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GF = GAME FORCING
1NF = FORCING FOR 1 ROUND
m = MINOR
M = MAJOR
xfer = transfer

1♣ = (11)12-14 PC balanced / 15+ PC nat. / (11)12+ PC 4414 /18PC+ any hand
1♦ = 11-17 PC 5+♦ / (11)12-17 PC 4441 / (11)12-14(15) PC 5♣,4♦
1♥ = 11-17 PC
1♠ = 11-17 PC
1NT = (14)15-17, acceptable 5M or 6m, 5422 or 5431 distributions with singleton in minor?
2♣ = 10-14 PC, 5+♣,4♥/♠ or 6+♣
2♦ = minimulti
2♥ = 5-10 PC, 5+♥ 5+♣/♦/♠ (acceptable 5/4 when green)
2♠ = 5-10 PC, 5+♠ 5+♣/♦ (acceptable 5/4 when green)
2NT = 5-10 PC, 5+♣/♦ (except P P P 2NT – then it is 20-22)
3♣/♦ = weak, even very weak when green
3♥/♠ = weak, even very weak when green
3NT = gambling - AKDxxxx in m
4♣/♦ = weak
4♥/♠ = to play
4NT = strong with both m

1♣ - 1♦ = 0-6 any hand; 7-11 with m (or both m); 16+ balanced hand (no 4M).
1♣ - 1NT = 7-11
1♣ - 2♣/2♦ = NAT GF, then 2♦/♥/♠ = 12-14 (seminatural, hand not suitable for NT) or natural strong hand 18+ and 5+♦/♥/♠ (if bid again in the next round)
1♣ - 3♣/3♦/3♥/♠ = NAT invitation
1♣ - 2♥ = minors min. 5/4, invitation
1♣ - 2♠ = xfer to NT, invitation
1♣ - 2NT = 11-12 PC, invitation
1♣ - 3♠ = xfer to 3NT
1♣ - 3NT = 13-15 balanced

1♣-1♦-1♥/♠ = 12-14 with shape 4432/4423 or 18+ with 5+♥/♠
1♣-1♦-1NT = 18-20
1♣-1♦-2NT = 21-22 (we play puppet stayman here)
1♣-1♦-2♣ = 15+ with 5♣+
1♣-1♦-2♦ = 23+ balanced (we play puppet stayman here) or any GF
1♣-1♥/♠-2♣ = 15+ with 5♣+
    2♦ = GF
    2♥/♠ = 5CM NF
    2NT = 7-8 PC

1♦ - 2♣ - 2♥/2♠ = 15-17, 4CM reversed
1♦ - 2♦ = inverted minors 10+ PC, forcing to 3♦
1♦ - 2♥/♠ = 5+ GF
1♦ - 3♣ = NAT invitation
1♦ - 3♦ = weak

1♥/♠ - 1NT = 7-11 NF
1♥/♠ - 2♣ = GF can have ♥/♠ fit
1♥/♠ - 2♦ = GF, 5♦+
1♥/♠ - 2NT = 10-11 invitation with 3CM
1♥/1♠ - 3♣/♦ = invitation NAT
1♥/1♠ - 3♠/3BA = 13/15 splinter
1♥/1♠ - 4♣/4♦/4♥ (after 1♠) = 9-12 splinter

1NT - 2♣ = stayman, one or both M
    1NT - 2♣ - 2♦ - 2♥ = NF (can be converted to 2♠ if opener has 2hearts)
    1NT - 2♣ - 2♥ - 2♠ = NF (shows hand 4144, opener can bid better minor)
    1NT - 2♣ - 2M -3♦ = strong suit agreement
1NT - 2♦ = xfer
1NT - 2♥ = xfer
1NT - 2♠ = xfer to ♣, then 2NT = max+fit; 3♣ = min
1NT - 2NT = invitation
1NT - 3♣ = xfer to ♦ (weak or strong)
1NT - 3♦ = invitation with ♦
1NT - 3♥/3♠ = minors and singleton in the suit (1345)

2♣ - 2♦ = relay, normally GF unless bid 3♣ in the next round
    2♥/2♠ = 4CM
    2BA = 13-14 and 6♣+ and no 4CM
    3♣ = 11-12 and 6♣+ and no 4CM
2♣ - 2♥/♠ = nat NF
    2♣-2♥/♠-3♦ = invitation with fit 3+
2♣ - 2BA = weak xfer to 3♣ or GF 5/5
2♣ - 3♣/♦/♥/♠ = invitation NF

2♦ - ?
    2♥/♠- P/C
    2BA
        3♣ = 9-10 ♥/♠
            3♦ - 3♥ = ♠/ 3♠ = ♥
        3♦/♥ = 5-8 ♥/♠
    3♣ = GF on my suit
    3♦ = invitation with fit in both M
    3♥ = P/C
    3♠ = invitation NAT
    3BA = to play
    4♣ = bid your suit with xfer
    4♦ = bid your suit
    4♥/♠ = to play

Some basic conventions:

Blackwood

        5♣ = 0 or 3

        5♦ = 1 or 4

        5♥ = 2 no Q

        5♠ = 2 and Q and 0 K

        5NT = 2 and Q and 1K

        6♣ = 2 and Q and 2K …

        6♦ = 2 and Q and 3K …

Next available bid asks for the Queen, 2nd next asks for the Ks (we answer 0123).

DOPI/ROPI

X/XX = fit

Drury after 3/4 opening

Odwrotka (445566...). 1♣ - 1♥/♠ - 2♦(odwrotka)

        2♥ = 4M and weak hand

        2♠ = 4M and strong hand

        2NT = 5M and weak hand

        3♣ = 5M and strong hand

        3♦ = 6M and weak hand

        3♥ = 6M and strong hand

XYZ (3-way checkback)

1♣/♦-1♥/♠

1♠/**NT**-?

        2♣ = xfer to 2♦ or invitation

        2♦ = GF

        2NT = xfer to 3♣

Lebensohl in 3 cases:

        (1M) x (2M) 2nt

        (2M) x (P) 2nt

        1NT (2M) 2nt

Splinters:

9/12PC DIRECT

        1♥ - 3NT/4♣/♦

        1♠ - 4♣/♦/♥

13-15 INDIRECT

        1♥- 3♠ (3NT asks then 4♣/♦ and ♥=short ♠)

        1♠ - 3BA (4♣ asks then 4♦/♥ and 4♠=short ♣)

16+ new suit and then jump (more likely after 2♣)

Defence against 1NT

DIRECT: (1NT) ?	**PROTECTIVE:** (1NT) P (P) ?
X = 5+m and 4M (or strong hand)	X = 5+m and 4M (or strong hand)
2♣ = P/C	2♣ = P/C
2♦ = bid your M	2♦ = bid your M
2♥ = to play	2♥ = to play
2♠ = to play	2♠ = to play
2♣ = both M	2♣ = both M
2♦ = 6+M	2♦ = 5+♦
2♥ = 5♥ and 4m	2♥ = 5+♥
2♠ = 5♠ and 4m	2♠ = 5+♠
2NT = both minors	2NT = both minors

Competitive bidding:

New suit forcing on 1 and 3 level
New suit NF on 2 level
Our 1NT doubled – we ignore the double and play system on
2NT after our 1♥/♠ = invitation with fit
Opponents suit always GF (can have fit or not)

Examples:

1♣ -(1♦)-x = both M
1♣ -(1♦)-1♥ = 4♥+ 1F
1♣ -(1♦)-1♠ = 4♠+ 1F
1♣ -(1♥)-x = no 4♠ (hand not suitable for 1NT)
1♣ -(1♥)-1♠ = 4♠+ 1F
1♣ -(1♥/♠)-2♣/2♦ = nat NF
1♥/♠ -(2♣)-2NT = invitation with fit
1♥/♠ -(2♣)-3♣ = GF (can have fit)