

RESPONDER'S BIDS

If partner opens 1 of a suit (12+ points and a 4 card suit)

Pass	0-5 pts	
Bid No Trumps	1NT (6-9), 2NT (10-12), 3NT (13-15 <i>pudding raise</i>)	See Table 3
Raise partner's suit with 4 card support	2 level (6-9), 3 level (10-12), 4 level (<10 with distribution)	See Table 4
Bid a new suit at the 1 level	6+ pts and a 4 card suit	See Table 5
Bid a new (lower ranking) suit at the 2 level	8+ pts and a 4 card suit	See Table 6
Jump in a new suit	15+ points and a 5 card suit	See Table 7

If partner opens:

Responer's bids

1 NT (12-14 pts balanced)	2NT (11-12), 3NT (13-15) balanced	See Table 1 for more information	
	2D, 2H, 2S with 0-9 pts and a 5+ card suit		
	3H, 3S with 12+ pts & 5 card suit		
	4H, 4S with 12+ pts & 6+ card suit		
	2C (Stayman convention) looking for a fit in the major suits		See Table 11
2 NT (20-22 pts balanced)	3NT (5-10) balanced	See Table 2 for more information	
	3H, 3S with 5 card suit		
	4H, 4S with 6+ card suit		
	3C (Stayman convention) looking for a fit in the major suits		See Table 11
	4C (Gerber convention) asking for aces		See Table 12
2 CLUBS (23+ pts balanced, or 10+ playing tricks in a distributional hand)	2D - negative response (or relay)	See Table 8	
	5 card suit with 2 of the top 3 honours		
2D, 2H, 2S (A good 6+ card suit and 8-9½ playing tricks)	Pass with less than 1 trick in your hand, otherwise raise partner's suit, bid own suit or No Trumps.	See Table 9	
3C, 3D, 3H, 3S (A good 7 card suit and less than 10 HCP)	Raise to game with 4 Quick Tricks; bid 3NT with a strong hand and a good fit; bid a new suit with a good suit that is a genuine alternative to partner's, otherwise pass.	See Table 10	

If opponents have bid and partner overcalls:

[See Table 14](#)