

1C OPENING

1C Balanced hand 12-16hcps--12-13 is minimum, 14 is min after semi-positive response, max after positive response
Strong Standard American 2 bid
Balanced 21-22hcps
17-20 hcps, 4+C, 5+other

Responses:

Add distributional points to hcps to get you proper response:

4 card suit--add 1 point

5 card suit--add 2 points

6 card suit--add 3 points

1C **1D**=0-8 balanced, 0-6 unbal
1H/1S=4+cards in suit, 9+ points
1NT=12-15, Balanced, may have 5cd major without 2/3 top honours in a 5332 hand
2C/2D=5cs denying a 4 card major, unless followed with a reverse into a major
2H/2S=12+hcps, 5cs, 2 of the top 3 honours, asking opener to show support and strength by steps
2NT=16+hcps, balanced
3C/3D=AKQ or AKJ in a 6/7cs
3H/3S/4C/4D=hand void in honours and at least a 6cs
4H/4S=AK or KQJ and a side honor

Rebids by Opener:

1C
1H=3/4 hearts, does not deny 4 spades
1S=4 spades, denies 4 hearts
1NT=44 in minors, bid 3 card major w/o
44
2C=4+clubs, 5+other, 17-20hcps
2D/2H/2S/3C=Special Asking Bids
2NT=21-22hcps balanced

1D=0-8 balanced, 0-6 unbal

See **Special Asking bids** for responses
Use **Rigal Responses or BTC**

1C
1H/1S/1NT

1D=0-8 balanced, 0-6 unbal
2C/2D=to play

1C
2C
2H=5+H, 4+C
2S=5+S, 4+C
2N=5+D, 4+C
3C=5+D, 5+C

1D=0-8 balanced, 0-6 unbal
2D=Relay
Respond as if opener opened **2H**
Respond as if opener opened **2S**
Respond as if opener opened **2N**
Respond as if opener opened **2N**

1C
2D/2H/2S/3C=Special Asking Bid

1D=0-8 balanced, 0-6 unbal
See **Asking Bids**

1C

Raise=4 card support, minimum club opening

Jump Raise=4 card support, asking responder about honours in suit

1S/1H=3cs, max with heart support or 4cs minimum club opening

1NT=weak, no support for partners suit no 4 card spade suit

2C=4+clubs, 5+ other, 17-20 hcps

2D=maximum weak club opening, may have support for partners suit..shown on next round

2H/1S=Special Asking Bid

3C/3D=Special Asking Bid

1H/1S

See Asking Bids

2D=relay

See Asking Bids

See Asking Bids

1C

2D

1H/1S

2H/2S=5cs

2NT=8,9 hcps not 5 hearts or spades

3NT=10-11 hcps, balanced

1C

2C

2NT

3D=5-4-2-2

3H=5-4-3-1, 3cd **H** suit

3S=5-4-3-1, 3cd **S** suit

3N=5-5-2-1

4C=6-4-2-1, 6cd **D** suit

4D=6-5-1-1 or 6-5-2-0

1D/1H/1S/1NT

2D=relay

3C=relay, need 11 hcps or better

1C

2C

2NT

1D/1H/1S/1NT

2D=relay

4D=Limit Bid asking opener to bid game in **D**'s if he has a better than average opener

1C

2C

2NT

1D/1H/1S/1NT

2D=relay

4H/4S=asking bid, see asking bid section

1C

1S=4cs if min, 3cs if max

2NT=max, 3cd spade suit, guards in minors

3C=max, 3cd spade suit, guard in clubs not in **D**

3D=max, 3cd spade suit, guard in **D** not in **C**

3H=4cd support, 15 hcps

4H=4cd support, 16 hcps

1H

2S=4cd support

1C

Raise=weak club opening
2H/2S=weak club opening
2NT= strong weak club opening

2C/2D=9+hcps, 5+card suit or longer suit elsewhere intending to reverse, reversing into **M** denies 2 tops in major suit

1C

2C=17-20hcps, 4+clubs, 5+other
2D/2H/2S=weak club opening
2NT=strong weak club opening
3D=no major
3H=heart suit
3S=spade suit
3NT=both majors

1NT

3C=stayman

1C

3C=5other/4clubs, 17-20hcps
3D=12/13
3H=14 hcps
3S=15 hcps
3N=16 hcps

2NT=16+hcps, balanced

3D=relay, **3N**=relay over response

1C

3C/3D

2NT=16+hcps, balanced

3H/3S=5 card suit

1C

3C/3D/3H/3S

Bids suits up the line

Bids next suit, 4NT=4333 hand, raise step relay=4cs

2NT=16+hcps, balanced

4C=relay for 4 card suits

Step=relay for openers next 4cs

1C

2S=minimum, no support
2NT=minimum, support (3 cards to an honor)
3C=5/4 hand, 17-20hcps
3D=max hand, no support
3H=max hand, support

2H=DELTA Asking Bid

1C

2N=minimum hand, no support
3C=5/4 hand, 17-20 hcps
3D=min hand, support
3H=max hand, no support
3S=max hand, support

2S=DELTA AskingBid

1C

1S

2H=4cd, 15 hcps

3H=4cd, 16 hpcs

2C=guard in **C** not in **D**

2D=guard in **D** not in **C**

2N=15hcps, guards in minors

3N=16hcps, guards in minors

1H

1NT

1C

1S

2N=15hcps, guards in both minors

3C=guard in **C** not in **D**

3D=guards in **D** not in **C**

3H=15hcps, 3cd support

4H=15hcps, 4cd support in 4432 hand

3N=16hcps guards in both minors

1H

2H

Opponents Interference: (Page 23-25)

After **Take-out Double**:

Pass=3+ clubs held. If doubler's partner passes, opener redoubles with 4 Clubs. Bids **1D** without 4 clubs. Bids **1H** with 4 cards in both majors.

Redouble=8-11 hcp and at least 3 clubs. Used to penalize opponents than to bid a doubtful game. If doubler's partner passes, opener will pass with 4 clubs or without 4 clubs bids the cheapest 4 card suit.

1D=with less than 3 clubs. If doubler's partner passes, bidding proceeds as if no interference.

1H/1S/1NT=same as before

After **an Overcall**:

Pass=weak hand

1 level or 2 level bid=semi-positive response. Opener will pass with minimum. Opener rebids only with a maximum

Double: Positive response for penalty

NT at the necessary level with a stop in opponents suit

Jump bid=positive response showing a 5cs

Q-Bid=no stopper, but with NT distribution. Opener to bid NT with stopper and suit without stopper. If responder now bids NT over a suit bid by opener it shows a partial stopper

Opener's response over a **takeout double** after a **1D** Diamond response by responder:

1. **Redoubles** with 4 diamonds. Does not deny the possession of another 4 card suit
2. **Bids** 1 heart or 1 spade with 4 cards in suit
3. **Passes** with 4 card club suit. Does not deny 4 cards in another suit

After a semi-positive or positive response by responder:

1. **Raises** with 4 card support and minimum weak club
2. **Passes**, with 3 cards including an honor in partner's suit.
3. **Bids** his own 4 card suit or 1NT if 1 or 2 does not apply
4. **Redoubles** with maximum weak club

Over **suit bid**

After Responder's Negative response:

1. Passes with minimum weak club
2. Bids a 4 card spade suit if possible at one level if maximum weak club
3. Doubles, with at least two 4 card suits.

After Responder's semi-positive or positive response:

1. Passes with weak club
2. Raises partner's suit with 4 card support and weak club
3. Bids NT with stopper in opponent's suit and maximum weak club
4. Q-bids opponent's suit with maximum weak club and no stopper
5. Doubles with 4 cards in opponent's suit and maximum weak club.

1D/1H/1S OPENING

Unbalanced, 5 card suit usually not the suit opened. With a club suit open 1D, with 3 diamonds. Without 3 diamonds open a 3 card major, open 1S if two 3 card majors.

Responses:

1D/1H/1S **One Step**=0-8hcps, Herbert Negative (1NT/1S)
1NT=12-15 balanced, not over 1spade opening (bid 3 card minor over **1S** and make forcing bid next)
2NT=16-19hcps, balanced
New Suit=10-11hcps (not step suit), bid longest suit and repeat suit
Canape=12+hcps, bid lower ranking suit (3 card if necessary), and bid higher ranking suit next
Jump Shift=strong hand and asking bid in suit. (Not Jump Shift in Negative suit) See Asking Bid section

1D

1S=Spades longer, 12-14hcps

1N=12-14 with 5 hearts

2H=15-17 with 5 hearts

3H=17-19 with 6 good hearts

2C=12-14 with 5 cards in suit,

2D=12-14 with 5+card suit, 6 loser hand

2S=15-17hcps, 5+spades

2NT=21-24 hcps in a 5332 hand

3C=2 suited, 4 losers or less

3D=1 suited with 5 losers

1H=Herbert Negative

Suit Bid is a Delta Asking Bid

1D

3H/3S=Asking bid in suit

1D/1H/1S

3NT=minimum hand

3 of longest suit =medium or good hand

2D

Use Special Asking responses

2NT=16-19hcps, Balanced

1H/1S

Step=Herbert Negative

Raise=4 card support,

Jump Raise=10-14hcps, 5 card support 2 top honours

Jump in Step Suit=10-12hcps and 5cs with 2 top honours

2NT=16-19hcps, balanced

Reverse=bid lower ranking suit (3cs if necessary) and then higher ranking suit

Opponents Interference: (Page 55-56)

Over **Take-out Double:**

With Negative Response:

Pass: Negative, with 3 cards in openers suit

1 Step: Negative, without 3 cards in openers suit and 3 cards in step suit. If opener bids **1NT** over this step it shows a 1 suit hand.

Raise: holding at least 4 cards in partners suit

With Semi-positive or Positive Response:

Redouble: 10hcps and 3 cards in partners suit

1NT: 12hcps and no fit for partners suit (not over the 1 spade opening)

Other bids: as if opponents did not interfere

Trap Pass: if opponents vul and chance of penalty

After **Overcall:**

With Negative Response:

Pass: negative

Raise: negative, 4 cards in partners suit

With Semi-positive or a Positive Response:

Dble: for penalty showing a semi-positive or positive response

Q-Bid: holding 12 points, balanced hand and no stopper

Other Bids: as if opponent had not intervened

Responses by Opener after interference by RHO:

Over **Take-out Double:**

If Partner made a negative response.

Pass=with minimum 1 suit hand

Redoubles=Canape in step suit

Makes any other bid--holding strong hand--as if opponent had not intervened

If Partner made a Semi-positive or Positive Response:

Trap-passes if opponents are vul

Redoubles, with canape in partners suit

Makes any other bid, as if opponent had not intervened.

Over a Suit Overcall:

If Partner made a negative response:

Passes--holding a minimum 1 or 2 suited hand

Doubles--for penalty

Makes any other bid, as if opponent had not intervened.

1NT OPENING

1NT=17-20hcps, Balanced

1NT

Pass=Balanced, 0-5hcps
2C=0-5hcp, forces 2D for signoff when holding an unbalanced hand
2D=stayman, 6-12 hcps
2H/2S/3C/3D=unbalanced, at least 7hcps
2NT=Balanced, 6/7hcps, no major
3NT=Balanced, 8-12hcps, no interest in major
3H/3S=6cs headed by KJ or AJ without other honour cards
4C=14hcps balanced type of hand
4D=15hcps balanced type of hand
4H/4S=6cs with 6-9hcps
4NT=16hcps
5C=17hcps
5D=18hcps
5H=19hcps
5S=20hcps
5N=21hcps

1NT

1step=minimum (17/18) no support
2step=min, support (see below)
3step=max, no support
4step=max, support

2H/2S/3C/3D=unbalanced, at least 7hcps

Can ask again in another suit over any no support
reply, Epsilon responses to second suit..see asking bids

Support is defined as : 2 of 3 top honours, Q fourth, 5 small

1NT

3NT=Maximum, no interest in major
3C=stayman

2NT

3D=hearts
3H=spades
3N=no major

1N

2D=forced
May raise major suit with 2 top honours

2C=Gladiator

Pass, 2H, 2S=to play
2NT=5cd minor to KQ
3C/3D=6cs to A(J) or K(J)
3H/3S=5cs to KQ

1N

2H=4cs, 17-18hcps

2S=4cs, 17-18hcps

2N=no major, 17-18hcps

3C=both majors, 17-18hcps

3D=no major, 19-20hcps

3H=4cs, 19-20hcps

3S=4cs, 19-20hcps

3N=both majors, 19-20hcps

2D=Stayman

OPPONENTS' INTERFERENCE:

Responders Bids over Bid by RHO:

1) Over a takeout dble:

- a) **Pass**-signifies weakness and no 5 card suit
- b) **2 of a suit**-weakness and 5cs
- c) **Redouble**: at least 5 hcps
- d) **Jump to 3 of a suit** to which Opener answers by steps showing support and general strength

2) Over a Suit Bid:

- a) **Pass**: Weakness
- b) **2 or 3 of suit**--weakness to which South will pass
- c) **Double**--Penalty
- d) **2NT**: asks Opener to bid 4 card suits up the line.
- e) **Jump in a suit** to which South will answer by steps showing support and general strength
- f) **3NT** which closes the bidding

Openers Procedure over Bids by RHO:

With Minimum NT opener (17/18):

If responder has passed or bid 2 Clubs showing weakness, opener must pass.

With Maximum NT opener (19/20):

1) Over a Takeout Double:

Opener redoubles inviting partner to show a 4-card suit or double for penalty a bid made by his RHO

2) Over a Suit Bid by RHO:

If Responder has passed opener acts only in exceptional cases, when he may:

- a) Bid his 4 card suit
- b) Bid 2NT inviting partner to bid his 4 card suits, starting with the minors

If Responder has bid 2clubs, Opener

- a) Doubles for penalty
- b) Bids his 4 card suit at the 2 level

If Responder has bid 2 of a suit, Opener

- a) Raises Partners suit with a minimum
- b) Bids by steps with a maximum NT, starting with the suit immediately above RHO's bid.

If Responder has bid 2NT, Opener

- a) Doubles-for penalty
- b) Proceeds as if RHO had not intervened

2C/2D OPENING

Pages 68-73

2C=12-16hcps, any 4-4-4-1 or 5-4-4-0, maximum of 7 losers

2D=17-20hcps, any 4-4-4-1 or 5-4-4-0, maximum of 5 losers

2C/2D

Suit Bid=Negative, less than 10hcps over **2C** and less than 5hcps over **2D**

Pass=Minimum, not singleton in suit

Raise=Maximum

Step Bid=singleton in partners suit

New Suit=5 cards in suit, singleton/void in pd's suit

2C/2D

2NT=only forcing bid, 10-12 points over **2C** and 5-6 over **2D**
(Do not use this bid if minimum and single suited hand)

Bids Singleton or Void suit

New Suit below game asks opener to bid game with maximum (only over 2C opening)

Game Bid=to play

2D

3C=singleton or void

3S=minimum hand, min support (1 high honor)

3NT=void in clubs

4C=min hand, good support

4D=max hand, poor support

4H=max hand good support

2NT

3H=asking bid (any 3 level bid is asking bid)

2D

3C

3NT

4D/4H/4S=5 card suit, minimum

5C=void, maximum

2NT

3H

4C=describe hand further

2D

3S

Bid 5cs=minimum

Rebid short suit=void and maximum

Game Bid=max or min, no 5 card suit

2NT

4C

OPPONENTS INTERFERENCE:

1) Over Take-out Double:

With negative response:

Pass with 4 cards in opener's suit

Bid 2 of a suit--if he cannot stand the opening suit contract

Opener if he cannot play that suit bids the next higher suit

With Positive response:

Redoubles with 3 cards in opener's suit

Bids 2NT without 3 card support in opener's suit

2) Over suit overcall:

With negative response:

Passes. Opener also passes with a minimum. With maximum opener doubles with 4 cards in opponents suit, bids 1 step with max and singleton in overcallers suit, bids 5 cards suit with void in overcallers suit.

Bids 2 of a suit, with the expectation of playing a successful part-score contract

With positive response:

Doubles to show preference for penalizing opponents rather than playing a game contract. South takes out the dble only with a void in opponents suit

Bids 2NT to show very short holding in opponents suit and desire to play a game or slam contract.

Procedure by Opener after negative by responder and then interference:

1. Passes--with singleton in partner's suit
2. Raises--with singleton in opponents suit.
3. Doubles--with 4 or 5 cards in both partners and opponents suit
4. Bids new suit--with 5 card suit and void in opponents suit.

Procedure by Opener after Positive response by Responder (2nt):

1. Passes with singleton in opponents suit.
2. Doubles with 4 or 5 in opponents suit.
3. Bids new suit with 5 card suit and void in opponents suit.

2H/2S OPENING

Pages 60-63

2H/2S=two suited hand with 5+cards in bid suit and 4+ cards in club suit, 14-16hcps including distribution

2H/2S

Pass=to play

3C=to play

Raise=coverage for 2 1/2 losers

Another suit=no interest in openers suit. Opener usually passes but can raise with 3 card support

2NT=relay for openers distribution, holding at least 11hcps

3NT=12-15hcps, balanced ready for any opening lead

4 of opening suit=coverage for 3 losers

4C=invite for partner to bid **5C** with more than a minimum

Jumps in New Suit=asking bid for controls (See asking bid section)

2H/2S

3C=5-4-2-2

2NT=relay

3 of opening suit=asks opener to bid game with values not shown in the opening

3 of Opening Suit=6-4-2-1 distribution

3 of 3 Card suit=5-4-3-1 **OR** 5-5-3-0. Bids Clubs after responders next bid with good opening bid

3NT=5-5-2-1

4C=5-5-3-0 with three in other major

4D=5-5-3-0 with three diamonds

Repeat of Suit=6cs, 6-4-3-0 and minimum. With maximum, bid 3 card suit and then 6cs

6-5=show 6cs and then bid clubs at 4 level

2H/2S

3C=5-4-2-2

4D=J or less

4H=Queen

4S=King

4N=Ace

5C=Two top honours

5D=3 top honours

2NT=relay

4C=Gamma Asking Bid

2H/2S

3H/3S/3NT

4D=control of minor

4H=control of side major

4N=control in both side suits

2NT=relay

4C=Asking about controls in the side suits

2H/2S
Side suit=3cs
4D=no control
4H=K
4S=A
4N=AK

2NT=relay
4C=Alpha Asking Bid in that 3cs

2H/2S
4C=5-5-3-0 with 3cs in other major
4H=no control
4S=K
4N=A
5C=AK

2NT=relay
4D=Alpha Asking Bid in 3cs

2H
4D=5-5-3-0 with 3cd diamond suit
4N=no control
5C=K
5D=A
5H=AK

2NT=relay
4S=Alpha Asking Bid in 3cs

2S
4D=5-5-3-0 with 3cd diamond suit
4S=no control
4N=K
5C=A
5D=AK

2NT=relay
4H=Alpha Asking Bid in 3cs

2H/2S
3C=5-4-2-2
Steps as Above

2NT=relay
3 of Side Suit=Alpha Asking Bid in that suit

2NT OPENING

2NT=23-24 hcps, Balanced

Use Rigal responses to this opening (Might as well update the responses) (or Blue Club responses)

ASKING BIDS

Two types of Asking Bids: Regular or Special

Regular Asking Bids: (These bids have been abandoned in favour of cue bids after a suit raise.)

Come into play after a suit has been raised. Responses are:

1st Step=no controls
2nd Step=K or singleton
3rd Step=A or void
4th Step=AK or AQ

Also after a jump shift by responder. Responses are:

1st Step=no controls
2nd Step=Singleton
3rd Step=Void
4th Step=K
5th Step=A

Delta Asking Bids

Used by responder in the following auctions: **1C--2H/2S** and **1NT--2H/2S/3C/3D**

1st Step=min hand (12-13), no support
2nd Step=min hand, good support (3 to an honour after 1C..2H/2S) (3 to 2 top honours after 1NT opening)
3rd Step=max hand, no support
4th Step=max hand, good support

Epsilon Asking Bids

Used by responder to ask in another suit after no support shown for first suit.

1st Step=no major honour
2nd Step=doubleton honour
3rd Step=3 to an honour
4th Step=4 to an honour
5th Step=two top honours
6th Step=four to two top honours

Responder can then sign off after 3 steps or less by bidding NT (even at the four level)

Special Asking Bids: (Page 82)

Used by opener after any response by partner. Opener makes a Jump Shift with the following responses:

1st Step=singleton or void
2nd Step=2 or 3 cards
3rd step=singleton top honour
4th step=top honor with 1 or 2 cards
5th step=4 cards
6th step=top honor, at least 4 cards

7th step=2 top honors
8th step=2 top honors, at least 4 cards
9th step=3 top honors

If opener wants to use Special Asking bids in two suits, he must bid the suits in **ascending** order.

Bidding a suit below the Special Asking bid asks for controls using the Regular Asking bid replies.

Also after:

1C	1H/1S
3H/3S=Asking Bid	1st step= Q or less
	2nd step= K
	3rd step= A
	4th step= 2 top honors
	5th step= 3 top honors

To use the above jump bid in responders semi-positive/positive response you may have a hand such as:

AKX KXXX AKQXX X

Changes to the Roman Club system since publication of the book:

2N: 23-24 hcp bal. This means that there is no way to show the 5D-4C, except 1D-1S, 1N (1 spade response only) has no other meaning so was harnessed for this shape

1C: Added the 17-20 4+C with 5+ other suit. A minimum club rebid shows this hand, so that with 14-15 after a 1 over one, opener must bid 2D. After 1C any, 2C

2D, relay

2H:5+H

2S:5+S

2N:5+D

3C:5+D,5+C

After the rebid of a major, the bidding proceeds as if 2H or 2S were the opening bid.

This change also modifies a few other sequences. For example, 1C-2H. The 3rd step becomes 3D since minimum club bids always show the 17-20 hand

So, 1C now shows:

12-16 bal

21-22 bal

17-20, 4C+, 5+ other

Big hand, any shape

ASKING BIDS: They expanded the asking bids to separate shortness from honor control. Soon thereafter, they did away with asking bids in "normal" auctions and replaced them with BTC type q-bids. Jump shifts still were asking bids and jumps when a simple bid would have been a q-bid are asking bids. (1H-3H,4S is an asking bid) and the special asking bids (e.g 1C-1H,2S) remain.

Other changes by other players:

Negative doubles at the 1-level after 1C opening (Brazilians)

Negative doubles at the 1 and 2 level after 1D/1H/1S opening (Brazilians)

Arno or Little Roman differs from Roman as follows:

1C: 12-16 Bal

17-20 club one suit

17-20 4+C,5+other

No monsters are included. With type 2 pr 3, opener bids his long suit (1C-1H;2S,3C,3D,3H show the 17-20 hands). They do not 'save' the club suit after 1C-2H or 1C-1N, etc.

1C-1N is game forcing--no getting out in 2N

1D: normal Roman or 17-20 hcp bal OR prepared bid. Since Arno plays 4 card majors, 1D is opened on very short suits. After 1D-1H,1N, they bid as if a Roman 1N was made, but 1D-1S,1N or 1D-2suit, 2N the bidding is: min C: Stayman; other bids:5+cards in suit

Note that the minimum canape to hearts (1D-1H,1N) is no longer available, so some minimum 4D-5H hands are opened 1H and rebid 2H

1D-2D is treated as a normal new suit response, not as a raise

2H/2S-2N a few of the less common rebids are different

1N:21+bal, or Game forcing, any shape

Responder bids as if simply blackwood and opener bids canape

2N:12-16, 5+D, 5+C

with 5+D, 4C they fake it by treating as Diamond 1-suiter