational
    - 3N – 4 spades and singleton heart
    - 4H – to play
    - 4N – quantitative
  + 2S – shows 4 spades and not 4 hearts
    - 2N – invitational, 4 hearts and not 4 spades
    - 3C – 5 or 6 clubs, 4 hearts, FG
    - 3D – 5 or 6 diamonds, 4 hearts, FG
    - 3H – slam try in spades
    - 3S – 4 spades, invitational
    - 3N – 4 hearts and singleton spade

### 1N – 2D (heart transfer or balanced invite)

* 2D – transfer to hearts or a balanced invite
  + 2H – most hands
    - 2S – shows the balanced invite
      * 2N – not accepting invite
      * 3C – accepting, lowest 4 card suit
      * 3D – accepting, lowest 4 card suit
      * 3H – accepting, lowest 4 card suit
      * 3S – accepting, lowest 4 card suit
      * 3N – accepting (doesn’t want to give anything away)
    - 2N – invitational balanced with 5 hearts
    - 3C – 5 hearts and 4 clubs FG
    - 3D – 5 hearts and 4 diamonds FG
    - 3H – single suited slam try in hearts
      * 3S – non-serious slam try
      * 3N – cue bid in spades
      * 4C – cue bid in clubs, denying cue in spades
      * 4D – cue bid diamonds, denying cue in clubs or spades
      * 4H – worst hand
    - 3N – balanced with 5 hearts
    - 4C – auto-splinter
    - 4D – auto-splinter (9/10 slam try)
    - 4H - mild slam try, 12+ count an 7 cards
    - 4N – quantitative (16-17 with 5 hearts and no second suit)
  + 2S – 4 hearts and a maximum
    - 2N – confirms the balanced invite (not hearts)
    - 3C – long suit trial agreeing hearts, invitational
    - 3D – retransfer to hearts

### 1N – 2H (spade transfer)

* 2H – transfer to spades
  + 2S – most hands
    - 3C – natural GF
    - 3D – natural GF
    - 3H – 5 spades and 5 hearts GF
    - 3S – single suited slam try
      * 3N – non-serious slam try
      * 4C – positive, cue bid in clubs
      * 4D – positive, cue bid in diamonds, denying cue bid in clubs
      * 4H – positive, cue bid in hearts, denying other cues
      * 4S – worst hand
    - 3N – balanced with 5 spades
    - 4C – auto-splinter
    - 4D – auto-splinter
    - 4H – auto-splinter (9/10 slam try)
    - 4S – mild slam try, 12+ count an 7 cards
    - 4N – quantitative (16-17 with 5 spades and no second suit)
  + 2N – 4 spades, max, no small xx
    - 3H – re-transfer
  + 3C – 4 spades, max, small xx in clubs
    - 3D – mild slam try
    - 3H – re-transfer
  + 3D – 4 spades, max, small xx in diamonds
    - 3H – re-transfer
  + 3H – 4 spades, max, small xx in hearts
  + 3S – 4 cards, good hand
    - 4C – mild slam try
    - 4D – mild slam try
    - 4H – mild slam try

### 1N – 2S or 2N (minor suit transfers)

* 2S – transfer to clubs
  + 2N – denies Qxx or better in clubs
    - 3C – to play
    - 3D – diamond shortage (may be slam try)
    - 3H – heart shortage (may be slam try)
    - 3S – spade shortage (may be slam try)
    - 3N – mild slam try no shortage
  + 3C – Qxx or better in clubs
    - 3D – diamond shortage (may be slam try)
    - 3H – heart shortage (may be slam try)
    - 3S – spade shortage (may be slam try)
    - 3N – to play
* 2N – transfer to diamonds
  + 3C – denies Qxx or better in diamonds
    - 3D – to play
    - 3H – heart shortage (may be slam try)
    - 3S – spade shortage (may be slam try)
    - 3N – mild slam try no shortage
    - 4C – club shortage (may be slam try)
  + 3D – Qxx or better in diamonds
    - 3H – heart shortage (may be slam try)
    - 3S – spade shortage (may be slam try)
    - 3N – to play
    - 4C – club shortage (may be slam try)

### 1N – 3C (5-card major enquiry)

* 3C – 5 card major enquiry
  + 3D – no 4 or 5 card major
    - 3H – 4 spades (puppet)
    - 3S – 4 hearts (puppet)
    - 3N – to play
    - 4C – natural slam try 5+ clubs
      * 4D – diamond cue
      * 4H – heart cue (denying diamond cue)
      * 4S – spade cue (denying diamond or heart cue)
      * 4N – sign-off
    - 4D – natural slam try 5+ diamonds
      * 4H – heart cue
      * 4S – spade cue (denying heart cue)
      * 4N – sign-off
    - 4H – slam try in clubs
    - 4S – slam try in diamonds
  + 3H – 5 hearts
    - 3S – slam try in hearts
    - 3N – to play
    - 4C – natural slam try 5+ clubs
    - 4D – natural slam try 5+ diamonds
    - 4H – to play
  + 3S – 5 spades
    - 3N – to play
    - 4C – natural slam try 5+ clubs
    - 4D – natural slam try 5+ diamonds
    - 4H – slam try in spades
    - 4S – to play
  + (no other option)

## 1N – 3D, 3H or 3S (major shortages)

* 3D – 5/4 in minors, 2-2 in majors, some slam interest
  + 3H – heart control, worried about spade control
    - 3N – to play, spade control
  + 3S – spade control, worried about heart control
    - 3N – to play, heart control
  + 3N – Both majors stopped, not good for slam
  + 4C – Agreeing clubs, suitable for slam
  + 4D – Agreeing diamonds, suitable for slam
* 3H – singleton or void heart, < 4 spades, at least 5/4 in minors
  + 3S – 4 spades
  + 3N – to play with hearts well stopped
  + 4C – 4+ clubs, agreeing the suit
  + 4D – 4+ diamonds, agreeing the suit
  + 4H – good hand with both minors
  + 4S – 5 spades
  + 4N – not a good hand with both minors
* 3S - singleton or void spade, < 4 spades, at least 5/4 in minors
  + 3N – to play with spades well stopped
  + 4C – 4+ clubs, agreeing the suit
  + 4D – 4+ diamonds, agreeing the suit
  + 4H – 4+ good hearts
  + 4S – good hand with both minors
  + 4N – bad hand with both minors

### 1N – 4 and 5 level bids

* 4C – transfer to hearts
  + 4H – forced
    - 4N – RKCB (asking for aces or K hearts)
      * 4C – 0 or 3 keycards
      * 4D – 1 or 4 keycards
      * 4H – 2 keycards, no queen of hearts
      * 4S – 2 keycards and the queen of hearts
* 4D – transfer to spades
  + 4S – forced
    - 4N – RKCB (asking for aces or K spades)
      * 4C – 0 or 3 keycards
      * 4D – 1 or 4 keycards
      * 4H – 2 keycards, no queen of hearts
      * 4S – 2 keycards and the queen of hearts
* 4H – natural, to play
  + Pass - (forced)
* 4S – natural, to play
  + Pass – (forced)
* 4N – quantitative invite to 6N
* 5N – pick a slam
  + 6C – lowest 4 card suit
  + 6D – lowest 4 card suit
  + 6H – lowest 4 card suit
  + 6S – lowest 4 card suit

## 2NT Opening

20-21 (may upgrade a good 19 with a 5 card suit or both majors)

### 2N – 3C (5 card puppet stayman)

* 3C – asking about majors
  + 3D – At least one 4 card major
    - 3H – 4 spades, not 4 hearts
    - 3S – 4 hearts, not 4 spades
    - 3N – to play
    - 4C – both majors, slam try
      * 4D – agrees spades
        + 4H – last train slam try
        + 4S – minimum slam try
        + 4N – RKCB
      * 4H – min with 4 hearts
      * 4S – agrees hearts, cue bid
      * 4N – RKCB for hearts
    - 4D – both majors, game only
      * 4H – 4 hearts to play
      * 4S – 4 spades to play
    - 4H – 4+ clubs, slam try
      * 4N – sign-off
    - 4S – 4+ diamonds, slam try
      * 4N – sign-off
  + 3H – 5 hearts
    - 3S - Slam try, no shortage
    - 3N – to play
    - 4C – shortage
    - 4D – shortage
    - 4H – to play
  + 3S – 5 spades
    - 3N – to play
    - 4C – shortage
    - 4D – shortage
    - 4H – slam try no shortage
    - 4S – to play
  + 3N – No 4 or 5 card major
    - 4C – 5+ clubs and a 4 card major
      * 4N – to play
    - 4D – 5+ diamonds and a 4 card major
      * 4N – to play
    - 4H – 6 hearts, 4 spades
    - 4S – 6 spades, 4 hearts

### 2N – 3D or 3H (red suit transfers)

* 3D – 5+ hearts
  + 3H – most hands
  + 4C - generic raise, slam interest
  + 4H – no 2 top losers in any of the suit suits
    - 4N - RKCB
* 3H – 5+ spades
  + 3S – most hands
  + 4C – generic raise, slam interest
  + 4S – no 2 top losers in any of the side suits
    - 4N – RKCB

### 2N – 3S (minors)

* 3S – 5/4 in the minors with mild slam interest
  + 3N - to play
  + 4C – agrees clubs
    - 4D – diamond cue
    - 4H – heart cue (no diamond cue)
    - 4S – spade cue (no diamond or heart cue)
    - 4N – RKCB
    - 5C – sign-off
  + 4D – agrees diamonds
    - 4H – heart cue
    - 4S – spade cue (no heart cue)
    - 4N – RKCB
    - 5C – club cue (no heart or spade cue)
    - 5D – sign-off

### 2N – 4 level bids (slam tries)

2 under slam tries

* 4C – slam try with 6 hearts
  + 4N – RKCB
* 4D – slam try with 6 spades
  + 4N – RKCB
* 4H – slam try with 6 clubs
  + 4S - RKCB
  + 4N – sign-off
* 4S – slam try with 6 diamonds
  + 4N – sign-off
  + 5C – RKCB
* 4N – quantitative invite to 6N