Precision and Superprecision Bidding

by Belladonna and Garozzo

1C Opening Bid - (almost) any 16+ HCP hand

Response Summary
1D = 0-7 HCP
1H/1S/2C/2D = 8+ HCP, 5+ suit (longest suit, or higher of equals)
1N = 8-13 HCP balanced (if contains 5m, it is weak one)
2H/S = 4-7 HCP, 6-7 cards, 2 of 4 top honors (not AK)
2N = 14+ HCP balanced
3C = 8-13 HCP, 1444 or 4441 (black singleton)
3D = 8-13 HCP, 4144 or 4414 (red singleton)
3H = 14+ HCP, 1444
3S = 14+ HCP, 4414
3N = any solid 6/7-card suit and 1+ side controls (A or K) (if 7-crder maybe no side ctrl)
4C = 14+ HCP, 4414
4D = 14+ HCP, 4414

After 1C-1D
Opener's rebids
1H/S = 5+ cards, or 4-card with side 5+ minor, or maybe 4441, NF
1N = 16-19 HCP
2C/D = 5+ cards, NF
SJS = GF, <4 losers, 4+ cards if M
2N = 20-22(-) HCP
3H/S = one-suiter, 8.5-9 tricks
3N = 25-27 HCP bal

A. 1C-1D-1N-
Pass = 0-5
2C = 6-7 HCP, either 4441 or balanced
   2D = 16-17 HCP, no 4-card major
   2H = 16-17 HCP, 2S = 4144, 2N = to play
   2N = 16-18(-), 4H
   Pass = 4H min, 2S = 4S not 4H, 2N = to play, 3H = invit
   2S = 16-18(-), 4S
   Pass = 4S, 2N = to play, 3S = invit
   2N = 18 HCP, no major
   Pass/3NT = to play
   3C = 18-19 HCP, at least one major, GF
   3D = Stayman (promises a major), 3N = no major interest
   3D = 19 HCP, no major, GF
   3H = 1444, 3S = 4144, 3N = to play
(continuations for bids below just like after opening 1N)
2D = xfer to 2H
2H = xfer to 2S (may be 4S-5m invite)
2S = 6-7 HCP, 5-5 in touching suits
2N = weak minor, or 6-7 HCP 5-5 in non-touching suits
3m = invit
3M = invit

B. 1C-1D-2N (see opening 2NT for developments)
Pass = 0-3 HCP
3C = Stayman with a major
  3D = no major (3M = 5M-4oM)
  3H/S = natural
3D/H = xfer (new suit rebid = 5-4-[3-1] dist)
3S = 5-5 touching suits, GF
3N = to play
4m = 5-5 non-touching suits, GF, lower of pair

C. 1C-1D-3N
Pass = to play
4C = interest in majors, or slam-going unbal hand
  4D = no major
    4M = 5-cards, no slam (4N to play)
    4N = slam invite, 5-4(+) unbal dist. (5m = 4m333, 5M = 3M-4c-4d)
  5m = 6-cards, min, side major
  5M = nat, slamtry in suit
  6m = to play, with side major
4H = 4-cards
  Pass = to play
    4S = 5S, slam interest (3N = 3433, 4m = 4-cards)
    4N = slam try (demands bid second suit or 5H)
    5m = 6m-4S, min
    5H = TAB
  6m = to play, with 4S
4S = 4-cards (4N = as above, 5m/6m as above, 5H = slam try H, 5S = TAB)
4D = slam try, D or both minors
  new suit = natural with good D supp.
    4N = min, no fit (Pass = min, 5C = 2-suiter min, 5D = max 1-suiter, 6C = max 2-suiter)
4M = to play
4N = 7 HCP bal (if opener max, bid up-the-line)
5any = 6-7 HCP, 6-card suit

D. 1C-1D-1M
Pass = 0-2 HCP, 2-3 cards
1S = 4-7 HCP 4+ cards, or 3 HCP 5+ cards
1N = 4-7 HCP (denies spades)
2lower = 4-7 HCP 5+ cards, may hold 3-card supp.
raise = 3-5 HCP, 3-4 cards
3m = 6-7 cards, 2 of 3 top honors
double-raise = 6-7 HCP, 4+ cards
2S/1H or 3H/1S = 7-cards
4m = 6-7 HCP 2 ctrls (at least one of which is in m bid), any splinter

E. 1C-1D-2m
Pass = worthless hand
2 suit = 5-7 HCP, 4+ cards
2N = 5-7 HCP, bal
3M = 7-card suit
raise = 5-7 HCP, Hxx supp., no 5M
4C/D = 4+ support, 2 cntrls, any splinter (4om shows cue, 4m denies that cue)

F. 1C-1D-SJS
GAMMA ASKING BIDS
1-step = xx(x)  2-step = x/-/  3-step = H(x)  4-step = Hxx
5-step = xxxx 6-step = Hxxx 7-step = HHH(x) 8-step = HHHxx
(over interference, responder bids normal if not stolen, else passes, and bids original steps over opener's X)
• After a GAB showing 0-3 cards, new suit (NT = the response suit) is same GAB.
• After a GAB showing 4+ cards, a fit is found, and new suits are cue-bids.
• After responder shows equal holdings in 2 GAB's, if opener bids a third suit, it asks responder to choose the his stronger of original two asked suits.
• After 2 GAB's, opener can rebid an asked suit to show an extra card (5, usually), which negates the possibility of playing in the second-asked suit, which was probably a fragment.

3m = < 4 losers, 5+ cards, no side major
3D = 4+ D, no 5M
3H = 5+H (4H = to play, 3N = 0-1H, 3S = cue with good H fit, 4m = doub H, 4om = natural)
3S = 5+ 8(3N = 0-1S, 4m = 2S or cue with 4S, 4S = to play, 4om = natural)
3N = 6-7 HCP natural (may be weaker over 3D)
4m = Hxx+, at least one side ctrl (cue or sign-off)

G. 1C-1D-3M
Pass/4M = to play
3NT = rare = to play
cue = 2 ctrls, good trumps, and any side shortage

1C-1H/1S/1N/2C/2D continuations
1C-1H/S
1N = CAB (control asking bid)
   1-step = 0-2 ctrls, 2-step = 3 ctrls...  5-step = 6+ ctrls (after 1-step, 4C asks 0/1/2)
   exceptional responses:
   • 3N = solid 6-card suit (4C asks 0, 1, 2... outside ctrls)
   • 3H = semi-solid 6-crd suit (4C asks 0-2, 3, 4, ... total ctrls)
   • 4H = broken 7-crd suit, no side A/K
   • SJS = 6-5 or 6-6, 2+ honors in the 2 suits

   simple new suit = OMEGA (or SUPPORT) ASKING BID (SAB)
   (supp. = Hxx or xxxx;  min = 8-10HCP <4 ctrls;  max = 11+HCP 4+ ctrls)
   1/2-step = no supp min/max, 3/4-step = supp min/max;  5-step = 4-crd supp max
   (3H = 6-7 crds no supp., SJS = 6-5+ 2-suiter no supp.)
   Following the SAB:
     re-ask = REPEAT SAB
     (if denied supp, steps are x/xx/xxx/H/Hx/HH)
     (if showed supp, steps are Hxx/Hxxx(x)/HHxx/HHH(x))
   raise = TAB
   4C = MODIFIED CAB
   (if responder is min 0-1/2/3 ctrls, if max 3/4/5... ctrls)

raise = TAB (0, 5crds 1, 5crds 2, 6crds 1, 6crds 2)
   May ask again, in a REPEAT TAB.  If shown:
   1 honor:  1st step = honor + jack, 2/3/4 steps = Q/K/A
   2 honors:  1st step = 2 + jack, 2/3/4 steps = KQ/AQ/AK
   If show jack, REPEAT REPEAT TAB asks other honor(s) as above

double raise = 18-19+ balanced, good trumps (xxxx or HHx)
game raise = minimum bal, 4-crd fit
DJS = 16-18 splinter
SJS = DELTA ASKING BID (DAB) -
    steps are: -/x, xx, xxx, 1-honor, 2-honors, 3-honors(!)
4C = CAB (even when bid late in an auction), unless clubs is nat. suit, then 4D is CAB
4N = BLKWD

1C-2C
2H/S/N(=D) = SAB
SJS = DAB
3C = TAB
3N = 4441 16-18 HCP
2D = relay (2H/S = nat, 2N = D, 3C = 6C, 3D = 6-4, 3H+ = 3325 0-2/3/4... ctrls)
    Principles in auction following 2D relay:
    1-step = a) if 2-suiter with major, asks for distrib.[ b) else = CAB], specifically:
    2H-2S - (2N =4405, 3C = 6C, 3D = 1435, 3S = 3145, 3H/N = 2425 min/max
    4C = 6C-5H, 4D = 0445)
    2S-2N - (3C = 6C, 3D = 4135, 3H = 4315, 3S/N = 4225 min/max, 4C = 6C-5S,
    4D = 4045)
    2N-3C - (3H = 1345, 3S = 3145, 3D/N = 2245 min/max, 4C = 6C-5D)
    After distrib. shown:
    cheapest non-suit = CAB, responder's suit below game = TAB
2-step = CAB always (used when 2-suiter shown)
raise or raise after CAB/dist ask = TAB
    game bid = to play always
others = natural, start a dialogue

1C-2D
2S/N(=D)/3C = SAB
3M = DAB
3N = 4414 16-18 HCP
2H = relay (2S/N/C = S/H/C, 3D = 6D, 3H = 6-4, 3S+ = 3352 0-2/3/4... ctrls)
    Principles of auction following 2H relay:
    1-step = dist. ask if 2-suiter (else normal CAB), specifically:
    2S-2N - (3C = 4153, 3H = 4351, 3D = 6D, 3S/N = 4252 min/max, 4C = 4054,
    4D = 4D-5S)
    2N-3C - (3D = 1453, 3S = 3451, 3H/N = 2452 min/max, 4C = 0454, 4D = 4D-6-5H)
    3C-3D - (3H = 1354, 3S = 3154, 4C = 5-5, 4D = 6-4, 3N = 2254 min, 4H/S = 2254
    max 3/4+ ctrls, 5C/D = 6-5 min/max)
2-step = CAB always
raise or raise after CAB/dist ask = TAB
    game bid = to play always
others = natural, dialogue

1C-1N
2D/H/S/3C = 5+ suit, SAB
2C = asking relay (normal hands, slam hands, 5-4M's)
    2D = 8-10 HCP, 4H
    2H = 4H, 16 HCP (pass = bad 8, 2N = 3433 good 8, 2S = good 8 any 4432, 3H = 9 HCP
    4333, 3N = 10 HCP any 4432)
    2S = 16-20, 45, not 4H (2N = 8 no fit, 3/4S = min/max fit, 3N = 9-10 no fit)
    2N = slammish, but no M (3C/D/S = nat, 3H = 3433, 3N = weak 5-crd minor[this
    last case, 4C asks minor, 4D = D, 4H = C])
    after this, opener may raise 4C/D/S as trump-asking
3C/D/S = BETA-ASKING BIDS (BAB) , 5+ cards
    1-step = xx/xxx, 2-step = Hx, 3-step = Hxx, 4-step = HH, 5-step = HHx
    3H = slammish Trump Asking (3S+ = 0/1/2/3 top H honors)
    3N = to play, 20-21 no major
4C = CAB
4H = to play
4N = BLKWD

2H = 8-10 HCP, 4S, denies 4H
2S = 16-18, 4S (2N = 4333 8 HCP, suit = doubleton 8 HCP, 3S = 4333 9 HCP,
3N = 4333 10 HCP, 4S = non-4333 max)
2N = 16 HCP, no fit, NF
3C = slammish relay (3D = 4D, 3H = 4C, 3S = 4333, 3N = weak 5m[4C asks minor:
4D = D, 4H = C])
3D/H = BAB, as above, 5+ cards
3S = slammish, Trump-Asking (0/1/2/3 top honors)
3N/4S = no slam
4C = CAB
4N = BLKWD

2S = 8-10 HCP, no major
2N = 16 HCP, NF
3C = slammish relay (3D = 4m333[3H asks D/C], 3H/S = (23/32-44), 3N = 5m [4D
asks C/D])
3D/H/S = BAB, 5+ cards
3N = no slam
4C = CAB
4N = BLKWD

2N = 11-13, any 4333 or 5D
3C = asks which suit (if 3D, then 3H asks 4/5 D), then
game = sign-off, 4m if has shown suit = TAB, new suit = cue (asking to cue
if holding 3+ ctrls, else return to suit)
3D/H/S = nat
3N = to play
4C = CAB
4N = BLKWD

3C = 11-13, 4C and 4-higher
3D = relay for other suit (N =D) (game = to play, 4C = CAB, 4D = TAB if shown, new
suits cue-bids asking to cue if 3+ ctrls)
4C = TAB
4D = CAB
4N = BLKWD

3D = 11-13, 4D-4H
3H/4D = TAB
3S = cue (if 3+ ctrls, else 3N)
3N/4H = to play
4N = BLKWD

3H = 11-13, 4H-4S
3S = TAB, 4C = CAB, 4M = to play, 4N = BLKWD, 4D = cue (asking cue if 3+ ctrls)
3S = 11-13, 4S-4D
3N/4S = to play, 4C = CAB, 4D = TAB, 4N = BLCWD, 4H = cue inviting cue (above)
3N = 11-13, bad 5C (4C = CAB, 4N = BLKWD)

**1C-2NT continuations**

3C = usually balanced

(developments after these bids same as 1D-2N-3C.. developments)

3D = 14-16, 4333/3433/44(32)
3M = 14-16, M + minor
3N = 14-16, no M
4-any = 17-19
4-any = 20+
3D/H/S/N(C) = SAB
4C = CAB
4N = BLKWD

Special Response continuations

1C-2M
Pass/4M = to play
new suit = 5+ cards, F1 (raise = 3+ crds, 3NT = max no fit, rebid M = min no fit, cue = max fit)
raise = invit
2N = relay (3C = QJ in suit, 3D = AJ/KJ in suit, 3H = AQ/KQ in suit)

1C-3N
4C = asks for outside ctrls (0/1/2... if 0, then 7-crd suit) then,
   4N (or 5C/4N) = asks shortage (suit = sing, JS = void [if lower, bid it, else just 6 of own suit])
4D = asks suit (N = D)
4N = BLKWD

1C-3m
relay = asks l/h sing., then
   4C = nat (unless sing, then is CAB)
   4D = CAB (unless sing is C, then TAB)
   sing M = TAB (??)
3H/4D (over 3C), or 3S/4C (over 3D) = TAB, then
   Game in NT or suit = to play
   4C (or else lower of 2 possible sing's if taken, else 4NT) = CAB
4H/S (over 3C/D respectively) = to play, NF

1C-3M/4m
sing = CAB (3/4/...), then can re-cue sing to ask # queens (0/1/...)
suit below game = TAB (0/1/...)
game = to play (16+ may cue continue)
NT = to play, wasted values

Handling Interference

1C-(X)-
Pass = 0-5
   if passed round to opener - normal rebid
   if RHO bids - pass = min, 1N = 19-20, bids = non-crap, X = takeout
1D = 6-7 HCP (see above)
1M/2m = as normal
   if RHO bids, X = heavily suggestive (trap-pass with stack), NT = non-min with stop,
   cue = max, asks stop or advance cue for slammish raise
XX = 8-13 balanced (South bids as over 1M/2m above)
1N = 14+ bal
2M = 3-7 HCP pree. (NS = F1)
3Y/4m = normal 3-suiters

1C-(1D/H/S)
Pass = 0-6 (1N = 19-20, cue = real good hand)
Dble = 7+ HCP, 0-2 ctrls (cue suggests bal no stop or splinter or strong 1-suiter, JQ = self-sufficient
   1-suiter, bids normal)
1N = 3 ctrls + stopper (cue = expose psyche, X = pen)
2C = 3 ctrls, no stopper (2N = bal, 3C = baron, 3else = 5+, cue = nat!, bids = 4+ cards)
2D = 4 ctrls, as above
2N = 5+ ctrls (3C = baron, else = 5+ suit)
1M = 8+ HCP, as if undisturbed
2M (even non-jump) = 6-crd suit, 2 top honors, 3-7 HCP (even if cue)
3m = KQ or AQ 6th
3M = KQ 7th
3N = solid 6-crd suit and outside ctrl (or 7-crd suit and maybe no outside ctrl)

1C-(1N->2S)
Pass = 0-6 HCP (Dble = strong bal with a 4M(hmm), 2N = 21-22, suit = nat, cue = GF, JQ = nat
self-sufficient exposing psyche)
Dble = 7+ HCP 0-3 ctrls (as over 1-level X)
2N = 3 ctrls + stopper, or any 4 ctrls (same as over 1-level)
cue = 5+ ctrls (nat bidding)
2suit = 6 to 2 top honors, 3-7 HCP
JS = KQ 7th
3N = solid 6/7 crd, as before

1C-(2N->3S)
Pass = 0-6 (as above)
Dble = 7+ with 0-4 ctrls, bal
3N = 3-4 ctrls with stopper
cue = 5+ ctrls
suit = GF

1C-1D-(bid)
Dble = non-min, bal with a 4M
NT = 20-22 HCP
suit = nat
cue = GF
JQ = exposes psyche, excellent suit and hand

1C-pos-(bid)
Dble = penalty
bids = natural

1D Opening Bid (2+ cards, 11-15)
Responses
Pass = 0-5 HCP, preferably with 4 diamonds or a major to run to later
1M = 5+ HCP, 4+ suit
1N = 8-11 HCP, no major
2m = 11+ HCP, 4+ cards
2N = 16+ HCP balanced
2H/S/3C/D = 12+ HCP, good suit (5+M, 6+m)
3M/4m = preemptive
3N = 13-15 HCP bal, no major

1D-1H continuations
1S = 4S, not 4H
1N = 8-11 HCP, no 4S
2m = 6-10, 4H-5m or 5H-4m, NF
2H/3H/4H = to play/invit/to play
2S/3S/4S = 8-10/invit/to play
2N/3N = invit/13-15
3m = GF, 5+H, 3+m, can be cheaper stopper
4m = slamtry in S, good trumps, cheapest cue
4N = RKC

1N = 11-14(-) HCP bal
2m = 6-10, 4H-5m or 5H-4m, NF
2H/3H/4H = to play/invit/to play
2S = 4th suit forcing or nat, GF
2N/3N = invit/to play
3m = GF, 5+H, 3+m
3S = 6H-5S GF
4N = BLK

2C = unbal, 5/6C, 2+ D
2D/2H/3H/4H = to play/to play/invit/to play
2S = semi-natural, GF
2N/3N = invit/to play
3C = invit
3D = 5+ H, 3+D, GF
3S/4C/4D = slam try in clubs, cheapest cue
4N = RKC

2D = 5+ D, may have 4C
2H/3H/4H = to play/invit/to play
2S = semi-natural, GF
2N/3N = invit/to play
3C = 5+ H, 3+C, GF
3D = invit
3S/4C/4D = slam try in D, cheapest cue
4N = RKC

2H = 4H, not max
suit = feature, invit+
2N = asks for sing or doubl (3H = 4333 min, 3N = 4333 max)
3H = power invite
3N = c.o.g.
3S/4C/4D = slammish, cheapest cue
4H = to play
4N = RKC

2S = 14-15 HCP, 5+D, 4S, 4-5.5 losers, NF
2N = 8-9 HCP, NF
3C = artif force: nat, or asks stop, or advance cue
3D/3H/3N/4H/4S = to play
3S = invite
4C/D = slam try spades/diamonds
4N = RKC

2N/3D = 14-15, solid D, with/without stoppers
3C/2N = checkback or advance cue
3D/3H/3N/4H = to play
3S = GF, 6H-5S or advance cue for D
4C/D = cheapest cue, slammish for D
4N = RKC

3C = 14-15, 5+D, 5C, 4-5.5 losers
3D/3H/3N/4H = to play
3S = GF, stopper-ask or 6H-5S or advance cue for a m
4C = slam try, no S cue
4D = slam try in D, no S cue
4N = RKC
3H = 14-15, unbal (cue, or 3NT/4H to play, RKC)
3S = 4-5.5 losers, 6D-5S
   3N/4D/4H/4S = to play
   4C = advance cue for D or S
   4N = RKC
3N/4C/4D = max 2-suiter, 4+ H, 4-5 losers (3N denies A/-- of either minor, 4m is A/--)

1D-1S continuations

Opener's Rebids
1N = 12-13 bal, or unbal 11-13
   2C = nat, NF (maybe canape)
   2D/H/S = to play
   2N/3S = invit
   3C/D = GF, seminat or checkback or waiting
   3H = GF, 5-4+
   4N = BLKWD
2C = 11-15 longer clubs, or 11-13 5-5 minors
   2D/2H/2S/3N/4S = to play
   2N/3S/3S = invit
   3D/3H = GF, semi/natural, 5+S
   4m = cheapest cue, slam try C
   4N = BLKWD
2D = 5+ D (may have 4C)
   2H/2S/3N/4S = to play
   2N/3D/3S = invit
   3C = GF, seminat, 5+S
   3H = 5S-4+H, GF
   4m = cheapest cue for D, slamtry
2H = 14-15 reverse
   2S/3D/3N/4H/4S = to play
   2N/3H/3S = invit
   3S = invit
   3H/2N = GF, nat 5-5+, or cue for D without C cue
   4m = cheapest cue, slamtry D
2S = raise, not max (2N = asks sing or doub[3S/N = 4333 min/max], suit = feature, 3S = lim, cue = slam)
2N/3D = solid diamonds, max, with/without stoppers
   3C/2N or 3H/3D = GF checkback or natural
   3D/3N/4S = to play
   3S = invit
   3H/2N = GF, nat 5-5+, or cue for D without C cue
   4m = cheapest cue, slamtry D
3C = 14-15 HCP, 5+D-5C, 4-5.5 losers
   3D/3N/4S = to play
   3H = GF : nat, or asks stop, or advance cue
   3S = limit
   4C/D = slamtry, no H cue
3H = 6D-5H, 4-5.5 losers
   3S = lim
   3N/4D/4H = to play
   4C = cue for either suit
3S = max unbalanced (3N to play, 4S to play, else cue or RKC)
3N = 4-5 losers, good S fit, no first-rd of either minor
4C/D = 4-5 losers, good S fit, first-rd ctrl
1D-1N continuations

2C = 2-suited with minors, or unbal 3D-5+C

- 2D/3N = to play
- 2H = 10-11, D fit with H stopper, F1 (2S = 6C-3/4D[2N asks stoppers: 3C no S stop, 3D S stop and 3N both D+S stoppers], 2N/3N = min/max + S stop, 3 longer suit = no S stop)
- 2S = 10-11, D fit, S stop no H stop, F1 (2N/3N = H stop min/max, longer suit = no H stop)
- 2N = 10-11, both M's stopped
- 3C = 9-11 nat

2D = 5+D

- 2H = 10-11, H stop, F1 (2S = S stop no C stop max, 2N = S stop min[3C asks C stop: 3D/N = no/yes], 3C = C stop max no S stop, 3D = no black stop or min with C stop, 3N = max both black stops)
- 2S = 10-11, S stop no H stop, F1 (2N = H stop min[3C asks C stop: 3D/N = no/yes], 3C = H stop max no C stop, 3D = no H stop, 3N = both stops max)
- 2N = 10-11, all stops
- 3C = to play
- 3D = 9-11 invite

2H = max reverser

- 2S = 9-11, no H fit, F1 (2N = S stop, 3C = C stop, 3D = 6-4, 3N = all stops)
- 2N = 9-11, black stops
- 3C/D = to play
- 3H = 3-crd invite, sharp black cards

2S = max reverser

- 2N = 9-11, F1 (3C = C stop, 3D = 6-4, 3H = H stop, 3N = both stops)
- 3C/D = to play
- 2N = 15 HCP bal, 4-4 majors (necessarily) (3m = invit with 6+ suit, 3N = to play)

3C = 14-15, 4-5.5 losers, 5-5 or 6D-4C

- 3D/N = to play
- 3H/S = 10-11, stop or advance cue for a m
- 4m = 9-11 invt

3D = max, semi-solid or better suit, bad stoppers

- 3H/S = 9-11, F1, stop or advance cue
- 3N = to play
- 4D = invit

3H/S = 6-5, 4-5.5 losers

- 3S/3H = 10-11, F1, stop or advance cue
- 3N = 9-11, 2M support, and stoppers
- 4C = advance cue for a suit (no S ctrl if 3S bypassed)
- 4D = invit, no black cue

4H = to play if raise, cue for a suit if not

3N = max, solid D, and stoppers (4D = long clubs weak NF, new suit = cue in unbal hand)

1D-2C continuations

Opener's Rebids

2D = 6+D, or 11-13 5D-4M, or 11-13 5D missing stopper(s) in M(s)

- 2H = 5C-4H, or fragment waiting, or cue for good D raise
- 2S = 5C-4S, or cheapest stopper, or cheapest cue for good D raise
- 2N = 11 HCP, invit
- 3C = 10-11, good 6-crd suit, invit
- 3D = limit
- 3M = 6C-5M GF
- 3N = to play
- 4C = slamtry D, C ctrl

2H = 4H: bal min, or max with 5D-5H or 4H-4S
2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)
2N/3C = limit
3D = F1: 5C-4D or asks S stop or advance cue for H
3H = 5C-4H GF
3S = 6C-5S GF
3N/4H = to play
4C = slam cue for H
4D = slamtry H: either first-rd both minors, or second-rd D and any C cue

2S = 4S: bal min, or max 5D-4S
2N/3N/4S = invit/to play/to play
3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)
3D = GF: nat, or advance cue for S, or asks H stop
3H = GF: nat, or advance cue for S, or asks D stop
3S = GF, 5C-4S
4C = slam cue for S
4D = slamtry S: either first-rd both minors, or second-rd D and any C cue

2N = bal min, no major, stoppers (3C = 6C limit, 3D = GF both minors, 3M = GF 6C-5M, 3N to play)
3C = 5-6C, or both minors, or 5C-4M, 2-3D
3D/H/S = GF, cheapest stopper or advance cue for C
3N = to play
3D = 14-15 solid D, missing a M stop
3M = GF: cheapest stopper or 6C-5M or cheapest cue for D
3N = to play
4C = nat
4D = forcing, no M controls or stoppers
3H/S = 6D-5M, 4-5.5 losers (advance cue, or bid a game)
3N = 14-15, solid D, both M stops (cues)
4C = 4 losers, good minor 2-suiter (cue or sign-off)

1D-2D continuations
2H = 4H bal, or 5m-4H, or 4441
2S = relay (2N = 3433 min, 3C/N = 4C/D-4H min, 3D = 5D-4H max, 3H/S = 4H-4S min/max)
2N/3D = limit
3C = F1: 5D-4C or stopper for 3NT, or advance cue for H
3H = 5D-4H GF
3S = 6D-5S GF
3N/4H = to play
4C = 2nd rd C cue, 1rd D cue for H
4D = slamtry H, cheapest cue

2S = 4S bal, or 5m-4S
2N = 11 HCP invit
3C = relay (3D = 5D-4S max, 3H/N = 4C/D-4S min, 3S = 4333 min)
3D = limit
3H = F1: either 6D-5H, or H stop, or advance cue for S
3S = GF 5+D-4S
3N/4S = to play
4C = slamtry S, 1st rd D cue, 2nd rd C cue
4D = slamtry S, D cue, no C cue
2N = min bal, no M, stoppers in M's
3C = GF, nat
3D = limit
3M = 6D-5M
3N = to play
3C = 5C-4D or 4C-5D, or 6 bad C, or 5C missing M stop
3D = limit  
3M = 6D-5M or cheapest stop or advance cue for C  
3N = to play  
3D = one-suiter, or missing a M stopper (3M = stopper or advance cue, 3N = to play)  
3M = 6D-5M (cue or sign-off)  
4C = 4 losers, good D, cue (4D = min, cue = max)

**1D-2M continuations**

2N = min bal or semi-bal  
3C = 2-suiter  
3D = slam relay (3H = 5C-4D min, 3S = 5D-4C min, 3N = 5-5 min, 4m = 5m-3om max)  
oM = 2-suiter  
3D = 6+ crds  
raise = Hxx(+), bal or slightly unbal  
JoM = 6D-5oM  
3N = bal 1-suiter, non-minimum, with side-stoppers  
4C = 5-5 max  
4D = 6+ solid suit

Responder rebids:  
3 own suit = 12-14 HCP, usu. no stopper in 4th suit  
3N = min, with stoppers  
new suit = cue, some slam interest for opener's suit or own suit, or asking stopper if 4th suit  
4D = good trump support, slammish, denies C cue

**1D-2N continuations**

3C = bal, or 4441  
3D = 16-18, 4H-4S or 4M333  
3H = Stayman (3S/N = 4S/H-333, 4C = 4423, 4D = 4432)  
3H = 16-18, 4H-4m  
3N/4H = min, to play  
3S = max, relay (3N = 2443, 4C = 2434, 4D = 3442, 4H = 3424)  
4C = CAB  
3S = 16-18, 4S-4m  
4N/4S = min, to play  
4C = max, relay (4D = 4243, 4H = 4234, 4S = 4342, 4N = 4324)  
4D = CAB  
3N = 16-18, no major  
4N = max, 4-4 minors (Pass = 16-17, 5m = 5crds 18 HCP)  
4C = 4441 max (4D = a 4-crd m[4H asks D/C], 4H = 2344, 4S = a 5m [5C asks D/C])  
4C = 19-21, 4C-4higher (4D asks: 4M = M, 4N = D)  
4D = 19-21, 4D-4H  
4H = 19-21, 4H-4S  
4S = 19-21, 4S-4D  
4N = 19-21, any 4333 or 5m (5C asks: 5suit = 4333, 5N = 3334, 6m = 5m)  
5Y/5N = 22+ HCP, same as 4-level bids  
3D = D or C-D ...... 3H = relay, then  
3S = 5D-4C min  
3N = 5C-4D min  
4C = 5-5 min  
4D = 6D min  
4H = 5C-4D max
4S = 5D-4C max
4N = 6322 min, solid suit
5C/D = 6D-5C min/max
3M = 5D-4M
4C = CAB
3S/3H = relay for strength (3N = min, 4C = max)
4D/3S = relay for strength (5C = min, 5D = max)
3N = 5m332, or min 6C bal (4C = CAB, 4D asks [4H = 5/6 clubs, 4S = 5D])
4C = 5-5 max
4D/5D = 6D max, not/solid
4M = 6D-5M
4N = 6C(322) max, not good suit
5C = 6C(331) min, or medium 6C(322)

1D-3m continuations
1D-3C
3D = 6D
3M = 5D-4M
3N = min bal, or max with doubleton C
4C = max bal (4H-4S, thus), or unbal with 3+ C
4D = solid 6+ suit
4M = 6D-5M

1D-3D
3H = bal with H stop, not some other stop
3S = bal with S stop, no H stop
3N = bal, stoppers
4D = 3+ D (max bal, or 5D min, or unbal)

Responder rebids NT with 12-14, stoppers/cue, cue with slammish own suit or support. 4 own suit shows slammish, excellent suit, starts cues. Raise shows good D support, slam interest. 4N = BLKWD.

Opening 1M (11-15, 5+ cards)

Responses
1S/1H = 6+ HCP, 4+ crds
  1N = 11-13 bal
    2m = 6-11 NF
    2M = 6-10 NF
    2N/3M/3N/4M = lim/lim/to play/to play
    3m = GF, 4+ crds usu.
    4m = slamtry H, cue

2m = 4+ cards
  2D/2C or 3C/2D = F1, nat or checkback or waiting
  2M = NF
  2N/3M/3N/4M = lim./lim/to play/to play
  m-raise = lim
  3D/2C = GF, 5-4+
  4m = slamtry
  4om = slamtry cue for H

2H = 6+ cards, or 14-15 w/ 5-crds
  2S = NF
  2N = relay (3m = 6-4, 3H =6H min, 3S = 5H-3S max, 3N = 5H-2S max, 4H = 6H max)
  3S = lim
3H = 8-9, 3H
3N/4M = to play
4m = cue for H
2S/3S = 4S non-max/max (occ. 3S for simple raise)
2N/3H = nat, 4S, lim
3m = slam cue for S, or shows stopper
3S/3N = lim/to play (correctable with 4S)
4m = slam cue for H
2N/3H = solid 6 crds, max, stoppers/no stoppers
3m = cue or nat
3H/S/N/4M = to play
4m = cue for H
3m = 4-5.5 losers, 5-5
3D = cue or stopper-ask
3H/3S/3N/4M = to play
raise = sets suit
4om = cue for H
3N = 4 losers, 4S, no first-rd minor cue
4m = 4 losers, 4S, first-rd cue
1N = 6-11, NF
2m = 4+ suit
om = to play
2M pref = 2+ crds to play
2S/1H = invit relay, S stop, no stop om (2N = min, 3 new suit = max frag, 3M/N = 5422 without/with om stop, 3m = min 5-4+ unbal)
2H/1S = invit, good 5 or any 6-crds
2N = lim
raise = invit in m, no S stop (3M = 5422 no S stop, 3oM = frag, 3N = S stop)
3M = invit, HH or xxx
rebid M = 6M 11-15, or 5M 14-15
2S = F1 oM stop, missing some m (2N = 14 HCP 5H, 3m = 6-4, 3H/4H = 6H min/max,
3oM/N = 15 HCP no/yes C stop)
2N = F1, no oM stop (3lower = 6-4, 3M/4M = 6crd min/max, 3oM/3N = no/yes oM stop)
3m = to play
raise = 9-10, HH or xxx
2S/1H = max (2N/3m/3H/3N = to play, 3S = 9-10 3S)
2N/3M = max, solid 6-crd suit, stoppers/no stoppers
3m = sing M, to play
3M = pref, to play
3oM = F1 with oM stopped
3N = to play
3m = 4-5.5 losers, 5-5
3D/3C = to play
3M = pref, to play
3oM = GF, shows stop, denies 4th suit stop
3N/4M = to play
4m = invit in m
4om = great m fit, cue
3S/1H = 4-5 losers, 6-5 (4M to play, cue = good fit for one suit)
2lower = 11+ HCP, 4+ cards (2H promises 5+ crds)
2M = min, 5-6 crds
2S = nat, stopper, or advance cue, F1
2N/3 own suit = invit
3 higher = GF, nat, or stopper, or advance cue
3N/4M = to play
4m = Blue Team Style cue for M (if same 2m-4m, denies 1/2 rd in om; if 2D...4C, shows
1st rd D and 2nd rd C; if 2C...4D, shows all other combinations

2-lower = 5-4+, any strength

2M pref = 3+ cards, mild invite with conc. in 2 suits
4th suit = GF, nat ask stopper or advance cue for one of opener's suits
2N/3N = invite/ to play
3oM = 6-5 GF
raise = highly invit.
3M = mild slam try (less than jump to 4m though), good trumps
4m = slam try, good trumps (if raise, then in that suit; if not, then for M [if both M's bid, H agreed, with 4m denying any om ctrl, and 4om showing 1st rd m-ctrl and 2nd rd om-ctrl])

2N = max, 5332
3own suit = GF, but min
3 new suit = slammish, nat, or advance cue for own or opener's suit
3M = choice between M and NT
3N/4M = to play
4m = cue for M, good trumps, serious slam try, rules as before

2S/1H = max, 5-4
2N/3m = GF, but min
3om = GF, nat or advance cue or stopper-ask
3M = NF, highly invitational
3N/4M = to play
4C/D = slamtry H/S
raise = 4-crds supp., 11-15
3M pref = highly invit
3-new suit = cue or stopper-ask
4-new minor = cue, slamtry
3N/4M = to play
3 non-jump = strong 5-4, or medium+ 5-5
3-own = NF, min
3-oM = 6-5 or stopper-ask or advance cue for either opener's suits
3M = limited, but GF
3N/4M = to play
4m = sets suit, slam interest
4D/3C = slamtry opener's M

3 jump new suit = 5-5+, 4-5.5 losers
3oM = GF, 6-5 or stopper-ask or advance cue
3M = xxx supp.
3N = to play
4C = cue, Hxx(+) supp. for one of opener's suits, slamtry
4D/3D = good hand and fit, but no cue in 4th suit
3N/3M = 4-5.5 losers, solid 6crd suit, stoppers/ no stoppers
3S = stopper-ask or advance cue
4m = nat, good suit, GF
4om = cue for M
4M = to play
3S/1H = 6-5, 4-5 losers (3N/4M = to play, else = cue)
4m = cue, slamtry partner's suit (if 4D, sign-off denies C cue and cue shows C cue; cues above game promise extra stuff)
raise = 6-10, 3+ support
2N = asks for shortage or doubleton (bid it with non-min, rebid M with min, 3N = 4333 max)
suit = trial-suit gametry (if raise oM, shows 4-crds for c.o.g.)
re-raise = power gametry
2S/1H = 12+ HCP, good suit, only min if responder would have a rebid problem
2N/3N = min/max, 5332 usu.
3m = nat
1-step = relay (min 5-4 / max 5-4 / min 5-5)
3S = min, no stopper 4th suit (now sign-off or cue for S)
3N = min, with stopper
4 om = cue for opener or own solid S suit
raise H = slammish (if 3H, opener must cue)
4m = slamtry raise
3H = 6crds
3S = Hx or Hxx, forcing and constructive (always raise with raise)
4m = 5-5 max
4H = solid 6+ crds
3JS = 12+ HCP, good 5+ crds, one-suited, or with support for partner
3 own suit = 6crds, or 5crds max (may have 4-crds in lower suit)
3 new suit = 5-4, or min 5-5 (relay asks 5-4 min, 5-4 max, 5-5 min)
3N = min, 5M, may have 4 lower suit
4 lower = 5-5+
JS = 5-5+ max
raise = slam interest
4M = solid 6-crd suit
(General Rebids by Responder over any of these)
3N = 12-14, stoppers
new suit = 3-level is stopper-ask or showing (3rd suit), 4-level is cue for any suit
4 own suit = self-sufficient suit, slammish, denies side ctrls
4 opener’s suit = slammish, but denies side ctrls
2N = 16+ bal (may contain 3-crd supp.)
double raise = limit
3N = 13-15 bal, 3-4 crd support, two top honors (or A/K-xxxx)
DJS = splinter (except 1S-4H), two top honors (or A/K-xxxx) (forces cues below game since unlimited)

1NT Opening (13-15 HCP, not both 4-card majors, unfav is 14(+) -15 HCP)

Responses:
2C = Stayman (may be weak with majors or short clubs)
2D = xfer, 5+ H, or 4H-5m invite
2H = xfer, 5+ S, or 4S-5other invite
2S = either: 5-5 minors 11-12 HCP, or slammish 5-5 touching suits
2N = either: sign-off in a minor, or 5-5 minors invite, or slammish 5-5 non-touching suits
3m = 7-9, 6+crds, good suit
3M = 6+ crds, inv.
3N = to play
4m = South African xfer to corresponding M (forces M)
4M = to play
4N = 18 HCP, any 4333 (bid up-the-line, or jump to slam, or pass)

1N-2C continuations
2D = no major
2H = both majors, weak
2S/3D = GF, 5+ cards (BAB: xx/xxx, Hx, Hxx[Hxxx in D], HH, HHx[HHxx in D])
2N = invite, may not have major
3C = slam relay, 16+ (3D = 4m333[3H asks D/C], 3M = 3M-2oM-4-4, 3N = 5m
[4D asks C/D])
3N = to play
2H = H, not S
2S/3D = GF, 5+ cards, BAB as above
2N/3H = invite, may not have S
3C = slam relay, 16+ (3D = 4D[3H asks S/C frag], 3H = 4C[3S asks D/C frag],
3S/N = min/max 3433)
3N = to play
4C = CAB (1-2, 3, 4...) and 4N = RKC
2S = S, not H
2N/3S = invite
3D/3H = GF, 5+ cards, BAB as above
3C = 16+ slam relay (3D = 4D[3H asks C/H frag], 3H = 4C[3S asks D/H frag],
3S/N = 4333 min/max)
3N = to play
4C = CAB and 4N = RKC

1N-2D continuations
Pass = to play
2S = 4H-5S invite (Pass/3H = min pref, 3S = max fit, 4M = to play, 2N asks [3m = frag, 3H = 5422])
3m = 4H-5m invite (3H/3N/4H = to play, 3D/3C = gametry H, 3S = max no om stop, raise = max m fit)
2N = 5H no sing, invite (3H = pref, 3N = to play, 3m = game-try H)
3N = c.o.g.
3H = 5H-4+m unbal invite
3S = 5H-5S invite

1N-2H continuations
Pass = to play
2N = 5S invite (3 new suit = game try S, 3S = pref)
3lower = 4S-5suit invite (3D/H = gametry S, 3S = pref, 3N/4M = to play)
3S = 5S-4+m invite
3N = c.o.g.
4H = 5H-5S no slam

1N-2S continuations
2NT = forced
3suit = 5-5 lower of touching (S = S + C), slammish
relay (even 3N) = asks top honors in 2 suits (2, 3, ...)
game = sign-off if <4 honors shown
4N = BLKWD
relay = asks side voids/aces (void, no void or ace, one ace, both aces)
if side void shown, relay asks:
   1/2 = lo/hi void, no side Ace
   3/4 = lo/hi side Ace, and void in other
   5/6 = lo/hi side Ace, void in other, a K in bid suit
   7 = side Ace and void, and an A in bid suit
   8 = side Ace and Void, and an A-K in a bid suit
if no void, but at least one ace, relay asks side kings (0, 1, 2)
3N(if not relay) = min misfit
new suit (if not relay) = cue with a good fit somewhere
game = to play, min
4N = BLKWD
3N = 5-5 minors 11-12 HCP (4m/5m = to play)
1N-2N continuations
3C = forced
   Pass/3D = 6+ C/D, weak
   3H = C + H, slammish (continuations as 1N-2S-2N-3suit above)
   3S = D + S, slammish (ditto)
   3N = 5-5 minors, 9-10 HCP (4m/5m = to play)

2C Opening (11-15 HCP, 5+ clubs [if 5, then side 4-crd major])

Responses:
2D = strong asking relay, F1
2M = 6-11, 5+crds, invit but NF
2N = 10-11 bal, no M, invit
3C/4C = pree, less than invite
3 new suit = GF, 5+crd solid suit (3N = weak misfit, raise = weak fit, 4C = misfit no stop, suit = cue or 6-5)

2C-2D continuations
2M = 6-4 with 5+ losers, or any 5-4
   new suit = stopper (NT = 4crd suit stopped[if pulled then suit was 5+ crds], cheap C = min no stop,
   cue = max no stop)
   3C = to play, quite minimal, was looking for major fit
   2N/3M = invit
   4M = to play
   JS new suit = cue, slamtry H
   4C = artif: asks to cue side ctrl, or 4N with both side ctrls (promises supp. for some suit)
2N = 6+ C or 5C-4D, 2 suits stopped
   3C = quite minimal, to play (with solid C & max, 3H = red stops, 3S = D+S stops, 3N = M stops)
   3D = artif: asks stops (3H = reds, 3S = S+D, 3N = M's)
   3M = GF, 5+ cards (game, or cue with good supp)
3C = 6+ crds, or 5C-4D, 2 suits stopped
   3D = asks stopper (N = D)
   3M = GF, 5+ cards (game, or cue with good supp)
3suit = 4.5-5 losers, 5-4 or 6-4 (or 5-5 minors) (new suit = cue for a suit, 4C asks to cue a D ctrl)
3N/4C/4D = 6C and 5D/H/S, with at least 2 aces
   new suit = cue
   4 opener's major = no cheap cue, but promises values
   5C = minimal, to play
   4N = D.I. (except over 3N, then is BLKWD)
4M = 6-5, but only one ace (new suit = cue, 5C = to play, 4N = D.I.)

2D opening (11-15 HCP, 4414 or 4405 or [34]15)

Responses:
2H/2S/3C = to play (2S over 2H = 4315, 4C over 3C = max 4405)
2N = 10+ HCP, asking
   3C = 3415 (3D asks min/max, 3H = to play)
   3D = 4315 (3H to play, 3S/4C invite)
   3H/S = 4414 minimax
   3N/4C = 4405 min/max (may instead insert 3N = sing H in D, and 4m as 4405's)
      over max's,
   4C = asks top C honors (0/1/2...)
   4D = CAB (0-2/3/...)
3D = slammish relay, does not need opener's exact dist (3H = 1-2 ctrls, 3S = 3, ...)
   then, 4D asks Q's (0, 1...) but not sing D queen
3M = 5+ crds, invite
4C = invite
4M/5C = to play

2M Openings (weak twos)

Responses:
Pass/raises = to play
3m = to play
2S = 5+ crds, F1 (2N = 0-1S, 3S = any raise, 3H = min no fit, 3m = max no fit, 3N = solid H,
   4m = splinter with Hxx S, 4H = max with Hx S)
3H over 2S = 5+ crds, F1 (3S = min no fit, 4H = fit, 3N = max no fit and m stops, 4m = feature no fit)
2N = 11+ HCP, invit+ (3M = min, 3N = solid suit, 3 suit = feature max, 4M = max not solid)
   then cues and RKC
4m = slamtry for M, cheapest cue

2NT Opening (22[+]-24 balanced)

3C = Staymanic or slam in own suit
   3D = 4-4 majors, or 4M333
   3H = relay
53S/N = 4333/3433
   4m = slam cue (demands cue, then will support M or bid own suit)
   4M = to play if opener's suit, else is just cue
   4N = BLKWD
   4m= 4S-4H-3m-2om
   4D over 4C = cue for M
   4M = to play and 4N = quant
3S/4C/4D/4H = slam try, BAB's
3N = 8-9 HCP no fit, mild slam try
3H = 4H-4m
   3S = relay
53N = 2443, 4C = 2434, 4D = 3442, 4H = 3424
   3N = to play, was hoping for S fit
   4C/D/S = good 6-crd suit, BAB's
   4H = to play
   4N = BLKWD
3S = 4S-4m
   3N/4S = to play
   4C = relay
   4D = 4243, 4H = 4234, 4S = 4324, 4N = 4324
   4D/H/5C = slam try in bid suit, BAB's
   4N = BLKWD
3N = no major
   4C = relay
   4D = 4m333 (4H = relay for D/C, 4S = cue for a minor)
   4H/S = 3M-2oM-4-4 (4S = cue for a minor, 4N over 4S = mild slamtry)
   4N = 5m332 (5C = relay for D/C)
   4D/H/S/5C = good suit slam interest, BAB's
3D = xfer to H, no slam possible, then
   Pass/4H = to play
   3S = 5H-4S GF
   3N = c.o.g.
4m = 5-5, or 5-4 unbal (4N to play)
3H = xfer to S, no slam possible, then
   Pass/4S = to play
   3N = c.o.g.
   4m = 5-5 or 5-4 unbal (4N to play)
   4H = 5-4+
3S = 5-5 touching suits, slam try (forces 3NT, then
   suit = lower of touching (S = S+C)
4C = 5-5 C+H, slam interest
4D = 5-5 D+S, slam interest
   over all these 5-5 hands, opener bids as over 1N-2S and 1N-2N continuations, but 1 level higher

3C Opening (6-7 semi-solid C's, 7 tricks, one outside stopper)

Responses:
Pass/4C = to play
3D = NT probe, or C slam try
   3M/N = stopper (N = D)
   3N/4C/5C = to play
   4D = artif slam try (cue shortage or ace in stoppered suit, else bid 5C)
   4H = cue for C, no D cue
3H = F1, 5+H, sound opening bid
   3S/N = S/D stopper no fit
   4C = Ax or Kx H, no side stopper
   4D = 3H + side stopper
   4H = Hxx support, no side stopper
   over these, responder can sign-off, bid 4D as good 2-suiter, or 4S as cue
3S = F1, 5+S, sound opening bid
   3N = no fit, side stopper
   4C = Ax or Kx S, no side stopper
   4D/H = 3-crd support, stopper in bid suit
   4S = Hxx support, no side stopper
   over these, responder can sign-off, bid 4red as 2-suiter if no fit, or cue if fit
3N = to play
4D/H/S = 15+ HCP, 5+ solid or semi-solid suit, slam interest
   Game = abs. min.
   new suit = cue and 4N = BLKWD
4N = BLKWD

3D Opening (any solid 7+ suit, with no more than a side Queen)

Developed by Omar Sharif.

Responses:
3H = p/c, no game (3M = M, 3N/4C = xfer to suit)
3S = artif near-GF
   3N = 7+ minor
   4C = p/c with 7, or bid shortage with 8
   4D = GF relay for shortage (4N = none, 5m = om)
   over these, if shortage shown, relay asks sing (1) or void (2)
   4C = H + singleton (relay asks to cue void, else bid 4M with sing [rel asks which])
   4D = S + singleton (as over 4C above)
   4M = 7M-222
   after shortage info, relay asks to cue a Q or 8th trump(bid shortage) if possible
Slam Bidding - Primer

Asking Bids

1. **4N and 5N.** Almost always Blackwood (except when defined as quant, a response to an asking bid, or as a D.I. cue (see later). In response, 5C = 0/3, 5D = 1/4, 5H = 2, 5S = 2A + trump K. Over this, a new 5-level suit is a transfer to 5NT. **Special Case:** If 4NT is used after a 2C or 3C opening bid by responder, the responses are: 5C = 0-1, 5D = 2 no sing, 5H/S = 2 with sing in suit, 5N = 2 with sing D, 6C = 3.

2. **5H or 5S.** When they follow a previous bid in the same suit, they ask to bid 6 with 2 top trumps.

3. **Jump to 5NT.** GSF. Responses depend on trump suit: Spades (6C = J or less S, 6D = Q high S, 6H = A or K S and no extra length, 6S = A or K and extra length, 7S = 2 of top 3), Hearts (6C = Q or less H, 6D = A or K and no extra length, 6H = A or K and extra length, 7H = 2 of top 3), Diamonds (6C = Q or less, 6D = A or K, 7D = 2 of top 3, or Clubs (6C/7C = 0-1/2 top honors.

   If the jump asks about an already-defined semisolid or better suit, with Spades (6C = 6-crd suit AQJ or QKJ, 6D = 6-crd suit AKJ, 6H = 7-crd suit AKJ, 7S = solid suit), Hearts (6C = 6-crd suit AQJ or KQJ, 6D = 6-crd suit AKJ, 6H = AKJ 7th or AK 8th, 7H = solid suit), Diamonds (6C = AQJ or AKJ or AKJ 6th, 6D = AKJ 7th or AK 8th, 7D = solid suit), or Clubs (6C = nonsolid, 7C = solid).

4. **6 in suit immediately underneath trump suit.** When it isn't possible to jump to 5NT, this substitutes for GSF. For clubs, this is impossible, though 6S in this case asks to bid 6N without solid clubs, and 7C with solid clubs.

Cue Bids

1. The first cue bid always shows a maximum for previous bidding, unless it is made below game in response to a strong bid by partner. E.g. 1H-2C-2D-3H(slam invite)-4D is a cue of ambiguous strength. But 1H-3H is a max guarantee since partner's bid was NF.

2. If partner has made a cue bid and you are able to cue-bid in return below game, you MUST do so, regardless of strength. The only exception to this rule is when partner has already limited his hand, and you KNOW slam is impossible. E.g. 1H-2C-2H-4C(cue, slamtry, if opener has a D cue [A/K/x/--] he MUST show it, even with min). But 1S-2C-2H-4C (cue slamtry for H)-4S( opener's cue shows extra values since he is going beyond game).

3. Skipping a suit which is possible to cue-bid denies any control in that suit. It follows that if partner continues to probe for slam, he promises a control in the suit you skipped.

4. If you skip a suit, then cue-bid it, you promise the Queen.

5. **4NT as a general cue-bid:** When 4NT is neither BLKWD nor a response to an asking bid, it serves as an all-purpose cue-bid. Here are the cases in which it is used:
   a) To show control in a suit cue-bid by partner, but usually not a very strong hand (e.g. 1H-2C-2H-4D-4S(cue)-4N(shows S ctrl, but less than max, since opener didn't cue bid 4S over 4D).
   b) Sometimes it is used to deny control in a particular suit, but at the same time encourage slam if partner can control that suit. E.g. 1H-2C-2H-4D-4N denies C control but asks partner to bid slam with C control. 1H-2S-3C-3H-4N (here responder obviously has a S control; opener now rebids 5H = no S control, 5C with S and C control, 5D with S and D control, 5S with 1st rnd S control and no other control, 6H with 2nd rd S control and no other.
   c) When S are trumps, it serves as a general cue bid, to find out about partner's hand (1S-2C-2S-4D-4N wants to see if opener can cue-bid 5C). It's also a general cue bid when a suit in which a control has been implicitly promised is skipped over (1H-2S-3C-3H-4H-4N...
6. 5NT, when it is neither a response to an asking bid nor a continuation of BLKWD is always a grand-slam try. It is the same sort of bid as 4NT discussed previously.

7. Avoid, at all costs, cue bids of singletons and voids at the game level in a suit bid by partner (e.g. 1S-2D-3C-3H-4D-4S shows a Hx(x), not a short suit control since partner bid the suit).

8. If the opponents double one of partner's cue bids: Pass shows 2nd round control, XX shows first-round control, and bids show no control.