

Preempts by opener

3C/3D/3H/3S 6-----10
A seven card suit

responses

- i) raise to game 16+
3H-----4H
- ii) respond 3NT 16+
3D-----3NT
- iii) raise to six approx 17+ and six playing tricks
3Sp-----6Sp

responses

3NT A solid minor suit of
7 / 8 cards with no
Aces or Kings outside
of the minor suit

- i) pass : a "stop" { either an Ace or K or Q } in every suit but partners minor.
- ii) 4Cl : a hand which can't play in 3NT or go to 5 minor
- iii) 5Cl : a hand which wants to play in either 5C or 5D.

responses

4C/4D/4H/4S An eight card suit

- i) Pass { 0 + }
- ii) 4NT or six of opener's suit - a strong hand with 4/5 playing tricks

5Cl/5D A nine / ten+ card suit

- i) Pass { 0+ }
- ii) Six of partner's suit - a strong hand with 4/5 playing tricks

Special sequences by opener

reverses

a) 1C -----1S b) 1C -----1S c) 1D -----1S
2D 2H 2H

opener has 17+ pts and greater length in first suit bid

d) 1D -----2C e) 1D -----2C f) 1H -----2D
2H 2S 2S

g) 1H -----2D h) 1S -----2D i) 1S -----2H
3C 3C 3C/3D

opener has 15 + pts and greater length in first suit bid

j) 1Sp-----2H opener needs only 3 Hearts to support
3/4H

k) 1S-----1NT l) 1S-----2D m) 1D-----1S
2C-----2S 2H-----2NT 2H-----3NT
3C 3H 4H

opener's rebid of a second suit always promises at least 5 cards in that second suit .

Special sequence by responder

n) 1S-----1NT o) 1S-----1NT
2C-----2D 2D-----2H

responder's second bid having first replied 1NT shows a six card suit and 6--9 pts