

B – MINOR SUIT OPENINGS

1♣- or 1♦- opening bid is a sound unbalanced opening. A minimum opening bid with both minors is normally opened 1♦ unless clubs are strong enough to rebid. All balanced hands with 15-20 points are opened 1♣, 1♦ is always unbalanced. The nuisance 1444-distribution is shown as follows: 1♦-1♣; 1N (12-14), 1♦-1♣; 2♣ (15-17), 1♦-1♣; 2♥(18-20), 1♣-1♣; 2♦ (21+). With 4144 open 1♦, but 1♣ with 21+ and 44(41) are of course always opened in the minor. Black 5-5's are normally opened 1♣, with 6-5-distribution open the lower only with less than 5 losers.

Hands with a long minor may be opened 1m when the opening would be 2♣ if the suit were a major. Even though 25 points are sufficient to bid (but not necessarily make) game, this is not valid for 23+2. Especially with 5m-4-3-1 it is often better to open 1m. After 2♣-2♦; 3m it is impossible to untangle major suit fits as well as stoppers below 3N.

Responder strains to find a bid, K, QJ or any 4 points will do. We play Walsh on the 1♣-opening, thus 1m-1M is pretty much standard. Responses to 1♦-opening are also more or less standard. 1♦-2N is natural and gameforcing.

B-0 – RESPONSES TO 1♣/♦ IN ORDER OF PREFERENCE

0-3 hcp (if 3 not K or QJ)	1. Pass 1♦, but pass 1♣ only if 4+ clubs 2. 1♦ over 1♣ with less than 4 clubs
up to 9	1. 1M with 4 or more, normally 1♥ with 4-4, 1♠ with 5-5 or better Exceptions: 1♣-2M with 3-6 and a decent 6crd; 1♦-2♥ with 6-9 and 5♠-4/5♥ 2. Weak Raise: 1♣-2N/3♣ 6+♣ and 3-5/6-7, 1♦-3♣ 5+♦ and 8-9, 1♦-3♦ 4+♦ and 4-7 3. If not suitable for a weak raise; 1♣-1♦/2♣ with 3-6/7-9 resp. 1♦-1N with 6-9 4. Other Minor: 8-9 good 6crd (1♣-1N shows diamonds!), no major
9 to 11/12	1. 1M with 4 or more, normally 1♥ with 4-4, 1♠ with 5-5 or better Exception: 1♦-2♣ with 5♠-4/5♥ 2. Inverted Minor (always 2♦!): unbalanced or 10-11 balanced 3. Other Minor (1♣-1N=♦, 1♦-2♣)
12/13 or more	1. Long, strong suit, even other minor (but in doubt prefer single raise to other minor) 2. 4crd major 3. Inverted Minor (always 2♦!): unbalanced or 16-17 4m-3-3-3 4. Other Minor: unbalanced or 16-17 4om-3-3-3 5. Balanced Hands without 4crd M bid 1♣-1♦ resp. 1♦-2N with 12/13-15 or 18+ 2m/2om/3N with 16-17 and specifically 4m/om-3-3-3 resp. (32)44
4-Level	4suit to play; 4N normal Blackwood

B-1 – RESPONSES

1♣	1♦	a) 0-3 less than 4 clubs, b) 3-6, no 4crd major or c) 12/13-15 or 18+ balanced, no 4crd major
	1M	4 or more, normally 1♥ with 4-4, 1♠ with 5-5+; may have longer om unless gameforcing
	1N	Not 4crd M unless FG and a) 8-9, good ♦s, b) 10+ 5+ ♦s, c) 10-11/16-17 exactly 3343
	2♣	7-9 no 4crd major, not suitable for a weak raise
	2♦	Not 4crd M and a) 8-9, good ♣s, b) 10+ 5+ ♣s, c) 10-11 balanced, d) 16-17 exactly 3334
	2M	3-6 and a decent 6crd, 2♥ may have 4crd ♠, 2♠ denies 4crd ♥
	2N/3♣	3-5/6-7, 6+ clubs
	3N	16-17 (32)44; → 4m Kickbo; 4M 6♣-5M, at most 5 losers, F1 (>4N 6ABW)
1♦	1M	4 or more, normally 1♥ with 4-4, 1♠ with 5-5+; may have longer om unless gameforcing
	1N	Up to 9, no 4crd major, not suitable for a raise, 4+♣
	2♣	Not 4crd M unless FG and a) 8-9, good ♣s, b) 10+ 5+ ♣s, c) 10-11/16-17 exactly 3343
	2♦	Not 4crd M and a) 8-9, good ♦s, b) 10+ 5+ ♦s, c) 10-11 balanced, d) 16-17 exactly 3343
	2♥/♠	5♠-4/5♥ 6-9 resp. 9-11/12
	2N	12-15, stoppers, no 4crd major; may have 18 up and has if s/he bids over opener's raise to 3N
	3♣/♦	8-9 5(6)♦ resp. 4-8, 4+♦
	3N	16-17 (32)44; → 4m Kickbo; 4M 6♦-5M, at most 5 losers, F1 (>4N 6ABW)
1m	4-Level	4suit to play; 4N normal Blackwood

Some principles of responding to the 1♣-openings are different from those in most other natural systems:

- 1♣ is not forcing, but we pass only with at least 4 ♠s in order to avoid playing 1♣ on a non-fit.
- We play Flannery only on the 1♦-opening; 2M on the 1♣-opening is weak with a decent suit.
- We do play "inverted minor", but always use 2♦ for that and criss-cross applies only on the 1♦-opening.
- Handtypes that bid 1N on 1♦ bid 1♦ or 2♣ on 1♣.
- The balanced gameforce on 1♣ starts with a 1♦-response.
- 2N as well as 3♣ on 1♣ show 6 or more.

B-2 – 1♣-1♦ CONTINUATIONS

1♣	1♦	a. 0-3 less than 4 clubs, b) 3-6, no 4crd major or c) 12/13-15 or 18+ balanced, no 4crd major
1♥		Kokish: natural in principle (does not promise length if 19+) or 18-20 balanced
1♠		Natural in principle (does not promise length if 19+)
1N		15-17 (semi-)balanced; → 2any to play; 2/3N 18+/12-15 balanced
2♣		12-19 usually 6(+♣), may have 5♣-4♦ if 15-19; → 2any weak; 2/3N 18+/12-15 balanced
2♦		Natural, 20-23, nonforcing; → 2N 12-15 balanced; 2M weak, stopper, 3m weak natural
2M		Very strong 6♣-5M; → 2N 12-15 balanced; 3♦/OM weak, but good hand for ♣/M
2N/3♣		Very strong one-suiter, 9 tricks but need some help; → pass, stopper or 3N with Hx+ in ♣

1♣	1♦	Opener has i. ♥+♣, ii. 19+ long clubs, ♥-feature or iii. 18-20 balanced
1♥	1♠	0-4; → Opener bids 2♣ (clubs), 1N (18-20 balanced) or 2♦/♥ 21-24 (1444/4414)
	1N	5-6 5+ diamonds; → Opener bids 2♣/♦ as sign-off, 2M with a feature, or makes a natural bid
	2♣	5-6 semi-balanced; → Opener passes or bids a stopper with natural clubs, 2/3N if balanced
	2♦/♥/♠	5-6, values, 5+ clubs
	2N	12-15/18+ balanced, no 4crd major; → Opener may pattern out, 4♣ Kickbo, 4♦ Crosswood

1♣	1♦	Opener has i. ♠+♣, or ii. 19+ long clubs, ♠-feature
1♠	1N	0-4; → Opener usually bids 2♣ (clubs) or 2♦ (21-24 4144)
	2♣	5-6 5+ diamonds; → Opener passes or bids 2♦ as sign-off, a stopper or makes a natural bid
	2♦/♥/♠/N	Same as after 1♣-1♦; 1♥

B-3 – 1♣-2♣ CONTINUATIONS

1♣	2♣	7-9, no 4crd major, not suitable for a weak raise
	2NS	Stopper
	2/3N	Natural
	3♣	To play; preemptive
	3NS	Very strong; splinter
	4NS	Very strong; twosuiter

B-4 – 1♦-1N CONTINUATIONS

1♦	1N	Up to 9, no 4crd major, not suitable for a raise, 4+♣; → Opener passes with minimum and short clubs
2♣		Unlimited, 2+ clubs (if 12-16 3+), forcing
	2♦	Default; → with 17+ Opener bids: 2M/N stopper(s), 3♣ (nonforcing) or 3M 5-5 m's
	2M/N	8-9 good 5crd ♣, stopper (2N without, both impossible); → Opener's 3♣ to play
	3♣	Weak, 6crd, ♦-shortness (otherwise prefer 2♦)
2♦		Up to 16; → Responder may show a stopper with a good hand and a good fit
2M		Forcing, long diamonds, feature in M, extra values; → Responder's 3♦ is sign off; others forcing
2N/3♣		Up to 16, 5-4 m's or better; 2N includes (41)44; 3♣ always longer ♦
3♦		Forcing, very strong, like jump rebid over major
3M		6♦-5M, 4-5 losers

B-5 – 1♣-2M CONTINUATIONS

1♣	2M	3-6 and a decent 6crd, 2♥ may have 4crd ♠, 2♠ denies 4crd ♥: → natural bidding, 3♣ to play
2N		Relay → 3M minimum; 3NS maximum, high card feature; 3N maximum, good suit in context

B-6 – 1♦-2♥/♠ CONTINUATIONS

1♦	2♥/♠	5♠-4/5♥ 6-9 resp 9-11/12 → 2N/3M invitational; 3N/4M/5♦ to play; 4♣ Crosswood; 4♦ Kickbo; 4N 6ABW; 5♣ minor twosuiter (rare)
3♣		Gameforcing relay
	3♦	3crd; → 3M natural slam try; 4♣ Crosswood; 4♦ Kickbo
	3♥	5-5; → 3♣ natural slam try; 4♣/♦ cuebid confirming ♥
	3♠/N	5-4 without/with ♣-stopper; → 4♣/♦ artificial slam try in ♥/♠
	4♣	6-4 (rare); → 4♦ artificial slam try in ♠
3♦		Intended as sign off after 2♥, invitational after 2♠

B-7 – 1m-1M SUMMARY

1m	1M	4 or more, normally 1♥ with 4-4, 1♠ with 5-5 or better; may have longer om unless gameforcing
1♠ (M=♥)		Ambiguous strength, forcing; could be just values if reverse strength (like 2R) → B-17
1N (m=♣)		15-18 balanced, may have a 4crd OM → B-8
1N (m=♦)		12-15 5-4(5) minors, also 1444 if M=♠ → B-9
2m		Severely limited; 12 to 14 in high cards and not 14 if good 6crd suit (value of 12-15) → B-10
2♣ (m=♦)		Forcing, strong rebid, like a reverse; length in diamonds, clubs can be just a feature → B-15/16
2R		Forcing, but not necessarily a monster, value of 16 is sufficient; promises rebid over anything but 3m; promises length in m and strength, not necessarily length, in reverse suit (R); could be just a feature if too strong for 2m but too weak for 3m (2½m); could also be a 3crd raise too strong for 2M (2½M) or a game raise in M with a singleton in the fourth suit → B-13/14
2N (m=♣)		19-20 balanced → B-8
2N (m=♦)		15-17 5-5 minors; → 3M forcing, 3OM asks stopper, 4m Kickbo; 4m after 3M/OM nonforcing
3m		Very strong, game-forcing; a hand you would have considered opening with 2♣ had the suit been a major; if responder has 1-1/2 QT plus quality, slam chances → 3M likely 6crd, 3NS stopper
Others		2/3/4M and (double) jumps are direct raises → B-11/12 and alternatives in B-14/16/17

B-8 – 1♣-1M; 1/2N CONTINUATIONS

1♣	1M	15-18 balanced, may have 4crd OM																		
1N	2♣	GoodBad: forces 2♦, sign-off in or below 2M, gameforcing if Responder rebids above 2M																		
		<table border="1" style="width: 100%;"> <tr> <td>2♦ forced</td> <td>2♥ (M=♠)</td> <td>Weak, 5♠-4♥</td> </tr> <tr> <td></td> <td>2♠ (M=♥)</td> <td>Forcing, 5♥-4♠</td> </tr> <tr> <td></td> <td>2N</td> <td>Slamtry; 4M-5♣</td> </tr> <tr> <td></td> <td>3M</td> <td>5+M; → 3N Double in M; 4M or cuebid with support</td> </tr> <tr> <td></td> <td>3NS</td> <td>Natural, forcing, 5crd M</td> </tr> <tr> <td></td> <td>3N</td> <td>Choice of game; likely 5332 with stoppers; Opener may pass with 3</td> </tr> </table>	2♦ forced	2♥ (M=♠)	Weak, 5♠-4♥		2♠ (M=♥)	Forcing, 5♥-4♠		2N	Slamtry; 4M-5♣		3M	5+M; → 3N Double in M; 4M or cuebid with support		3NS	Natural, forcing, 5crd M		3N	Choice of game; likely 5332 with stoppers; Opener may pass with 3
2♦ forced	2♥ (M=♠)	Weak, 5♠-4♥																		
	2♠ (M=♥)	Forcing, 5♥-4♠																		
	2N	Slamtry; 4M-5♣																		
	3M	5+M; → 3N Double in M; 4M or cuebid with support																		
	3NS	Natural, forcing, 5crd M																		
	3N	Choice of game; likely 5332 with stoppers; Opener may pass with 3																		
	2♦	Weak 5M-4/5♦!																		
	2M/3any	Invitational, 3NS 5-5, 3M 6(+)																		
	2♥ (M=♠)	Invitational, 5♠-4♥																		
	2♠ (M=♥)	Ca 8. 4-4 majors, Opener is expected to bid game with a good 16 or more																		
	2N	Ca 8. 4crd M, not 4crd OM, Opener is expected to raise with a good 16 or more																		
1♣	1M	19-20 balanced, denies 4crd ♠ if M=♥																		
2N	3♣	Wolff sign-off: forces 3♦ either in order to sign off in or below 3M or natural																		
		<table border="1" style="width: 100%;"> <tr> <td>3♦ forced</td> <td>3♥ (M=♠)</td> <td>Up to 5, 5♠-4♥</td> </tr> <tr> <td></td> <td>3M</td> <td>Sign off</td> </tr> <tr> <td></td> <td>3N</td> <td>5M-4♣, nonforcing slamtry; → 4♣ ♣-fit; 4♦/OM M-fit, cuebid</td> </tr> <tr> <td></td> <td>4♣</td> <td>5M-4♣, slamtry → 4M M-fit; 4♦/OM ♣-fit, cuebid</td> </tr> </table>	3♦ forced	3♥ (M=♠)	Up to 5, 5♠-4♥		3M	Sign off		3N	5M-4♣, nonforcing slamtry; → 4♣ ♣-fit; 4♦/OM M-fit, cuebid		4♣	5M-4♣, slamtry → 4M M-fit; 4♦/OM ♣-fit, cuebid						
3♦ forced	3♥ (M=♠)	Up to 5, 5♠-4♥																		
	3M	Sign off																		
	3N	5M-4♣, nonforcing slamtry; → 4♣ ♣-fit; 4♦/OM M-fit, cuebid																		
	4♣	5M-4♣, slamtry → 4M M-fit; 4♦/OM ♣-fit, cuebid																		
	3♦/M/OM	Natural gameforce, always 5(+M)																		
1/2N	4NS	5-5, choice of game																		
	4M+1	Kickback																		

B-9 – 1♦-1M; 1N CONTINUATIONS

1♦	1M	12-15 5-4(5) minors, also 1444 if M=♠		
1N	2♣/♦	Weak preference, Opener may bid 2M with 3crd M in a good hand		
	2M	Constructive, 8/9-11, good 5 crd, if 6crd bad suit or minimum; → 3♣ weak, misfitting 2-suiter; 3♦ mild invite; 3M 3crd M; 3OM/SA maximum without/with stopper		
	2OM	Artificial gameforce; → 2♠ (M=♠) 1444 precisely!; 2N OM-stopper; 3m 5+ no stopper or M-fit Now		
		<table border="1" style="width: 100%;"> <tr> <td>3♥!</td> <td>3crd M; → 3N 4M, no OM-stopper; 3♠ slam try in M; 4m Kickbo</td> </tr> </table>	3♥!	3crd M; → 3N 4M, no OM-stopper; 3♠ slam try in M; 4m Kickbo
3♥!	3crd M; → 3N 4M, no OM-stopper; 3♠ slam try in M; 4m Kickbo			
	2N,3♣/♦	Natural invites		
	3M	Highly invitational, Opener passes only with minimum and misfit		
	3♥ (M=♠)	5-5 majors, gameforcing; → 3♠ confirms ♠; 4♣/♦ confirms ♥, cuebid; 3N misfit		
	4-level	4♣/♦ Minorwood, 4M+1 Kickback for M		

B-10 – 1m-1M; 2m CONTINUATIONS

1m	1M	Severely limited, 12 to 14 and not 14 if good 6-card suit; usually 6crd, but could be 5m-4♥ if M=♠	
2m	2M	Constructive, 5/6crd, 8/9-11, if 6crd bad suit or minimum	
	2N/3m	Natural invites	
	3M	Highly invitational, Opener passes only with minimum and misfit	
	3NS	Two-suiter, invitational	
	3N	To play	
	4m/om	Kickbo/Crosswood	
1♣	1M	GoodBad: sign-off in or below 2M, gameforcing if Responder rebids above 2M	
2♣	2♦	Opener bids 2M or 2♥ with 5♣-4♥ if M=♠; → Responder passes or corrects to 2M if weak (Bad)	
2(♥)M	(Good)	2N	5crd M; natural, at least half-stoppers in ♦ and OM
		3♣	4crd M; initially ask for stoppers, but may be start of a slam try
		3M	Natural slam try
		3♥ (raise)	Natural slam try
		NS	Natural in principle, but may be just a feature; 5crd M
		3N	Choice of game, 5crd M
1♦	1M	Artificial, gameforcing	
2♦	2OM		
2♠ (M=♠)		5♦-4♥! → 2N/3♣ with/without ♣-stopper; 3♦/♥/♠ natural slamtry; 3N choice of game with 5crd ♠	
2N		Denies M-fit; → 3♣/OM/N stopper(s); 3♦/M natural slam try	
3♣		3crd M → 3OM/N 4crd M, OM/om-stopper; 3♦/♥ natural slam try	
3♦		Good suit, not good stoppers → 3M natural slam try; 4♣ Crosswood; 4♦ Kickbo	

B-11 – RAISING RESPONDER'S MAJOR

1m	1M		
2M		Value of 14-17, normally 4crd support, could be 3crd with 5m and a stiff, but then 15-17 hcp	
3M		Value of 18-19, always 4crd support, no splinter → 3M+1 non-serious; higher bids serious Q	
JNS		Value of 18-19, 4crd support, splinterbid → 3M to play; 3M+1 non-serious; higher bids serious Q	
3N/4m		Value of 20-22, 4crd support, no splinter, prefer 4m with a good 5crd m	
DJNS		Value of 20-22, distributional gameforce with a void in NS	
Delayed raises		With singleton: KS-reverse in fragment, then raise <u>unrebid</u> suit to game. Some examples:	
		1m-1♠; 2♥-2N; 4♠	Singleton om, excellent spades
		1m-1♠; 2♥-2N; 4♥	Singleton om, good hearts, not so good spades
		1m-1♠; 2♥-2♠; 3/4♠	Singleton om, 3crd raise, too strong for 2M (spades were rebid)
		1m-1♠; 2♥-2♠; 4♦/♥	Void/Singleton om, 4crd raise (spades were rebid)
		1m-1♥; 1♠-1N/2♠; 4♥	Singleton om, excellent hearts
		1m-1♥; 1♠-2N; 4om	Singleton om, good spades, not so good hearts
		See also reverse auctions – B-14/16/17	
4M		Distributional gameforce with 6m-4M, 4-5 honours in m and M, no high card control in om/OM	

B-12 – SINGLE RAISE OF RESPONDER'S MAJOR

1m	1M	Usually 14-17, 4crd fit or unbalanced equivalent; may only have 3crd support if unbalanced	
2M	2N	Relay, asking for fit and strength; no side suit stopper is always minimum, both always maximum!	
		3m	Minimum, 3crd M → Responder may pass, sign off in game or bid the next step (even 1♦-1♥; 2♥-2N; 3♦-3♥!), asking for stopper (low/high/none)
		3NS/N	Maximum, 3crd M, stopper or 3N with both
		3M	Minimum, 4crd M → 3M+1 asks splinter (none/low/high)
		4♣/♦/♥	Maximum, 4crd M, splinter none/low/high
	3m	Natural slamtry, usually 4M → Opener's 3M confirms M; others confirm m	
	3M	Natural gametry, usually 5M	
	NS	Natural gameforce, usually choice-of-game	
	3N	Choice of game, usually 4-3-3-3	

When there is an 2♣/♦/♥-overcall over 1M, the raise indicates 3 trumps, but could be 4 in a defensive hand. Now, responder's 3m is natural, progressive, but nonforcing. The 4crd raise is shown by bidding the leftover suit. Double denies support. Support Doubles apply only over 1/2♠ or at the 3-level.

B-13 – 1m-1M; REVERSE CONTINUATIONS

The KS-Reverse covers the range between a minimum and a gameforcing onesuiter (2½m). The reverse can also be a 3rd raise too strong for 2M (2½M) or a mildly unbalanced gameraise in M based upon high cards.

2½m: Prefer other minor as KS-reverse with good stoppers in both unbid suits. Responder does not need to jump raise the reverse suit because a simple raise is a strong rebid. Some examples after the bidding starts 1♣-1♠:

♠x, ♥KQx, ♦Qxx, ♣AQJxxx	2♥	16 points, good ♥-stopper; a minimum, but too strong for 2♣
♠A, ♥AKQ, ♦AJx, ♣Kxxxxx	2♦	21 points, prefer 2♦ although ♥s are better than ♦s; ♣s are too weak fo 3♣
♠x, ♥Ax, ♦KQx, ♣AKQxxxx	3♣	3½ losers, very strong, but no game without help, thus too weak for 2♣

2½M: Always a singleton in the 4th suit, but too strong for a single raise. Opener's 3M-rebid always shows a 3rd-raise, even if Responder denies 5. Thus Responder needs a solid stopper for 3N. Some examples after the bidding starts 1♣-1♥:

♠x, ♥KQx, ♦Qxx, ♣AQJxxx	2♥	16 points if Responder has only a 4 ^{crd} ; a maximum 3 rd -raise
♠KQx, ♥x, ♦Qxx, ♣AKQxxx	2♦	18 points; not much of a stopper, but too strong for 2♠ and too weak for 3♣
♠A, ♥AKQ, ♦AJx, ♣Kxxxxx	2♦	Planning to raise 2♥ to 4♥, but rebid 3♥ after 3♣

1m	1M	Forcing, promises length in m and strength, but not necessarily length in reverse suit (R)
2R	2M	5+M; ambiguous strength; other rebids deny 5 ^{crd} M (except 1m-1♠; 2♥-3♥ and 1m-1M; 2R-3M)
	2N	8-11 or 15 up, stopper in 4th suit
	3m	Under 7-8 points, no length promised in m; could be doubleton (or less); the only signoff
	3R	4 ^{crd} M (see exception above), often 5 cards in R, usually no stopper in 4th suit; a strong rebid
	4 th suit	Not stopper in 4th suit or fit for R; usually length in m but too good for 3m; Becomes natural if rebid
	3M	Game-force with a good suit (at most one loser opposite a small stiff); not very strong
	3N	12-14, stopper in 4th suit
	4m	Gameforce but not necessarily strong; good m-support, values in R; → 4M Kickbo, Relay RKCB m

B-14 – 1m-1M; OPENER'S 2ND REBID AFTER REVERSE

1m	1M	5+M; ambiguous strength; other rebids deny 5 ^{crd} M (except 1m-1♠; 2♥-3♥ and 1m-1M; 2R-3M)
2R	2M	
2N		Nonforcing; better than minimum; stopper in 4th suit, no M-fit
3m		Nonforcing; not monster, no M-fit; stopper in 4th suit only with minimum; → 4th suit asks for stopper
3/4M		Nonforcing; not monster; 3-card fit too strong for single raise (2½M)
3R		Nonforcing; natural 6-5
3N		Natural, very strong; R assumed to be natural
4 th suit		Game-force; very strong; R suit likely natural; probably no stopper since then 3 NT; → Responder makes his most natural rebid, emphasis on 3N if stopper or 3M if good suit in context
J 4 th suit		Game-raise in M; Singleton (or void) in 4th suit; slam interest
1m	1M	4 ^{crd} M; 8-11 or 15 up, stopper in 4th suit
2R	2N	
3m		Nonforcing; bare minimum; last chance at partial
3M		Forcing; 3-card fit; singleton in 4th suit (2½M); look for 4-3 fit
3R		Forcing; natural 6-5
4 th suit		Game-force; very strong; R suit likely natural; Slam interest, probably in m, not M
J 4 th suit		4 ^{crd} fit for M, void in 4th suit; very strong slam interest
4R/M		4 ^{crd} fit for M, singleton in 4th suit, strong R/M; very strong slam interest

B-15 – 1♦-1M; 2♣ CONTINUATIONS

1♦	1M	Forcing; strong rebid, could be just values like a reverse; guarantees a rebid
2♣	2♦	4 ^{crd} M, ambiguous strength, no stopper in OM unless minimum; no ♦ support promised; forcing
	2M	5 ^{crd} M, ambiguous strength; forcing; → see B-14 1m-1M; 2R-2M
	2OM	Natural at least 5 cards in M; forcing
	2N	8-11 or 15 up stopper in OM; → see B-14 1m-1M; 2R-2N
	3♣	4 ^{crd} M, often 5 ^{crd} ♣, usually no stopper in 4th suit; a strong rebid
	3♦	Strong; slammish
	3M	Game-force with a good suit (at most one loser opposite a small stiff); not very strong
	3N	12-14 points, 4 ^{crd} M, stopper in OM

B-16 – 1♦-1M; 2♣-2♦ CONTINUATIONS

1♦	1M	4crd M; ambiguous strength, no stopper in OM unless minimum; no ♦ support promised; forcing
2♣	2♦	
2M		Nonforcing, 3-card fit, 18-19 points, no stopper
2OM		Forcing, but not to game; clubs likely natural, even 20+ and 5-5; probably no stopper since then 2/3N → Responder makes his most natural rebid, with emphasis on 2/3N if stopper or 3M if good suit
2N		Nonforcing; 17-18 points, OM-stopper; mildly unbalanced
3♣		18-20 5-5 minors; non-forcing, stronger hands bid 2OM first
3♦		Nonforcing; 2½ ♦ bid
3M/OM		Forcing; 4 trumps, singleton/chicane in OM
3N		19-21 points, OM-stopper; mildly unbalanced

B-17 – 1m-1♥; 1♠ CONTINUATIONS

1m	1♥	Ambiguous strength, forcing; unbalanced or 19-20 balanced if m=♣; could be just values if 16+	
1♠	1N	3-8, not 4crd ♠	
		2m	To play; → only if m=♦: 2♥ weak hand, long ♥
		2♣ (m=♦)	12-17 4144
		2♦ (m=♣)	19-20, balanced; → 2♠ transfer to 2N
		2/3♥	2½M; 2♥ nonforcing, but seldom passed; 3♥ forcing
		2♠	18+ asks om-stopper; → 2N/3m nonforcing
		2/3N	Semi-balanced, stopper
		3m	2½m
		3♠	Nonforcing; natural 6-5
		3N	Strong, om-stopper
		4m/om	Very strong; 4crd ♥; singleton/chicane in om
		2m	3-8, 4crd ♠; → P/2♠ to play; 2/3om 18+ asks om-stopper; others as 1m-1♥; 1♠-1N
2om	9+, forcing but not to game; denies 4crd ♠		
		2♦ (m=♦)	Unlimited, 4144; → 2♥/♠, 3♣/♦ 9-10, 2N 11-12, 3♥/♠ ♥/♣-slam try; 4♣/♦ Kickbo
		2♥	Unlimited, 3crd-fit, real spades, thus 43(51) or 43(60); forcing
		2♠/N	12-13/14 without/with om-stopper, no ♥-fit
		3m	14/15-16, nonforcing, but not a minimum
		3om	Gameforcing, likely no om-stopper, need not have real spades
		3♥	2½M, forcing; → 3♠ 4crd ♥ asks om-stopper; 4m/om slam try in m/♥
		3N	16-18, om-stopper
		4m/om	Very strong; 4crd ♥; singleton/chicane in om
2♥	7-8, natural; nonforcing, but opener often rebids (if weaker bid 1♦-1♥; 1♠-1N; 2♦-2♥ or 1♣-2♥)		
2♠	9-11, 4crd ♠		
2N	12-15, stoppers, 4crd ♥; may have 18 up and has if s/he bids over opener's raise to 3N		
3m	Forcing, slammish		
3om	Forcing, 5-5 two-suiter		
3♥	Highly invitational, Opener passes only with minimum and misfit		
3♠	Forcing, 4-card ♠; → 4♣/♦ IQB for ♠; 4♥ strong gameraise, singleton om, Kickbo-Init!; 4♠ minimum		
	3N!	3N 2½m, denies 4crd ♠ and om-stopper; → 4m slam try; 4om/♥/♠ choice of game	
3N	16-17 points, 3433 precisely		

B-18 – 1♦-2N CONTINUATIONS

1♦	2N	12-15, stoppers, no 4crd major; may have 18 up and has if s/he bids over opener's raise to 3N
?		Opener's rebids are natural and forcing: 3M indicates weak OM; 4m Minorwood; 4/5N quantitative
4NS		Big twosaiter, 4-5 losers; → 4NS+1 6ABW

B-19 – 1m-3N CONTINUATIONS

1m	3N	16-17 points,(32)44
4m		Kickbo
4M		Big twosaiter, 4-5 losers; → 4NS+1 6ABW

B-20 – 1♣-1N CONTINUATIONS

1♣	1N	Responder has one of three patterns: 1. Balanced, too good for 2♣ (will rebid in NT) 2. Diamonds & clubs, too weak for 2♣, unsuited to 3♣ (will rebid in clubs) 3. Unbalanced, long diamonds; gameforcing opposite strong notrump
2♣		Bare minimum, discouraging; nonforcing
2♦		15-20 balanced; → 2M weak OM; 3♦ natural slamtry; 3NS minimum, splinter; 2N stronger than 3N
2M		Forcing, long clubs, feature in M, extra values; → Responder's 3♦ is sign off; others forcing
2N		Good diamond raise, natural clubs
3♣		Forcing, very strong, like jump rebid over major
3♦		Minimum raise
3M		Forcing; clubs & diamonds, value of 18 up, splinter
3N		Long clubs, stoppers

B-21 – 1♦-2♣ CONTINUATIONS

1♦	2♣	Responder has exactly the same hands as those with which he bids 1♣-1N
2♦		Bare minimum, discouraging, nonforcing
2M		Forcing, long diamonds, feature in M, extra values; → Responder's 3♣ is sign off; others forcing
2N		Good club raise, natural diamonds
3♣		Minimum raise
3♦		Forcing, very strong, like jump rebid over major
3M		Forcing diamonds & clubs, value of 18 up, splinter
3N		Long diamonds, stoppers

B-22 – MINOR SUIT RAISES

1m	2♦	10+, no 4crd major and i. 5+m or ii. 10-12 with (32)44/4m-3-3-3 or iii. 16-17 4m-3-3-3; maybe 8/9 with a good suit, but always gameforcing opposite strong NT or equivalent	
3m		Bare minimum, discouraging; nonforcing	
2M		Non-minimum, unbalanced, stopper, F3N/4m; → Responder shows a stopper or bids 3N 10-12 with (32)44/4m-3-3-3, stoppers; 2N/3m slammish, (semi-)balanced/unbalanced	
2N (m=♣)		15-20 balanced; → Responder's 3m is slammish; 3NS is a splinterbid with a minimum	
2N (m=♦)		Minimum, 5+ clubs; → Responder's 3♣/♦ is nonforcing; 3M initially stopper	
3om		Very strong, slammish	
3M		Splinter	
1♣		2N/3♣	3-5/6-7, 6+ clubs; → Opener signs off in 3♣ or bids a suit asking for a stopper
1♦		3♣/♦	8-9 5(6)♦ resp. 4-8, 4+♦
3♥		Asks for ♥-stopper; → 3♣ denies (then 3N to play)	
3♠/N		Asks for ♠/♣-stopper	
1m	any raise	See above	
4m		Kickbo	
4om		Crosswood	
4M		6♦-5M, 4-5 losers; → 4M+1 6ABW	