

# GUIDE

<u>DECL</u>	<u>HCP</u>	<u>RESP</u>	<u>HCP</u>	
1C	12-21	1D	6+	4-card suits up the line
		1H	6+	4+ hearts – maybe 4 spades
		1S	6+	4-card up line; higher rank 5-card
		1N	6-9	No 4-card suits, except clubs
		2C	10+	5+ clubs (inverted minors)-no 4-card major
		2D/H/S	0-5	Weak jump shift, 6+ cards
		2N	10-12	Balanced hand- no 4-card majors
		3C	6-9	5+ clubs (inverted minors)-no 4-card major
1D	12-21	1H....		As above except 2C=2D, 2D/H/S=2H/S, 3C=3D, and following
		1N	6-9	No 4-card majors
		2C	10+	4+ clubs
1H	12-21	1S	6+	4+ spades, maybe 3+ hearts
		2C	10+	4+ clubs
		2D	10+	4+ diamonds
		2H	6-9	3+ hearts
		2S	0-5	6+ spades – weak jump shift, <3 hearts
		2N	10-12	Balanced hand, <3 hearts
		4H	<9	5+ hearts
1S	12-21	2C	10+	4+ clubs
		2D	10+	4+ diamonds
		2H	10+	5+ hearts
		2S	6-9	3+ spades
		2N	10-12	Balanced hand with 2 spades
		4S	<9	5+ spades
1N	15-17	2C	8-9	Stayman – 4-card major(S) or 5-4 majors
		2D/H	0+	Transfer
		2S	0-4	Transfer: 6+ cards. Pass 3C or correct to 3D
		2N	8-9	No 4 or 5-card majors
		3N	10-15	No slam possibility
2C	22+	2D	0+	Waiting (2C is virtual game forcing with 8.5 quick tricks)
2N	20-21	3N	6-11	Balanced hand
3N	25-27	P	<6	Balanced hand
		Bid slam	6+	Stayman=4C; Gerber=5C
2D/H/S	<10	P	<15***	Preempt, 6-card suit, no 4-card major
3C/D/H/S	<10	P	<15	Preempt, 7-card suit, no 4-card major
4C/D/H/S	<10	P	<15	Preempt, 8-card suit, no 4-card major
5C/D/H/S	<10	P	<15	Preempt, 9-card suit, no 4-card major
*** Pass or raise to 3 level with 3-card support and <15 points - RONF.				
Preempt responder – With 3-card support and 15+ points, try for game.				