

THE THIRD-HAND CLUB

INTRODUCTION

It is made quite clear on official convention cards that both persons in a partnership must have identical cards to show to the opponents. This is sensible, and honourable. It would sow considerable confusion if one opponent thought you were playing one system, and the other another. Nevertheless, the design of the convention cards sometimes makes it difficult to express the full extent of the tactical variations, to any basic system, that modern tournament players may adopt.

Historically Basic Acol varied its opening bid of One No Trump according to Vulnerability. Then there were players who used what became known as the Three-quarters No Trump. This was weak all the time except when Vulnerable against Non-vulnerable. Once one changes one's NT strength many other differences follow when 1NT is not opened. At the two level also there is a case to be made that Acro Twos work better in first, second, and fourth position, but Weak Twos in third position [See S J Simon's "*Design for Bidding*"].

When opening the bidding in third or fourth position, most players too, implicitly take into consideration that partner must have passed. Various liberties are sometimes taken, or condoned, particularly in third position. In turn, the passed partner may or may not alter the standard responses to make allowance. These modifications may be systemic, or heuristic, by partnership agreement. They rarely appear as explicit items on the convention cards.

The purpose of this summary is to present a system, or style, when you are considering opening the bidding in third position, that ***explicitly*** takes into account the fact that partner has not bid, therefore is assumed to hold at most 11 hcp, or a very poor 12. If it appeals to you and your partner you will need a **separate** convention card just for third-position opening bids. I hope that having digested the ensuing treatise you will not consider that too great a price to pay.

1NT: 15 - 16 hcp balanced hand, 4333, 4432, 5(any)332.

Responsive sequences:

Pass: <9 hcp, consider 1NT to be the best contract.

2C:Puppet Stayman, 9+ hcp, seeking 4- or 5-card Majors.

2D: *holding at least one 4-card Major, but not 5.*

2H: 4 Spades!

2S: 4 Hearts!

2NT(over either): *no fit, minimum.*

3H/S: *fit there, minimum.*

3NT: *no fit maximum.*

4H/S: *fit there, maximum*

2NT: Both 4-card Majors 9 hcp.

3C: Both 4-card Majors 10+ hcp.

3D: Two 5-card Majors, opener chooses.

2H/S: *5-card suit, hcp undefined, shape 5332.*

Raise the Major: Appropriate level.

New suit: trial bid, agreeing bid Major.

2/3NT: Only 2 card support, 9/10+ hcp respectively.

2NT/3C: *holding neither 4-card Major, min/max*

Pass: over 2NT, to play.

3D: Two 5-card majors, opener chooses.

3NT: to play.

3NT: *maximum, to play.*

2D: transfer to 2H.

2H:

pass: end.

2S: 4 Spades and 5 Hearts, 9 hcp.

2NT: 9 hcp, with 5 Hearts, no low singleton.

3 Minor: 4 card suit (forcing), low singleton elsewhere.

3H: 9 hcp with 6 Hearts, unsuitable for weak-2.

3S: 4-5 in Majors, game force.

3NT: *3 - 2 in respective Majors.*

Pass: end.

3NT: 10+ hcp with 5 Hearts, no low singleton.

4H: 10+ hcp with 6 Hearts, decided not to open.

2NT: *4-card support for Hearts, 16 hcp*

3C/D: trial bid, about 8 hcp.

2S/3C/D: *4-card fit for Hearts, 15 hcp, trial bid.*

3 Hearts: too weak, or no help.

4 Hearts: accept game try, end.

2H: transfer to 2S.

2S:

pass: end.

2NT: 9 hcp, 5 Spades, no low singleton.

3 Minor: 4-card suit (forcing), low singleton elsewhere.

3H: 5 spades and 4+-card Heart suit (forcing).

3S: 9 hcp with 6 Spades, unsuitable for weak-2.

3NT: 10+ hcp with 5 Spades, no low singleton.

4H: 5-card Hearts too. Opener choose game contract.

3NT: 10+ hcp with 5 Spades, no low singleton.

4S: 10+ hcp with 6 Spades, decided not to open.

2NT: 4-card support for Spades, 16 hcp

3C/D/H: trial bid, about 8 hcp.

3C/D/H: 4-card fit for Spades, 15 hcp, trial bid.

3 Spades: too weak, or no help.

4 Spades: accept game try, end.

2S: no 4-card major, 9 hcp, balanced; or weak 6-card Minor.

2NT: 15 hcp

Pass: end.

3C/D: 6-card suit, sign off.

3C: 16 hcp.

Pass: end.

3D: 6-card suit, sign off.

3NT: end.

2NT: 10+ hcp, balanced, 4-3-3-3, or 3-4-3-3

3C: asks for 3-card Major.

3H/S: perforce.

3NT: end.

4S/H: game in other Major, end.

3C/D: 6 card suit with 2/3 top honours, inviting 3NT.

3H/S: 5-card suit, would like opening lead up to hand, game force.

3NT: end, just wants to play there.

4H/S: 6-card suit, would like opening lead up to hand.

Over an overcall, which is natural, or indicates a primary suit, 2NT shows 8-9 hcp, but NO STOP in that suit. Double with 9 hcp and a stop. To show game interest in a 4-card Major, cue bid opponent's suit. All other bids are natural, not forcing, but mildly invitational, because pass is an option! Over a penalty double, 2C is no longer puppet Stayman, it becomes a definite transfer bid to 2D, for a weakness takeout. Redouble is transfer to 2C, as weakness takeout. 2D/H are red-suit transfers as usual but are expected to be weak. Over conventional overcalls you need a more elaborate scheme. This is outlined at Appendix I.

1C: 10 - 14 hcp any shape, except when the longest suit is a 5+-card Major, or a balanced hand, 4333, 4432, 5(any)332, with 21-22 hcp.

Responsive sequences after 1D:

1D: no 5-card major, at least one 4-card major, <11 hcp.

1H: 4 hearts, could also have 4 spades, <15 hcp.

pass: 4 hearts, could have 4 spades too, 6 - 9 hcp.

1S: 4 spades, not 4 hearts.

1NT: no major fit, no 6-card minor.

pass: end.

2C/D: 6+ minor, ie 6-4/minor - spades

2C/D: no major fit, 6+ minor, ie 6-4/ minor - hearts.

2H: 4 spades; maximum. Invites short suit trial bid.

2S: not interested.

2NT: maximum, 10 hcp, but no singleton.

3C/D/H: maximum, singleton in bid suit.

2S: 4 spades, minimum.

1NT: agrees hearts, singleton spade, 8 losers.

2H: end

2C/D: agrees hearts, singleton in bid suit, 8 losers.

2H: end.

2H: agrees hearts, < 6 hcp.

1S: 4 spades, not 4 hearts.

Pass: 4 spades, 6 - 9 hcp

1NT: no major fit, 4 hearts.

2C/D: long minor ie 6-4/ minor - spades.

2C/D: no major fit, long minor, ie 6-4/minor - hearts.

2H: 4 spades, 8 losers.

2S: minimum, end

2NT: Tell me your singleton

3C/D/H: singleton

3S: no singleton

3C/D/H: This is my singleton

3S: wrong place, end.

2S: 4 spades, <6 hcp.

1NT: no 4-card major.

pass: end

2C/D: not forcing, we must have a minor fit here.

2C/D: no 4-card major, 6+ card suit, not forcing.

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2H/S: 5-card major (bid), 6+ card minor (either), not forcing

2NT: which minor?

New suit: Cue bid (Ace, void, singleton) agreeing Major.

2NT: balanced 21 - 22 hcp.

pass: end, <4 hcp

3C: Asks for 5 card majors, with 4-3 or 4-4 in the majors, 4+hcp.

3D: none, but at least one 4-card major

3H: 4 spades, 3 hearts.[puppetry]

3S: 4 hearts, 3 spades.[puppetry]

3NT: 4 cards in both majors.

3H/S: 5 cards

3NT: neither 4- nor 5-card major.

3D: weakness takeout 6 card suit, (and the major) <4 hcp.

3H: both majors, support to suitable level, or pass.

3H/S: at most 2-card suit, 4+ hcp, my 4-card major is the other.

3NT: wrong one, end.

4S/H: raises other, end

3NT: 10 hcp, still with the undeclared Major.

4C: Tell me your Major

4D: both

4H: Spades

4NT: end

5C: Gerber

4S: Hearts

4NT: end

5C: Gerber

1C: 10 - 14 hcp any shape, except when the longest suit is a 5+-card Major, or a balanced hand, 4333, 4432, 5(any)332, with 21-22 hcp.

Responsive sequences after 1H:

1H: 5+ card suit, if only 5 does not have 5 spades. <11 hcp.

pass: only 3 hearts or a minimum.

1S: 4 spades, probably 1 Heart, <15 hcp.

pass: 4 spades 6 - 9 hcp

1NT: at most 3 spades, balanced hand 5332.

2C/D: 6 card suit, hence 6-4 shape

2C/D: 4+ card suit, not forcing.

2S: 4 spades < 6 hcp.

2NT: Shape 4-5-2-2, 10 hcp.

3C/3D: 4 spades, 10 hcp, singleton in bid suit.

1NT: at most 3 spades & 2 hearts, <15 hcp, but no 6+ card minor.

pass: end

2C/D: We must have a minor fit here, not forcing.

2C/D: 6 card suit, at most 2 hearts & at most 3 spades <15 hcp

2H: 4+ hearts, & max. Inviting short suit trial bid. Not forcing.

2S: 5-card spade suit, 6+card minor, not forcing.

2NT: which minor?

2NT: balanced 21 - 22 hcp, only 2 hearts.

pass: end. < 4 hcp

3C: do you have 5 spades? Game force in principle.

3D: no, but I have 4 spades & 4 diamonds

3H: no fit but maximum 10 hcp.

3S: 5 hearts, 4 spades, Invites cue bidding.

3NT: end.

4C: 5 hearts, 4+ Diamonds, Keycard Gerber

4D: 0 or 3 keycards

4H: 1 or 4 keycards

4S: 2 keycards & NOT QD

4NT: 2 keycards & QD

5C: 5 keycards & NOT QD

5D: 5 keycards & QD

4D: 5 hearts, 4+ Diamonds, <10 hcp,

4H: to play, good trumps, Ax, Kx, or QJ

5D: end.

4S: 5 hearts, 4 spades, <10 hcp.

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3H: no, but I have 4 spades & 4 clubs

3S: 5 hearts, 4 spades. Invites cue bidding.

3NT: end.

4C: 5 hearts, 4+ Clubs, 10 hcp, Gerber (see above)

4D: 5 hearts, 4+ Clubs, <10 hcp,

4H: to play, good trumps, Ax, Kx, or QJ

5C: end.

4S: 5 hearts, 4 spades, <10 hcp.

3S: yes

3NT: I have 3-2-*-*.

3D: 5+ diamonds too, not forcing

3H: not forcing, no outside entry to such a suit as Q J 10 9 x.

3S: splinter bid! 0-5-4-4, game force.

3NT: to play, probably, 5-2-3-3 say.

4C/D: 4+ card fit, slam interest.

4H: willing to play in 5/2 fit, no slam interest.

3NT: end

4C/D: I have this 5-card minor too, forcing.

4H: to play, good trumps, Ax, Kx, or QJ

5C/D: end.

4H: end, I have no outside entry to a suit such as K Q J 10 x

3H: balanced 21 - 22 hcp, at least 3 hearts, not forcing.

pass: end

3S: I have 4 spades too, game force.

3NT: scattered 4 - 9 hcp, balanced, not forcing. Partner chooses.

4C/D: 10 hcp, invitation to slam, (cue bid or suit, probably both).

4H: end

1C: 10 - 14 hcp any shape, except when the longest suit is a 5+-card Major, or a balanced hand, 4333, 4432, 5(any)332, with 21-22 hcp.

Responsive sequences after 1S:

1S: 5+ card suit, may have 5 hearts <11 hcp

pass: only 3 spades or a minimum.

1NT: at most 2 spades, <15 hcp, but no 6+ card minor.

pass: end.

2C/D/H: 4+ of this suit too, not forcing.

2C/D: 6 card suit, at most 2 spades <15 hcp.

2H: 5-card heart suit, 6+ card minor, not forcing.

2NT: which minor?

2S: at least 4 spades, and a maximum.

Pass: end

2NT: 10 hcp, no singleton.

3C/D/H: 8-losers, singleton here.

2NT: balanced 21 - 22 hcp, only 2 spades.

pass: end. < 4 hcp.

3C: do you have 5 hearts? Game force, in principle.

3D: no, but I have 4 hearts & 4 diamonds.

3H: 5 spades, 4 hearts, 10 hcp. Invites cue bidding.

3S: no fit, but maximum 10 hcp.

3NT: end.

4C: 5 spades, 4+ Diamonds, 10 hcp, Keycard Gerber

4D: 0 or 3 keycards

4H: 1 or 4 keycards

4S: 2 keycards but NOT QD

4NT: 2 keycards with QD

5C: 5 keycards

5D: 5 keycards with QD

4D: 5 spades, 4+ Diamonds, <10 hcp,

4S: to play, good trumps, Ax, Kx, or QJ

5D: end.

4H: 5 spades, 4 hearts, <10 hcp.

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3H: yes

4H: end (other suits below this are cue bids, slam try)

3S: no, but I have 4 hearts & 4 clubs.

3NT: end.

4C: 5 spades, 4+ Clubs or Hearts, 10 hcp, plain Gerber

4D: 0 or 3 Aces

4H: 1 or 4 Aces

4S: 2 Aces

4D: 5 spades, 4+ Clubs, <10 hcp,

4S: to play, good trumps, Ax, Kx, or QJ

5C: end.

4H: 5 spades, 4 hearts, <10 hcp.

3NT: I have 2-3-*-*.

3D/H: 5-card suit, not forcing.

3S: not forcing, no outside entry to such as Q J 10 9 x.

3NT: end.

4C/D: 5-card suit, forcing.

4H: 5-card suit, not forcing.

4S: end, no outside entry to a suit such as K Q J 10 x.

3S: balanced 21 - 22 hcp, at least 3 spades, not forcing.

pass: end, <4 hcp

3NT: 4 - 9 scattered hcp balanced, not forcing. Partner chooses.

4C/D/H: 10 hcp, inviting slam, (cue bid or suit, probably both).

4S: end, 4 - 9 hcp unbalanced, or K Q J 10 x say without entry.

1C: 10 - 14 hcp any shape, except when the longest suit is a 5+-card Major; or a balanced hand, 4333, 4432, 5(any)332, with 21-22 hcp.

Responsive sequences after 1NT:

1NT: <11 hcp, no 4-card or 5-card major, not forcing.

2C/D: 5+ card suit, not forcing

2H/S: 5 cards of bid suit, 6+ card minor, not forcing

2NT: which minor?

2NT: balanced 21 - 22 hcp

pass: end, <4 hcp.

3C: Asks for 5 card majors, game force.

3D: * - * - 4 - 4, no 4 or 5 card major.

3H/S: cue bid, 10 hcp, interested in a minor slam.

3NT: end.

3H/S: 5-card suit.

3NT: no 5-card major, but not both minors.

3D: 6+ card suit, weakness takeout, <4hcp

3H/S: cue bid, slam try.(9+ cards in minors)

3NT: end, 4+ hcp, balanced

3C: Good 6 card suit, 2/3 top honours, maximum, not forcing

pass: end.

3D: 10 hcp, high Club honour, Diamond stop.

3H: lowest stop, 10 hcp, high honour in Clubs.

3S: spade stop only, 10 hcp, high honour in Clubs.

5C: end, maximum, distributional raise.

3D: Good 6 card suit, 2/3 top honours, maximum, not forcing

pass: end.

3H: only this Major stopped, 10 hcp, high honour in Diamonds.

3S: only this Major stopped, 10 hcp, high honour in Diamonds.

3NT: both Majors stopped, but not Clubs, high Diamond honour.

5D: end, maximum, distributional raise.

1C: 10 - 14 hcp any shape, except when the longest suit is a 5+-card Major; or a balanced hand, 4333, 4432, 5(any)332, with 21-22 hcp.

Responsive sequences after 2C:

2C: Any 11+ hcp

pass: minimum, poor 6-card club suit

2D: no 4-card major, <14 hcp, forcing

pass: 5+ diamonds, expecting fit, worried about major suits

2H/S: lower 5-card suit, not forcing.

pass: 3 card fit, end

2S (over 2H): 3 spades, not 3 hearts

pass: 5 spades.

2NT: not 5 spades, balanced.

3C/3D: 6+ cards, 2/3 top honours not forcing.

pass: end.

3D: no H/S stops, other honour held.

3H: heart stop, other honour held.

3S: spade stop, other honour held.

3NT: both stopped, other honour held.

4C/D: max, distributional, inviting game.

2NT(over 2H): no 3-card major. (over 2S): not 3 spades.

pass end.

3C/D: 6+ cards, 2/3 top hon, not forcing, as above.

2NT: not forcing,

pass: end

3C/3D: 6+ card suit, with 2 top honours, not forcing.

pass: end.

3D: (over 3C): no H/S stops, high honour in your suit.

3H: heart stop only, high honour in your suit.

3S: spade stop only, high honour in your suit.

3NT: both majors stopped, high honour in your suit.

5C/D: end, maximum, distributional raise to game..

3C: 6+-card suit, 2/3 top honours, not forcing, but see above.

2H: 4 hearts, <14 hcp.

pass: end, 4+ hearts

2S: 4+ spades, not 4 hearts.

2NT: not 4 spades

2NT: end, no major fit

3C/D: 6+ card suit, not forcing.

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2S: 4 spades, not 4 hearts, <14 hcp.

pass: end, 4+ spades

2NT: end, no major fit.

3C/D: 6+ card suit, not forcing

2NT: 21 - 22 hcp

3C/D/H/S: 5+ card suit.

New suit: 5 cards

New suit: 5 cards here too, fit automatic.

4C/5C: Gerber, asking for Aces & Kings

D: none!

H: one; A or K

S: two; AA, KK, AK

NT: three; AAA, AAK, AKK, KKK

Pass or Raise to Game: end

Previous suit: 6 cards.

3NT: no 5-card suit, no fit

New suit: lower 4+-card suit.

Previous suit: 6 cards.

4NT: no more shape to show. Not forcing.

4NT: agreeing partner's suit, Keycard asking.

3NT: no 5-card suit (worth bidding)

4C/D/H/S: lower 4+-card suit

3C: maximum, 14 hcp, with at least 3 cards in at least one major.

3D: "Stayman" for 4 card majors.

3H: 4 hearts, perhaps 4 spades

3S: 4 spades, not 4 hearts

3NT: neither.

3H: 5 hearts.

3S: not 3+ hearts, but 4 spades.

3NT: fewer than 3 hearts, or 4 spades.

4H: 3+ card fit.

3S: 5 spades.

3NT: not 3+ spades

4H: 5 hearts too, end.

4S: 3+ card fit

3NT: end

3D: maximum, 14 hcp, shape 2-2-*-*

3H: heart stop, not spades.

3S: half stop, Q x, or J x x.

3NT: other half, end

4C: to play in 4 of your longer minor.

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4D: what is your minor shape?

4H: 3 clubs, 6 diamonds.

5C/D: end

4S: 4 clubs, 5 diamonds.

5C/D: end

4NT: 5 clubs, 4 diamonds.

5C/D: end

5C: 6 clubs, 3 diamonds.

pass: end.

5D: end.

3NT: spade stop, end

3S: spade stop, no heart stop.

3NT: heart stop, end

4C: no heart stop, longer clubs or equal C/D, not forcing.

pass: end

4D: prefer diamonds, at least 2 more than clubs.

5C/D: end

4D: no heart stop, longer diamonds, not forcing.

pass: end

5C/5D: end, if clubs, at least 2 more Cs than Ds.

3NT: both majors stopped, end.

4C: to play in 4 of your longer minor.

pass: end

4D: end

4D: what is your minor shape?

4H: 3 clubs, 6 diamonds.

4S: 4 clubs, 5 diamonds.

4NT: 5 clubs, 4 diamonds.

5C: 6 clubs, 3 diamonds.

3H/S: 5 cards in the bid suit, 6+ card minor.

3NT: which minor?

1H: 11+ hcp, 5+ hearts, but no other suit longer,
or 17-18 balanced hand with 4+ hearts, not forcing

Responses:

pass: weak, <7 hcp, prefer 1H to anything else.

1S: 4+ spades, 6+ hcp, not forcing.

Pass: minimum, 3 card fit, doubleton Minor.

1NT: not forcing, probably 5332, <15 hcp.

[with 15-16 hcp, would have opened 1NT]

2C/2D: 6 card suit, minimum.

2H/3H: 3-card fit; min/max.

2S/3S: 6 card suit; min/max.

2NT: 11+ hcp balanced hand, no heart fit.

2C/D: not forcing, 4+ card suit, unbalanced, <17 hcp.

Pass: content, at least two cards better fit with the Minor.

2D/3D(over 2C): 6 card suit, min/max.

2H/3H: 3-card fit; min/max.

2S/3S: 6 card suit; min/max.

2NT: 11+ hcp, not forcing

3C(over 2D): 11+ hcp, 6-card suit, not forcing

2H: not forcing, 6 card suit.

2S: not forcing 4 card fit, or 3 card fit & singleton minor.

2NT: 17 - 18 hcp balanced.

3H: forcing 3-card fit in hearts.

3S: only 4 hearts, but 3 spades, forcing.

3NT: end

4S: I had 5 spades, end.

3C/D: forcing, 4+ card suit, unbalanced, 17+ hcp.

3H: 6 card suit, 7 playing tricks, invitational.

3S/4S: limit raise, 4-card fit.

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1NT: forcing, seeking a better contract, either of denomination or level.

2C: longer/lower minor, not forcing, <17 hcp.

Any subsequent heart raise shows 3-card support

2D: longer/lower minor, not forcing, <17 hcp.

Any subsequent heart raise shows 3-card heart support

2H/3H: 6 hearts, not forcing/invitational with 7 playing tricks.

2S: 5-6-**-* shape, <17 hcp.

2NT: 17 -18 balanced hand with 4 hearts.

3C/3D: longer/lower, or better minor if much better, 5 hearts, 17+ hcp, not forcing.

pass:end

3D(over 3C): 6 card suit, weak, to play.

3H: 3-card support, not forcing.

3S: 5-6-**-* shape, 17+ hcp, not forcing.

2C/2D: 10+ hcp, forcing.

2D(over 2C): 4+ card suit. <15 hcp

2H: 6 card suit, <15 hcp.

2S: 4+ card suit <15 hcp

2NT: <15 hcp, probably 5332 over 2C.

3C(over 2C): 4+ card fit, <15 hcp

3C(over 2D): 4+ card suit 15+ hcp.

3D(over 2C): 4+ card suit 15+ hcp.

3D(over 2D): 4+card fit <15 hcp

3H: 6 card suit, 15+ hcp.

3S: 4+ card suit, 15+ hcp.

3NT: balanced 17 - 18 hcp, or just to play with 15+ hcp

2H/3H/4H: 4+ card support, limit bid.

2NT: 11+ hcp precisely 3-4-3-3

3C/D/S: singleton, 17 - 18 hcp.

3H/4H: duplication with singleton (not the Ace)

New suit: no duplication, A or K of bid suit.

Pass/3H/3NT/4H: sign off

1S: 11+ hcp, 5+Spades, but no other suit longer,
or 17-18 balanced hand with 4+ Spades, not forcing

Responses:

pass: weak, <7 hcp, prefer 1S to anything else.

1NT: <12 hcp, forcing.

2C: longer/lower minor, not forcing, <17 hcp, <4 hearts.

Any subsequent spade raise shows 3-card support.

2D: longer/lower minor, not forcing, <17 hcp, <4 hearts.

Any subsequent spade raise shows 3-card support.

2H: 4+ hearts, <17 hcp, not forcing.

2S: at least 6 spades, not forcing

2NT: 17 -18 balanced hand with 4 spades.

3C/3D: longer/lower/better suit, 17+ hcp, 5 spades, <4 hearts.

pass: end

3D/H(over 3C): 6 card suit, weak, to play.

3S: 3-card fit, not forcing.

3H: 4+ hearts, 17+ hcp.

3S: invitational with 7 playing tricks.

2C/D: 10+ hcp, forcing, 4+ card suit.

2D(over 2C): 4+ card suit. <15 hcp

2H(over minor): 4+ card suit, <15 hcp.

2S: 6 card suit <15 hcp

2NT: <15 hcp, probably 5332, over 2C; [no new 4 suit higher than partner's bid].

3C(over 2C): 4+ card fit, <15 hcp

3C(over 2D/H): 4+ card suit 15+ hcp.

3D(over 2C/H): 4+ card suit 15+ hcp.

3D(over 2D): 4+card fit <15 hcp

3H(over 2C/D): 4+ card suit, 15+ hcp.

3H/4H(over 2H): 4+ card suit, <15 hcp/15+ hcp.

3S: 6 card suit, 15+ hcp, invitational.

3NT: balanced 17-18 hcp, or to play with unbalanced 15+ hcp.

2H: 10+ hcp with exactly 5 hearts

2S/3S/4S: 4+ -card support, limit bid.

2NT: 11+ hcp precisely 4-3-3-3

3C/D/H: singleton, 17 - 18 hcp.

3S/4S: duplication with singleton (not the Ace)

New suit: no duplication, A or K of bid suit.

Pass/3S/3NT/4S: sign off

1D: This is a forcing bid. It could be a balanced 17 - 18 hcp with no 4 card major, or any unbalanced 15+ hcp that is not suitable for a bid of 1H/S

Responses:

1H: <8 hcp. any shape (except minor two suiter *-*-5+-5+.)

1S: 15+ hcp, 4 spades & 4+ minor, not forcing.

1NT: which minor?

1NT: balanced 17 - 18 hcp, no 4+-card major.

pass: end.

2C/D/H/S: to play.

2NT: 7 hcp with "stuffing".

2C: 15+ hcp, 5+ clubs, not forcing.

2D: 15+ hcp, 5+ diamonds, not forcing.

2H: 15+ hcp, 5 hearts & 6 card minor.

2NT: which minor?

2S: 15+ hcp 5 spades & 6 card minor.

2NT: which minor?

2NT: 15+ hcp *-*-5+-5+.

1S: 8+ hcp, any shape, (except minor two suiter *-*-5+-5+.)

1NT: balanced 17 - 18 hcp, no 4-card major.

2C: asks for 3-card majors.

2D: both

2NT: "you choose"

2H/S: this one only

2NT: neither

2D/H/S/3C: all are transfers to next suit up

3NT/4H/4S: end, major bid shows 6+ cards.

2C: 15+ hcp, 4+ clubs, forcing.

2D: 8 - 9 hcp do you have another 4-card suit?

2H: hearts at least.

2S: spades, not hearts

2NT: diamonds, but no major.

3C: no, but 6+ clubs.

2H/S: 5+ card suit, 8 - 9 hcp, not forcing.

pass: end.

2S(over 2H): 4-card suit, <3 hearts

2NT: no 3-card fit, <17 hcp

3C: no fit, but 6+ clubs.

3D/H/S: 17+ hcp, if a new suit, 4-cards; if raise at least 3-card fit.

THE THIRD-HAND CLUB

2NT: balanced 8 - 9 hcp, potential stops in other suits, no 4-card major

3C: club fit, 8 - 11 hcp, missing some stops.

Pass: end.

3D/H/S: 17+ hcp, my lowest non-stop.

3 other: I stop your bid and this suit.

3NT: I stop your suit, but no higher.

4C: no stop there.

3D: 10+ hcp, seeking lower 4-card major.

3H: 4 hearts (may have 4 spades).

3S: 4 spades, not 4 hearts.

3NT: neither.

3H/S: 5+card suit, 10+ hcp, forcing.

3NT: balanced 10+ hcp, no 4-card major.

*2D: 15+ hcp, 4+ diamonds, forcing.**

2H/S: 8-9 hcp, 5+ card suit, not forcing

pass: end.

2S(over 2H): 4-card suit, <3 hearts

2NT: no 3-card fit, <17 hcp

3C: no fit, but 4 clubs.

3D: no fit but 6+ diamonds.

3H/S: 17+ hcp, if a new suit, 4-cards; if raise at least 3-card fit.

2NT: balanced 8 - 9 hcp, stops in other suits, could have 4-card major.

3H/S: 17+ hcp, I have this Major. Do you?

3C: 10+ hcp. seeking 4-card major.

3D: Both

3NT: "you choose"

3H/S: only 4-card major.

3NT: neither

3D: diamond fit, 8 -11 hcp, missing some stops.

3H/S: 17+ hcp, my lowest non-stop

3 other: I stop your bid and this suit.

3NT: I stop your suit, but no higher.

4D: no stop there, or higher.

3H/S: 5+card suit, 10+ hcp, forcing.

3NT: balanced 10+ hcp, no 4-card major.

2H: 15+ hcp, 5 hearts & 6 card minor.

2NT: which minor?

2S: 15+ hcp 5 spades & 6 card minor.

2NT: which minor?

*2NT: 15+ hcp *-*-5+-5+.*

1NT/2NT: Minor two suiter, *-*-5+-5+, <8hcp / 8+ hcp