

index	Signals	234=Low, 789=High,	10JQKA=honour	56=nothing / interpret from context, visible table cards, & pre-played cards
s 1 1202	after defender's new lead		a) <b>Attitude</b> (HELD-"HighEncourageLowDiscourage") b) & c) as below	
s 1 1202	after defender's new lead	other:	a) <b>Attitude</b> ("LowLIKE,HighHATE") b) <b>Suit Preference</b> when obvious c) <b>KOUNT/ATT</b> aft King/Ace	
s 2 1201?	after declarer's new lead		Count: <b>HthenLower</b> = "even quantity", <b>LthenHigher</b> = "odd". (Any valued cards)	
s 3	when you lead a new suit		<b>Low</b> ="partner, return ASAP", <b>High</b> ="I'm weak", <b>Honour</b> =top of sequence	
s 4	when you lead partner's ruff suit		<b>H or L</b> = Please return higher <b>or</b> lower ranking of the other two suits	
s 5 1204	discard = Revolving		<b>Low</b> = want suit the below discarded suit. <b>High</b> =above it.	
s 6 1204	discard = McKenney		<b>Low</b> =want lower of 2 remaining* suits. <b>High</b> =higher. (*=-ex the suits led/discarded)	
webpage	<b>Bids</b>		<b>promise made with this bid</b>	
b 2 21	<b>Balanced hand openings</b>		Balanced shapes: 5332, 4432, 4333 (flatest=weakest). 5-card <b>can be</b> ♠/♣	
b 3 21	12-14, open 1NT		15+: bid a suit, & rebid NT. Suit choice if = lengths?: lower ranking, <b>but</b> prefer majors	
	15-17: rebid 1NT; 18-9: rebid 2		<b>But</b> : rebid one higher after strong 2 level response	
b 5 80	<b>1NT responses</b>			
b 6 81	2C		(a) Stayman 4-card ♠/♣ (b) weak takeout into a 6-card minor {c} 55/54 card Majors	
b 7 33	2D,2H: Transfer to my 5-card ♠/♣		<b>Rebid</b> : NT=5-card; <b>suit</b> =6-card; <b>jump</b> =13p/LTC7; <b>pass</b> =<11	
	2♠/2NT		Balanced & precisely: 11HCP (2♠); or 12HCP (2NT)	
b 9 51,25,15	<b>1 suit opening</b>			
	Major		promises: 4♠♥; & 5♠ / bal 15+ <b>Rebid</b> : if in "reverse", then break barrier <i>provided</i> 16HCP	
b 11 22	<b>2 openings</b>			
b 12 152	2NT		Balanced 20-22HCP. <b>Reply</b> 4+HCP: 3NT, Stayman or xfer. <=3HCP: pass.	
b 13 152	2D (Game force inc. 2NT rebid!)		23+ & 9 tricks (10 for a minor). Reply 2♥: <=8HCP. 2NT rebid=25/6 bal	
	2C (need a little help for game)		8-playing tricks + rule-of-25/16+HCP. (Relay 2♦). 2NT rebid=23/4 bal	
b 15 27	<b>Weak opening hands</b>			
b 16 152	any pre-emptive 3, or 2 in ♥♠		6-10HCP. 2♥♠: 6-card, min 4+HCP in suit, or QJT. 3♠♥♠: 7-card, 7LTC/6 vuln	
	...reply to 2: 2NT=game interest/16p		=> <b>forced rebid of 3</b> : Total HCP, ♠♥=<8, ♥♠=>8; Trump HCP, ♠♥=best. 3NT=AKQ	
b 18 101	<b>Overcalls of</b>			
b 19 173	Suit over a suit, standard, direct		Good 5-card: cards+honours=bid limit. 8/10-15p. LTC=8 (7@2level). <b>Reply</b> : to fit limit	
b 20 172	... overcall <b>reply</b> : Cue bid		(bid enemy suit): opening hand (10+), 3-card support	
b 21 102	2C over 1NT: Landy asks for ♥♠		55/54&HCP in♥♠: 7/10p10/12vul. 7LTC6vul. <b>reply</b> ♥♠;♦=clarifyfor10-12;2NT=13+no♥♠;unless	
b 22 102	Suit over 1NT, direct. (Not 2♠)		Disruptive! ♥♠=6card. 9-10pts if non-vuln. <b>vul LTC=7, opening hnd</b>	
b 23 103	Suit over 1NT, 4th seat passout		They are weak: 5-card is enough if good. ♦♥♠.	
b 24 (103)	1NT, direct		Strong NT 15-18, with Stayman/Xfer systems on (but 8HCP, not 11)	
b 25 104	1NT, protective (4th seat)		Weak NT 12-14, (borrow a king), with systems on	
b 26 109	Jump =Weak		<b>Weak</b> =Like weak 2 open: 6-10 HCP, 6-card (but 7card at the 3 level)	
	Double jump		Pre-emptive, 6-10, 7-card (or 8 at the 4 level)	
b 28 171	<b>Bidding more than 1 suit (in a single bid) by overcalling enemy bids</b>			
b 29 170	Cue bid over same suit =>2 suits		Michaels, two 5-card suits (2 or 1 Majors). 8+HCP	
b 30 121,105	2NT over 1 suit =>2 suits		Unusual 2NT, two 5-card suits (2 or 1 minors). 8+HCP	
	'Double' a new bid suit =>3suits		Forcing. Singleton/Void: >=11HCP. =dbl: needs 13-15HCP. <b>rebid</b> ignores: bids suit=16+; NT=19+	
b 32 151	<b>Slam</b>			
b 33 150	Splinters 11-13		double Jump-Shift after ♥♠ open (or strange J-S) =fit&</=singleton	
b 34 167	Jacoby 2NT		2NT after ♥♠ =game +no shortage, but asking for yours	
b 35 (167)	Jacoby <b>reply</b> :		bid 3 of singleton, else: 4 of 2nd suit, rebid 4♥♠ if weak, if strong bid 3♥♠/NT	
b 36 168	RKCB 0314 (ask how many=4NT)		0314: ♠0/3, ♦1/4, ♥2/5-Q, ♣2/5+Q. (Not 1430, nor "Ask" with Tr+1)	
b 37 93,36	..... 5NT asking for which Kings:		Bid 6 of lowest-ranking King, return to trumps=-ve, after Tr+1 asking for Q	
	Cuebids		for 1st <b>and</b> 2nd round controls, only if RKC won't work. Trumps=deny any	
	4C after NT agreed		Gerber, asking for Aces. But only after NT, not suit contracts.	
b 40 120	<b>Doubles of</b>			
b 41 122,3	1NT		16-18. For penalties, inc. all subsequent doubles (not for 'takeout')	
b 42 126	RHO's overcall, "Negative double"		4-cards in unbid Major(s), or 2 minors. Equiv. responding HCP	
b 43 131	Protective (or balancing) double		4th seat after 2 passes: 8+HCP(borrow a K). Pass this bid for penalty	
b 44 152?, 108	a convention		Lead directing (= to strength). BUT X after xfer complete is takeout	
	Weak 2 or 3		<b>Take out</b> , forcing. To double for penalty, wait one round	
b 46 32	<b>Bids after opponents have doubled us at &lt; 2NT</b>			
b 47 133	1 NT X: a) Exit xfer, or b) Wriggle: bid lowr 2 4-crd, Decl:pass if tis 3-crd else raise, partnr pass if 4crd, or bid othr 4crd.			
	1 or 2♠♥♥♠ X: a) XX: 9+HCP b) new suit: forcing c) jump raise: preemptive d) 2NT: good raise			
b 49 160	<b>Game seeking</b>			
b 50 163/154	4th suit forcing (for one round+)		To game if any 3-level bid. "Deny 4th suit", please describe hand	
b 51	Game try / long suit trial		asking for help in longish side suit (0/1 losers) to get to Major game	
	Forcing bids		To game, if New suit at 3-level.	
b 53 15,10,21	<b>Suit bidding order</b>			
b 54 17	Opener & responder		two 5-carders: higher-rank 1st. (two 4-carders:low 1st, but prefer ♥ to any other, if opening)	
	4441: where to bid vs "S"ingleton		Rebid forces 54 lie. Avoid start ♠♥! Never ♠. Bid suit "<"S" to get minor. S=♠? >>♥. S=♠? >>♣. P if<13	
b 56 16	<b>Showing suit length with bid order (L=Longer, S=Shorter, M=Mid length, HR=Higher-Ranking, LR=Lower-Ranki</b>			
b 57	6-5 = L-S-S		5-5 bid higher ranking first	
b 58	6-4 = L-S-L		5-4-3-1 = L-M-S	
	6-3 = L-L			
b 60 41,44	<b>Responders strong bids</b>			
b 61 41	2 level after 1 open (non-jump)		Rule of 14: HCP+long suit length=14. Length:Major=5+, minor=4+	
b 62 62	Jump-shift (J-S)		<b>Solid</b> 6-card, 16+, not denying support. (Opener's J-S=~19HCP, or 17 after 2over1)	
	Responder's barrier		12+ points. (Don't use if 3 suits already bid)	