



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		9-21 pts	Inverted Minors Strong jump shift	4 <sup>th</sup> suit forcing 3 <sup>rd</sup> suit forcing	
1♦		4		9-21 pts	Inverted Minors Strong jump shift	4 <sup>th</sup> suit forcing 3 <sup>rd</sup> suit forcing	
1♥		5		9-21 pts	Scanian 2NT: 7+ pts 4 card support (Notes) Strong Jump shift 1 NT forcing (6-11)	4 <sup>th</sup> suit forcing 3 <sup>rd</sup> suit forcing Scanian	Drury Scanian
1♠		5		9-21 pts	Scanian 2NT: 8+ pts 4 card support (Notes) Strong Jump shift 1 NT forcing (6-11) 2♠ nat 3♣ 10-12 3 card support with a singleton or void 3♦ 10-12 3 card support 3♠ 3-7 4 cards	XYZ 4 <sup>th</sup> suit forcing 3 <sup>rd</sup> suit forcing Scanian	Drury Scanian
INT				15-17 bal or semi bal	Stayman / Transfers 4 suit	Smolen	
2♣	x			22+ pts	2♦ waiting or negative	Nat	
2♦		6		5-9 vul dependent	Nat / 2NT: asks for feature if not minimum	3NT AKQxxx	
2♥		6		5-9 vul dependent	Nat / 2NT: asks for feature if not minimum	3NT AKQxxx	
2♠		6		5-9 vul dependent	Nat / 2NT: asks for feature if not minimum	3NT AKQxxx	
2NT				20-21 pts bal or semi bal	Puppet / Transfer	Step shows amount of cards in transfers. Respect transfer 2 cards. 3NT 3 cards. Jump suit 4 cards with min. Cue bids 4 cards with max	
3♣		6		PRE, vul dependent	New Suit Forcing	3NT AKQxxx	
3♦		6		PRE, vul dependent	New Suit Forcing	3NT AKQxxx	
3♥		6		PRE, vul dependent	Minors: Cue bid	3NT AKQxxx	
3♠		6		PRE, vul dependent	Minors: Cue bid	3NT AKQxxx	
3NT				Gambling	Natural		

4♣		7		PRE, vul dependent	Nat		
4♦		7		PRE, vul dependent	Nat		
4♥		7		PRE, vul dependent	Nat		
4♠		7		PRE, vul dependent	Nat		
4NT				Blackwood	Nat		
5♣		7		PRE, vul dependent	Nat	<b>HIGH LEVEL BIDDING</b>	
5♦		7		PRE, vul dependent	Nat	RKBC: 1430 / 5NT = odd KC and a void / 6x even KC and a void	
5♥		7		PRE, vul dependent	Nat	Controls can be 1 <sup>st</sup> /2 <sup>nd</sup> round	
5♠		7		PRE, vul dependent	Nat	If opponents dbl, rdbl shows 1 <sup>st</sup> round control, passing denies it and the next suit.	
						Keycard exclusion. Steps are: 0, 0 with Q, 1, 1 with Q, 2, 2 with Q, 3, 3 with Q	

# Notes

## Scanian

3♣: mínimum

3♦: 14-17PH (Forcing Game)

3 of the same suit: Submínimum opening

3 other M: 18-21 unbalanced (must have a singleton or void)

3NT: 18-19 bal

4m: 5-5 good suits. Mínimum hand

4M: 6 cards unbalanced. Mínimum hand

4♥ (if the suit is ♠): 5-5, good suits

## Responses

1M – 2NT

3♣ - 3♦ (asks for a singleton or void)

Response to 3♦:

3♥: Bal

3♠: Short a ♣.

3ST: Short ♠.

4♣: Short ♠.

1M – 2NT

3♦ - 3♥ (asks for a singleton or void)

Response to 3♥:

3♠: Bal

3NT: Short ♣.

4♣: Short ♦.

4♦: Short ♠.

1M – 2NT

3♥ - 3♠ (asks for a singleton or void)

Response to 3♠:

3NT: Bal

4♣: Short ♣.

4♦: Short ♦.

4♥: Short ♠.

1M – 2NT

3NT – Cue-bids or game

## Michaels Cue bid

(1♣) - 2♣

(1♦) - 2♦

Both majors 5 (+) / 5 (+)

(1♥) - 2♥ = 5♠ + 5 minor

(1♠) - 2♠ = 5♥ + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

2NT is always minors

## Lebensohl

(2♦/♥/♠) – X – (Pass) – ?

- 2♥/♠: 0-7 ph 4+ cards

- 2NT: 0-8, transfer to 3♣

- Name a suit 8-11PH (4+)

- 3♥/♠ 5+ cards

(2 ♦/♥/♠) – X – (Pass) – 2NT

(Pass) - 3♣ - (Pass) – ?

- 3♥/♠: 8-11PH, 4 cards

(2 ♦/♥/♠) – X – (Pass) – ?

- Cue bid: 12 o + PH

- 3NT: 12+ PH with a stopper

Responses to 2NT

- 18+ PH suit change. Don't accept the transfer

- 3♣ 17- pts

- 3NT strong hand with stoppers

- Cue bid, strong without stoppers

# Landy

2♣ 5-4 M

2♦/♥/♠ 5+ cards

2NT minors

3♣ Clubs.

Not PRE. Tends to be a stronger hand (11+ phd)



