

**Note 1: Responding to 1NT**

2♣ Non-forcing Stayman

2♦ no Major

2♥ 4♥'s

2♠ 4♠'s

2NT = 5♥ and minimum

3♣ = 5-card major max

2♦ Transfer to Hearts

2♥ Transfer to Spades

2♠ Transfer to Clubs. Opener rebids 3♣ with H♣ or xxx and max otherwise 2NT then

3♣ weak with clubs

3♦ 5+ clubs, 5+ diamonds

3♥ 3-1-4-5

3♠ 1-3-4-5

3NT over 3♣ 2-2-4-5; over 2NT to play

2NT Transfer to Diamonds. Opener bids 3♦ if maximum, 3♣ if minimum

Responses similar to above

3♣ strong

3♦ strong

3♥ strong

3♠ strong

3NT Natural

4♣ Gerber

4♦ Transfer to Hearts

4♥ Transfer to Spades

4♠ Minors

4NT Quantitative

**Breaking a Transfer** to a major shows 4+ support and 16+ HCP Bid lower suit without A or K

2NT = Max with 4 card support and flat hand

3♥/♠ = Min with 4 card support

**Following transfer to a minor**, responder's continuation bids show singleton major,

(e.g. 3♠ = 1;3;5/4) and GF. 3NT following min. responses = 5/4 in minors

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**Note 2: Over strong 2NT and 2♣ and 2NT rebid**

3♣ = Puppet Stayman looking for 5-card major.

3♦/3♥ = Transfer

3♠ = Interest in minors.

3NT = Natural

4♣ = Gerber

4♦/4♥ = Transfers

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**Note 3: Responding to partner's 2♥/♠**

2NT = game interest enquiry

Responses to 2NT

Partner shows feature if max, otherwise 3M

2♥-3♥/4♥ or 2♠-3♠/4♠ = Pre-emptive, 3 or 4 card support

Over 2♥, 2♠ is natural and forcing for one round

All 3 level bids are forcing for one round.

- If max show feature, if min, rebid major

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**Note 4: Ghestem over opponents' 1 level suit opening**

3♣ = 5/5 in the two highest of the three remaining suits;

except when 1♣ is opened, then bid 2♦

2NT = 5/5 in the two lowest of the three remaining suits

Cue bid = 5/5 in the two extremes of the three remaining suits

1♣ – 2♣ = Ghestem

1♣ – 3♣ = natural and weak

Strength - 4-11 points (depends on vul) or very strong 2-suiter

2NT in 4th position is natural 18+

Other 4th position bids are Ghestem but have opening values

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**Note 5: Defence to 4 level suit openings**

4♠ Opening: Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

4♥ Opening: Double = takeout

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♣/4♦ Opening: Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor for conversion)

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**Note 6 Opening 3♣ (shows both minors, weak)**

pass/♦ to play

3♥/♠ natural forcing

3NT to play

4♣/♦ strong, agreeing suit

4♥/♠ to play

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**Note 7: Exclusion Key card Blackwood**

Double jump to 4/5 level asks for key cards ignoring bid suit 30/14/2 without/2 with

1♠ - 2♦ - 4♥ or

1♥ - 2♣ - 4♠

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**Note 8: ANTI - Defence to opponents' 1NT opening**

x = penalty except 4<sup>th</sup> in hand shows clubs if NT is strong;

2♣ = 5+♦ or 4+/4+ in majors; may be passed out

Responses are similar to multi opening

2♦ = relay; Rebid longest major or pass.

2♥ = prefer ♥s, willing to compete to 3♦

2♠ = prefer ♠s, willing to compete to 3♦

2NT Enquiry

3♣ = both majors, min or 5-5 majors and max

3♦ asks

3♥ = min with equal length or longer ♥s

3♠ = with longer ♠s

3NT 5-5 in majors and max

3♦ minimum with ♦s

3♥ max with longer ♥s or equal length

3♠ max with longer ♠s

3NT max with ♦s

3♦ = good ♦ support, willing to compete to 3♥/3♠

3♥/♠ = good ♥/♠ support, willing to compete to 4♦

2♦ = 5+♥ or 4♠ and a longer minor; may be passed out

Responses and rebids

2♥ = relay, Rebid = pass or 2♠. 3♣ by partner is for conversion.

2NT = Enquiry

3♣ = 4♠ & 5+♣

3♦ = 4♠ & 5+♦

3♥ = Min with Hearts

3NT = Max with ♥s

Following 3♣/3♦ bid, next bid up enquires further

3♠ = Min

3NT = Max

2♥ = 4♥ and a longer minor

Responses and rebids

Pass to play in 2♥

2NT = Enquiry

3♣ = Min with 4♥ & 5♣

3♦ = Min with 4♥ & 5♦

3♥ = Max with 4♥ & 5♣

3♠ = Max with 4♥ & 5♦

3♣ = for conversion to minor

2♠ = 5+♠

2NT = enquiry. Respond 3♠ if min, otherwise bid feature

2NT = 5/5 in Minors

If 2-level bid showing Major/minor dbled then

2NT = enquiry

3♣/♦ = to play

## Note 9: Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2♦  
Double = takeout  
2NT = 16-18 balanced with relevant stoppers  
Cue bid = long running suit without stopper  
(Partner bids 3NT with stopper or 4♣ for conversion)

Defence to Multi 2♦  
2♥ or 2♠ = takeout, 12+ pts, 4 in bid major, must be short in other major  
2NT = 16-18 balanced with stoppers in both majors  
3 any suit = To Play  
Double = 13-15 Balanced or 18+ balanced

Double in 4<sup>th</sup> seat TO, unless partner bids in 2<sup>nd</sup> seat, then penalty

Lebensohl also used here over dble of natural bid - See note 7

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## Note 10: Lebensohl (always applies to 2-level bids)

Used a) after opponents interference over our 1NT opening  
b) after partner makes a takeout double of a weak two bid e.g. 2♥-x or 2♥-p-p-x  
c) after partner doubles opponents' bid and raise e.g. 1♥-p-2♥-x  
d) after partner doubles opponents' 1 level bid and they raise e.g. 1♥-x-2♥  
e) after they bid at 2 level over our overcall of 1NT e.g. 1♥-1NT-2♦

In 1NT scenarios e above, double = penalty  
In scenario a, b and c, double = negative/responsive

General Principle = Slow Arrival denies a Stop  
If partner bids 2NT, opener must relay 3♣. Responder will pass with weak ♣  
or continue Lebensohl sequence.

In all scenarios:  
Forcing Bids (depending on previous)  
Immediate 3 level bids, (5+ and do not show stop)  
Immediate cue bid, (4 card major with stop)  
2NT relay followed by Cue bid (4 card major, no stop)

Invitational Bids  
2NT relay followed by 3♥, if 2♥ was first available (invitation in ♥ 5+, no stop)  
2NT relay followed by 3♠, if 2♠ was first available (invitation in ♠ 5+, no stop)

Non-forcing bids  
All 2 level bids (5+)  
2NT followed by 3 level bid (except cue bid)

2NT followed by 3NT shows both minors, no 4 card major and no stop.

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## Note 11: Defence of 2-suited overcalls (e.g. 1♥ 2NT (minors))

Double: Penalty in at least 1 of the suits  
Lower cue: Raise in partner's suit (nf). Better than immediate support of partner's suit at 3 level.  
Higher cue: shows 4th suit and is forcing  
4th suit: natural, non forcing

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**Note 12**

2NT after raise of responder's major is an enquiry asking support and range

e.g. 1♦ - 1♥ - 2♥ - 2NT

3♣ 3card support, min

3♦ 3card support, max

3♥ 4card support, min

3♠ 4card support, max

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**Note 13**

2NT in competition shows good 4-card raise

e.g. 1♥ - (1♠) - 2NT

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**Note 14**

Overall of 1NT when opponents have bid 2 suits is 15-17, system on.

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**Note 15**

After opponents double our 1NT opening – **SYSTEM ON**

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**Note 16      Defence to strong club**

X/1♦ Very good hands with primary C and D respectively

1♥/♠ Natural overcall. Can be a decent 4 card suit non-vul

1NT Two suits of same colour.

2♣ Two suits of same rank

2♦ Two suits of same shape