

2C 19-24 PTS UNBALANCED OR 19-21 PTS BALANCED (FORCING)

RESPONDER:

A QUICK TRICK (QT) IS AN Ace OR KQ. IF RESPONDER HAD EVEN 1 QT, HE CAN THINK ABOUT GAME.

FIRST BID WILL BE 2D 2H, 2S, 2NT OR 3C & PROMISES NOTHING ABOUT QUICK TRICKS.

WITH A 4+ CARD MAJOR, HE WILL BID THE SUIT BELOW IT.

WITH NO 4 CARD MAJOR, HE WILL BID 2S TO GET OPENER TO BID 2NT.

WITH A 5+ CARD CLUB SUIT & 1 QT, HE CAN TRANSFER TO 3C BY BIDDING 2NT.

AFTER HIS FIRST BID RESPONDER CAN "PASS" AT ANY TIME DEPENDING ON HIS POINT COUNT.

IT IS NOT NECESSARY FOR RESPONDER TO SHOW POINTS OR CONTROLS.

WITH TRANSFERS, HE HAS ABILITY TO KEEP THE BIDDING GOING BY VIRTUE OF HIS ABILITY TO "PASS".

+-----> PASS

RESPONDER HAS 5+ CLUBS
BUT 0 QUICK TRICKS (ie, 0 QTS)

2D =

RESPONDER HAS 4+ SPADES.
MAY ALSO HAVE 4 HEARTS.
MAY HAVE 0 QTS.
(FORCING)

2H =

RESPONDER HAS 4+ HEARTS.
MAY ALSO HAVE SPADES.
MAY HAVE 0 QTS.
(FORCING)

2S =

RESPONDER HAS NO
MAJOR OR 6 CARD
MINOR.
(FORCING)

2NT =

RESPONDER
HAS 6 CLUBS.
TRANSFER.
(FORCING)

3C =

RESPONDER
HAS 6+ DIAMONDS.
TRANSFER.
(FORCING)

--- (OPENER WITH 22-24 PT BALANCED HAND?)
(RECOMMEND 2NT OPENING = 22-24)

(YES) (NO)

(OPENER WITH 4+ HEARTS?) --- (NO) ---

(YES)

2H = OPENER HAS 4 HEARTS.

(OPENER WITH 4+ SPADES?) ----- (NO) ----->

(YES)

(DID RESPONDER BID 2D?)

(YES)

(NO)

(OPENER WITH 5 SPADES?)

(YES)

(NO)

(OPENER WITH 6+ CARD SUIT)

(NO)

(YES)

