

Opening Bid

Open	Definition	Remarks
1♣	12-19 HCP	See After 1♣
1♦	12-19 HCP	See After 1♦
1♥	12-19 HCP	See After 1♥
1♠	12-19 HCP	See After 1♠
1NT	12-14 HCP, Balancing hand	See Weak 1NT
2♣	Artificial Strong opening	See Strong 2♣
2♦	Weak 2♥/4-4-4-1 & 19-21 HCP	2♥ is stop bid. 2♠ is 8-level asking; See 2♦ - 2♠.
2♥	Weak 2♠/23-24 HCP & Balancing hand	2♠ is stop bid. 2NT is 5-level asking; See 2♥ - 2NT.
2♠	Weak 3♣	See Weak 3♣
2NT	20-22 HCP, Balancing hand	See After 2NT
3♣	Weak 3♦	See Weak 3♦
3♦	Weak 3♥	See Weak 3♥
3♥	Weak 3♠	See Weak 3♠
3♠	Gambling 3NT	See Gambling 3NT
3NT	Weak 4♣/4♦ (Mitchell Transfer/Namyats)	See Weak 4-minor
4♣	Weak 4♥ with good suit	See good Weak 4♥
4♦	Weak 4♠ with good suit	See good Weak 4♠
4♥	Weak 4♥ with bad suit	See bad Weak 4♥
4♠	Weak 4♠ with bad suit	See bad Weak 4♠
4NT	Not defined	-
5♣	Weak 5♣	See Weak 5♣
5♦	Weak 5♦	See Weak 5♦

After 1♣

Bid Sequence	Meaning
1♦	At least 4♦ with 6+ HCP, forcing one round.
1♥	At least 4♥ with 6+ HCP, no 4♦, forcing one round.
1♠	At least 4♠ with 6+ HCP, no 4♦ & 4♥, forcing one round.
1NT	Non-forcing, 6-9 HCP and no 4♦, 4♥, or 4♠.
2♣	10+ HCP with at least 4 card support, better have 5 cards.
2♦	Forcing to Game, Slam try.
2♥	Forcing to Game, Slam try.
2♠	Forcing to Game, Slam try.
2NT	Game forcing, Slam try
3♣	Weak raise.
3♦	See Splinter
3♥	See Splinter
3♠	See Splinter
3NT	To play.
4♣	Invite 5♣
4♦	Kickback
1C-1x-2D	Not reversed bid
Another jump	Strong

After 1♦

Bid Sequence	Meaning
1♥	At least 4♥ with 6+ HCP, forcing one round.
1♠	At least 4♠ with 6+ HCP, no 4♥, forcing one round.
1NT	Non-forcing, 6-9 HCP and no 4♥, or 4♠.
2♣	two over one, almost game forcing, at least 4 cards
2♦	10+ HCP with at least 4 card support, better have 5 cards.
2♥	Forcing to Game, Slam try.
2♠	Forcing to Game, Slam try.
2NT	Game forcing, Slam try
3♣	Forcing to Game, Slam try.
3♦	Weak raise.
3♥	See Splinter
3♠	See Splinter
3NT	To play.
4♣	See Splinter
4♦	Invite 5♦
4♥	Kickback
1D-1x-2H/S	Not reversed bid
1D-1x-1NT	15-17 HCP with balancing hand
1D-1x-2NT	18-19 HCP with balancing hand
Another jump	Strong

After 1♥

Bid Sequence	Meaning
After 1H-1NT, opener re-bid :-	forcing one round
2C	3C+ and not enough to jump shift
2D	3D+ and not enough to jump shift
2H	6H+ and 12-15 HCP
2S	Reverse bid, 4S+, Strong
2NT	15-17 HCP
3C	Forcing to game, Natural
3D	Forcing to game, Natural
3H	6H+ and 16-19 HCP
3S	Not defined
3NT	18-19 HCP
1H-1NT-2 MINOR-2H	2H+ and good 5-7 HCP
1H-2H	3H+ and 8-bad10 HCP
1H-1NT-2 MINOR-3H	3H and 10-12 HCP
1H-3H	4H+ and 10-12 HCP
1H-1S	4S+, forcing one round
1H-1S-1NT/1H-2X-2NT	15-17 HCP with balancing hand
1H-1S-2NT/1H-2X-3NT	18-19 HCP with balancing hand
1H-2X	two over one, almost game forcing, at least 4 cards
1H-2X-2H	Perhaps 5H only, very weak
1H-2X-2S	Reverse, 4S+, Strong
1H-3X	Game forcing, Slam try with a good suit
1H-2NT	Game forcing, Slam try
1H-3NT	To Play

After 1♠

Bid Sequence	Meaning
After 1S-1NT, opener re-bid :-	forcing one round
2C	3C+ and not enough to jump shift
2D	3D+ and not enough to jump shift
2H	4H+ and not enough to jump shift
2S	6S+ and 12-15 HCP
2NT	15-17 HCP
3C	Forcing to game, Natural
3D	Forcing to game, Natural
3H	Forcing to game, Natural
3S	6S+ and 16-19 HCP
3NT	18-19 HCP
1S-1NT-2x-2S	2S+ and good 5-7 HCP
1S-2S	3S+ and 8-bad10 HCP
1S-1NT-2x-3S	3S and 10-12 HCP
1S-3S	4S+ and 10-12 HCP
1S-1NT-2NT	15-17 HCP with balancing hand
1S-1NT-3NT	18-19 HCP with balancing hand
1S-2x	two over one, almost game forcing, at least 4 cards
1S-2x-2S	Perhaps 5S only, very weak
1S-3x	Game forcing, Slam try with a good suit
1S-2NT	Game forcing, Slam try
1S-3NT	To Play

Weak 1NT

Opening criteria :

- 1) 12-14 HCP (rarely, very good 11 HCP e.g. ♠AT9 ♥KT7 ♦AT ♣T9863)
- 2) Balancing hand (rarely, 2-4-2-5).
- 3) No five card MAJOR or 4-4 MAJOR or 5-4-2-2 with the power in the long suit.

Response	Meaning
2♣	Non-forcing Stayman
2♦	Transfer to 2♥
2♥	Transfer to 2♠
2♠	Transfer to 3♣ ¹
2NT	Invite 3NT, 10-12(bad) HCP.
3♣	Strong hand with Club suit, at least 5 card.
3♦	Strong hand with Diamond suit, at least 5 card.
3♥	Not defined
3♠	Not defined
3NT	To play, Stop Bid
4♣	Ask for Ace, See Gerber.
4♦	Not defined
4♥	Stop bid
4♠	Stop bid
4NT	19-20 HCP, Invite 6NT, PASS if not interested.
5♣	Stop bid
5♦	Stop bid
5♥	Not defined
5♠	Not defined
5NT	23-24 HCP, Invite 7NT, bid 6NT if not interested.

¹ The responder should Pass your 3C, if who re-bid 3D is stop bid with Diamond suit.

6NT	21-22 HCP, Stop bid.
7NT	25+ HCP, Stop bid.
Above 5NT	Stop bid.

Notice:

If you have less than 6 HCP, and your right hand opponent has not yet doubled, you should use all tools to escape to suit contract from NT contract. This time is good chance to sidekick.

1NT has been doubled,

<u>Response</u>	<u>Meaning</u>
re-double	Penalty
2C	Bid better MAJOR or bid five card diamond.
2D/2H/2S/3C	Transfer to next Suit
2NT	Bid better MINOR
Pass	Forcing opener to re-double. ²

Lebensohl

After Natural overcall in level-2,

- 1) Double is penalty.
- 2) Level 2 bidding is non-forcing.
- 3) Level 3 bidding is forcing.
- 4) 2NT is convention, forcing opener bid 3C. It is a stop bid if the responder re-bid a new suit that is lower than overcall suit. If it is higher than overcall suit, this is invited for game.
- 5) Cue bid is Stayman, no guard in that suit, forcing to game.
- 6) 3NT is the strength for a game and no guard in that suit.
- 7) Bid 2NT first, then Cue bid is Stayman, one guard in that suit, forcing to game.
- 8) Bid 2NT first, then bid 3NT is the strength for a game and one guard in that suit.

After Natural overcall in level-3,

- 1) Double is take-out. (similar to negative)
- 2) New suit is forcing to game.
- 3) Otherwise is Natural. (Cue bid in minor is request partner bid the better major.)

After overcall in Two-suit,

- 1) Double is penalty at one suit of opponent suit.
- 2) Natural bid is non-forcing, raise Natural bid is invited for game.
- 3) 2NT is forcing partner to bid the unbid suit.
- 4) Cue bid is at least 2NT power with one guard in cue bid suit.³
- 5) Jump Cue bid in lower opponent suit = force partner to bid lower unbid suit
Jump Cue bid in upper opponent suit = force partner to bid upper unbid suit
- 6) 3NT is Natural bid, have guard in both opponent suit.

² a) Let the responder to bid minor; or b) bid 2C and use re-double to force opener bid the lowest 4 card suit.

³ Opener bid 2NT = lower limit with guard in another opponent suit; 3NT = upper limit with guard in another opponent suit

Strong 2♣

Opening criteria :

- 1) Any 23 HCP; or
- 2) 1 more trick to game and 4 defending-tricks.

Bid Sequence	Meaning
2♥	8+ HCP with at least 1.5 quick tricks ⁴ . Have at least 2 of 3 honors in ♥.
2♠	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♠.
2NT	8-11 HCP with at least 1.5 quick tricks
3♣	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♣.
3♦	8+ HCP with at least 1.5 quick tricks. Have at least 2 of 3 honors in ♦.
2♦	negative or waiting. (Not suitable above criteria.)
2C-2D-2H-2S/ 2C-2D-2S-3C/ 2C-2D-3C-3D/ 2C-2D-3D-3H ⁵	Double negative, the weakest hand. (Hebert second negative)
2C-2X-2NT	25-26 HCP with balancing hand, non-forcing.

After inference,

Bid Sequence	Meaning
2C-XX-Pass	Negative
2C-XX-Double	Little attack potential; bad hand but have the length in the opponent suit.
2C-XX-others	Positive
The opponent bid after the response	The opener pass. Let the responder makes the decision to penalty or bid as the opener re-bid 2NT. ⁶

2♦ - 2♠

Bid Sequence	Meaning
2♦ - 2♥ - 2♠	Opener is 4-4-4-1 ♠ with 19-21 HCP
2♦ - 2♥ - 2NT	Opener is 4-4-4-1 ♥ with 19-21 HCP
2♦ - 2♥ - 3♣	Opener is 4-4-4-1 ♣ with 19-21 HCP
2♦ - 2♥ - 3♦	Opener is 4-4-4-1 ♦ with 19-21 HCP
After 2♦ - 2♠, opener re-bid :-	2♠ is Convention bid.
2NT	Lower limit and bad ♥-suit
3♣	Lower limit and good ♥-suit
3♦	Upper limit and bad ♥-suit
3♥	Upper limit and good ♥-suit
3♠	Singleton of ♠
3NT	Singleton of ♥
4♣	Singleton of ♣
4♦	Singleton of ♦

⁴ A = 1 quick trick, K = 0.5 quick trick.

⁵ After second negative, the opener simply re-bid his own suit is non-forcing bid.

⁶ 3C = Stayman, others = transfer; Transfer to opponent suit = transfer to 3NT.

2♥ - 2NT

Bid Sequence	Meaning
2♥ - 2♠ - 2NT	Opener is 23-24 HCP & Balancing hand
After 2♥ - 2NT, opener re-bid :-	2NT is Convention bid.
3♣	Lower limit and bad ♠-suit
3♦	Lower limit and good ♠-suit
3♥	Upper limit and bad ♠-suit
3♠	Upper limit and good ♠-suit

After 2NT

Bidding	Meaning
3C	Not forcing Stayman
3D	Transfer to 3H
3H	Transfer to 3S
3S	Transfer to 4C
3NT	Stop bid
4C	Ask for Ace, See Gerber.
4D	Diamond suit, no 4 MAJOR, non-balancing hand
4H	Stop bid
4S	Stop bid
4NT	11-12 HCP, Invite 6NT, PASS if not interested.
5C	Stop bid
5D	Stop bid
5NT	15-16 HCP, Invite 7NT, bid 6NT if not interested.

Gambling 3NT

Opening criteria :

- 1)
- 2)
- 3)

Response	Meaning
4♣	
4♦	
4♥	
4♠	
4NT	
5♣	
5♦	
5♥	
5♠	
5NT	
6♣	
6♦	
6♥	
6♠	
6NT	

Weak 3♣/3♦

Opening criteria :

- 1) good 7-card suit.
- 2) no more than 1A or 1K or both.
- 3) 6 declared-tricks for non-vulnerable and 7 declared-tricks for vulnerable.
- 4) Better No more than 10 points.
- 5) No other 4-card MAJOR suit.
- 6) No void suit. (Except all other conditions fulfilled)

For Weak 3♣,

<u>Response</u>	<u>Meaning</u>
3♦	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♥	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♠	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3NT	To play, stop bid.
4♣	Defending bid.
4♦	Not defined
4♥	Not defined
4♠	Not defined
4NT	Not defined
5♣	To play (not suitable to play 3NT) or Defending bid

For Weak 3♦,

<u>Response</u>	<u>Meaning</u>
3♥	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3♠	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
3NT	To play, stop bid.
4♣	Natural, forcing one round; good suit, can be support by singleton honor or xxx.
4♦	Defending bid.
4♥	Not defined
4♠	Not defined
4NT	Not defined
5♣	Not defined
5♦	To play (not suitable to play 3NT) or Defending bid

Weak 3♥/3♠

Opening criteria :

- 1) good 7-card suit.
- 2) no more than 1A or 1K or both.
- 3) 6 declared-tricks for non-vulnerable and 7 declared-tricks for vulnerable.
- 4) Better No more than 10 points.
- 5) No other 4-card suit.
- 6) No void suit. (Except all other conditions fulfilled)

For Weak 3♥,

Response	Meaning
3♠	Ask for control in ♠. (refer to CAB table)
3NT	To play, Stop bid.
4♣	Ask for control in ♣. (refer to CAB table)
4♦	Ask for control in ♦. (refer to CAB table)
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4NT	Not defined
5♣	To play, Stop bid.
5♦	To play, Stop bid.
5♥	invite 6♥, accept if no more than 1 possible loser in Trump-suit

For Weak 3♠,

Response	Meaning
3NT	To play, Stop bid.
4♣	Ask for control in ♣. (refer to CAB table)
4♦	Ask for control in ♦. (refer to CAB table)
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4NT	Ask for control in ♥. (refer to CAB table)
5♣	To play, Stop bid.
5♦	To play, Stop bid.
5♥	Not defined
5♠	invite 6♠, accept if no more than 1 possible loser in Trump-suit

CAB

Asking the control for that suit

Level 1	no A, K, void, or singleton.
Level 2	K, or singleton.
Level 3	A, or void.

If asker bid the new suit, continuing the CAB.

If asker bid again the previous suit, be asking which kind control you hold.

Level 1	Distribution
Level 2	HCP

Weak 4-minor

Opening criteria :

- 1) not bad 8-card suit or poor 9-card MINOR suit.
- 2) no A or K on another suit.
- 3) 7 declared-tricks for non-vulnerable and 8 declared-tricks for vulnerable.

<u>Response</u>	<u>Meaning</u>
Pass	Suitable strength to make 3NT
4♣	Stop bid if opener has ♣ suit; otherwise stop at 4♦.
4♦	Ask for SHORT suit ⁷ .
4♥	To play, Stop bid.
4♠	To play, Stop bid.
4NT	Not defined.
5♣	To play, Stop bid if opener has ♣ suit; otherwise stop at 5♦.

Good Weak 4♥/4♠

Opening criteria :

- 1) Strong/Semi-strong 7/8-card suit. (No more than 1 loser in this suit)
- 2) No more than 2 quick loser in any suit.
- 3) 8+ or 9 declared-tricks.

For good Weak 4♥

<u>Response</u>	<u>Meaning</u>
4♦	Cue bid. ⁸
4♥	Stop bid.
4♠	CAB
4NT	Key card Blackwood
5♣	CAB
5♦	CAB
5♥	Invite 6♥, accept if the suit is Strong.
5♠	Not defined
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

For good Weak 4♠,

<u>Response</u>	<u>Meaning</u>
4♥	Cue bid. ⁹
4♠	Stop bid.
4NT	Key card Blackwood
5♣	CAB
5♦	CAB
5♥	CAB
5♠	Invite 6♠, accept if the suit is Strong.
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

⁷ 4♥/4♠ = the bid suit is short. 4NT = the other minor is short.

⁸ Optional, can be relay or the suit with two quick loser.

⁹ Optional, can be relay or the suit with two quick loser.

Bad Weak 4♥ / 4♠

Opening criteria :

- 1) good 7/8-card suit. (Maybe 2 loser for non-vulnerable and no more than 1 quick loser for vulnerable)
- 2) no more than 1A or 1K or both.
- 3) 7 declared-tricks for non-vulnerable and 8 declared-tricks for vulnerable.

For bad Weak 4♥,

Response	Meaning
4♠	CAB
4NT	Key card Blackwood
5♣	CAB
5♦	CAB
5♥	invite 6♥, accept if no more than 1 possible loser in Trump-suit
5♠	Not defined
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

For bad Weak 4♠,

Response	Meaning
4NT	Key card Blackwood
5♣	CAB
5♦	CAB
5♥	CAB
5♠	invite 6♠, accept if no more than 1 possible loser in Trump-suit
5NT	Grant Slam Forcing
Above 5NT	Stop bid.

Grant Slam Forcing

Response	Meaning
6♣	Trump A or K
6♦	Trump Q
6♥	No honor with extra length in trump suit
6♠	No honor with no extra length in trump suit
6NT	2 of 3 honors
7♣	2 of 3 honors with extra length in trump suit

Kickback

Jump to 4-level of the suit just over the agreed suit is ask for Ace. The method is like RKCB.

Response	Meaning
Level 1	0 or 3 key cards. ¹⁰
Level 2	1 or 4 key cards. ¹¹
Level 3	2 or 5 key cards, with no Trump Q.
Level 4	2 or 5 key cards, with Trump Q.

¹⁰ Asker bid the suit over the answer suit = kickback; +1 level = no Trump Q, +2 level = With Trump Q.

¹¹ Same as previous footnote.

The agree suit mean:

- 1) Only bid suit.
- 2) Supported suit.
- 3) First supported suit.
- 4) The suit strongly emphasis by one of player.
- 5) The first bid suit of Strong opener.
- 6) If not the above case, the last natural bid suit.

Splinter

The unreasonable jump suit means the support for partners' suit and the bid suit is at most singleton. Game-forcing and intending to try Slam.

Gerber

After No Trump equivalent bidding, 4C is asking for Ace

Response	Meaning
4♦	0 or 4 Ace.
4♥	1 Ace.
4♠	2 Ace.
4NT	3 Ace.

Notice:

If inference after the convention, we use DOPI method.

Response	Meaning
Double	0 or 2 Ace.
Pass	1 or 3 Ace.

Weak 5♣/5♦

Opening criteria :

- 1) Special 8/9-card suit. (no more than 1 quick loser in this suit)
- 2) no more than 1A or 1K or both and No 2A in the whole hand.
- 3) 8 declared-tricks for non-vulnerable and 9 declared-tricks for vulnerable.

Response	Meaning
5NT	Grant Slam Forcing
Other bid	Stop bid.

Note for Weak open :

- 1) The best position for weak bid is the third.
- 2) The second best is the dealer.
- 3) The doubtful or critical hand should be prevented a weak opening when you sit on the second position.
- 4) When you sit on the last position, your intention for weak bid is achieve positive score.