

# Bridge Bidding Cheat Sheet by Marcus Neo

System: SAYC + 2/1 Game Force · Stayman · Jacoby Transfers · Ogust · RKCB

**Key** - 🚨 = Alert your opponents before partner plays to the trick - ⚠️ = Artificial — the bid does NOT show that suit - "pts" = high-card points (A=4, K=3, Q=2, J=1) - "good suit" = has 2 of the top 3 honours (A, K, Q) · "bad suit" = has 0 or 1 - **Forcing** = partner MUST bid again — do not pass - 📄 = full convention card in `conventions/` folder

## 1. Opening: 1♣

**You hold:** 12–21 pts · no shape requirement (catchall)

```
1♣ (you open)
|
|— PASS → you: 0–5 pts
|— 1♦ → you: 6+ pts · 4+ diamonds · no 4-card major
|— 1♥ → you: 6+ pts · 4+ hearts
|— 1♠ → you: 6+ pts · 4+ spades
|— 1NT → you: 6–10 pts · balanced · no 4-card major
|— 2♦ → you: 10–12 pts · 5+ diamonds · inviting game
|— 2NT → you: 11–12 pts · balanced · inviting game
|— 3NT → you: 13–15 pts · balanced · game!
```

**Tip:** Respond "up the line" — show your lowest 4-card suit first so you don't miss a major fit.

## 2. Opening: 1♦

**You hold:** 12–21 pts · 4+ diamonds

```
1♦ (you open)
|
|— PASS → you: 0–5 pts
|— 1♥ → you: 6+ pts · 4+ hearts
|— 1♠ → you: 6+ pts · 4+ spades · fewer than 4 hearts
|— 1NT → you: 6–9 pts · balanced · no 4-card major
|— 2♣ 🚨 ⚠️ → you: 13+ pts · 4+ clubs · GAME FORCE (2/1)
|— 2♦ 🚨 🚨 → you: 10+ pts · 5+ diamonds · Inverted Minor Raise · forcing
|— 2♥ 🚨 → you: 2–5 pts · 6+ hearts · Weak Jump Shift (blocking)
|— 2♠ 🚨 → you: 2–5 pts · 6+ spades · Weak Jump Shift (blocking)
|— 2NT → you: 10–11 pts · balanced · no major · inviting game
|— 3♦ 🚨 → you: 0–9 pts · 5+ diamonds · preemptive raise (blocking)
|— 3NT → you: 13–15 pts · balanced · game!
```

**Tip:** 2♣ and 2♦ are both forcing — partner cannot pass. 3♦ is the opposite: a weak bid to block the opponents.

## 3. Opening: 1♥

**You hold:** 12–21 pts · 5+ hearts

```
1♥ (you open)
|
|— PASS → you: 0–5 pts
|— 1NT → you: 6–12 pts · no fit, no major · forcing (partner MUST bid again)
|— 1♠ → you: 6+ pts · 4+ spades
|— 2♥ → you: 6–10 pts · 3+ hearts · simple raise
|— 3♣ 🚨 ⚠️ → you: 6–9 pts · 4+ hearts · Bergen constructive raise
```

- 3♦   → you: 10–11 pts · 4+ hearts · Bergen limit raise
- 3♥  → you: 0–6 pts · 4+ hearts · Bergen preemptive raise (blocking)
- 3♠   → you: 10–13 pts · 4+ hearts · Bergen mini splinter (shortness TBD)
- 4♥ → you: 5–9 pts · 5+ hearts · preemptive game raise (blocking)
- 2♣ → you: 13+ pts · 4+ clubs · GAME FORCE (2/1)
- 2♦ → you: 13+ pts · 4+ diamonds · GAME FORCE (2/1)
- 3NT → you: 16–18 pts · balanced
- 2NT  → you: 12+ pts · 4+ hearts · Jacoby 2NT · GAME FORCE

[conventions/jacoby\\_2nt.md](#)

**Bergen raises:** 3♣/3♦/3♥/3♠ all show 4+ heart support — see [conventions/bergen\\_raises.md](#)

## 4. Opening: 1♠

**You hold:** 12–21 pts · 5+ spades

1♠ (you open)

- PASS → you: 0–5 pts
- 1NT → you: 6–12 pts · no fit, no spades · forcing (partner MUST bid again)
- 2♠ → you: 6–10 pts · 3+ spades · simple raise
- 3♣   → you: 6–9 pts · 4+ spades · Bergen constructive raise
- 3♦   → you: 10–11 pts · 4+ spades · Bergen limit raise
- 3♠  → you: 0–6 pts · 4+ spades · Bergen preemptive raise (blocking)
- 3♥   → you: 10–13 pts · 4+ spades · Bergen mini splinter (shortness TBD)
- 4♠ → you: 5–9 pts · 5+ spades · preemptive game raise (blocking)
- 2♥ → you: 13+ pts · 5+ hearts · GAME FORCE (2/1)
- 2♣ → you: 13+ pts · 4+ clubs · GAME FORCE (2/1)
- 2♦ → you: 13+ pts · 4+ diamonds · GAME FORCE (2/1)
- 3NT → you: 16–18 pts · balanced
- 2NT  → you: 12+ pts · 4+ spades · Jacoby 2NT · GAME FORCE

[conventions/jacoby\\_2nt.md](#)









**Bergen raises:** 3♣/3♦/3♠/3♥ all show 4+ spade support — see [conventions/bergen\\_raises.md](#)

## 5. Opening: 1NT

**Partner holds:** 15–17 pts · balanced

1NT (partner opens)









- PASS → you: 0–7 pts · balanced · sit it out
- 2♣   → you: 8+ pts · 4-card major · Stayman  
[conventions/stayman.md](#)
- 2♦   → you: any pts · 5+ hearts · Jacoby Transfer → partner bids 2♥  
[conventions/jacoby\\_transfers.md](#)
- 2♥   → you: any pts · 5+ spades · Jacoby Transfer → partner bids 2♠  
[conventions/jacoby\\_transfers.md](#)
- 2♠   → you: any pts · 6+ clubs · Minor Transfer  
[conventions/jacoby\\_transfers.md](#)
- 2NT → you: 8–9 pts · balanced · no major · inviting game
- 3♣   → you: any pts · 6+ diamonds · Minor Transfer → partner bids 3♦  
[conventions/jacoby\\_transfers.md](#)
- 3NT → you: 10–15 pts · balanced · game!

- 4♣   → you: 16+ pts · Gerber (ace ask)  
[conventions/gerber.md](#)
- 4♦   → you: 8–15 pts · 6+ hearts · Texas Transfer → partner bids 4♥  
[conventions/jacoby\\_transfers.md](#)
- 4♥   → you: 8–15 pts · 6+ spades · Texas Transfer → partner bids 4♠  
[conventions/jacoby\\_transfers.md](#)
- 4NT  → you: 16–17 pts · balanced · quantitative slam invite
- 5NT  → you: 18–19 pts · forces 6NT · invites 7NT
- 6NT → you: 18–19 pts · balanced · small slam!

## 6. Opening: 2♣ (Strong)




**You hold:** 22+ pts · OR very powerful distributional hand ·  says nothing about clubs

**CRITICAL RULE: Responder may NEVER pass 2♣. Always bid, even with zero points.**

- 2♣ (you open) 
- 2♦   → you: 0–7 pts · negative/waiting · "I have nothing special"  
 (opener now shows their suit naturally – auction is GAME FORCING)
  - 2♥ → partner: long hearts · raise to 3♥ with 3+ hearts · else bid naturally
  - 2♠ → partner: long spades · raise to 3♠ with 3+ spades · else bid naturally
  - 2NT → partner: 22–24 pts balanced · treat like 2NT opening  
[conventions/puppet\\_stayman.md](#) · [conventions/jacoby\\_transfers.md](#)
  - 3♣/3♦ → partner: long minor · bid 3NT (no long suit) or show 6+ spades
- 2NT  → you: 8+ pts · balanced · positive response
- 2♥  → you: 8+ pts · 5+ hearts · two of the top 3 honours
- 2♠  → you: 8+ pts · 5+ spades · two of the top 3 honours
- 3♣  → you: 8+ pts · 5+ clubs · two of the top 3 honours
- 3♦  → you: 8+ pts · 5+ diamonds · two of the top 3 honours




## 7. Opening: Weak 2♦

**You hold:** 6–11 pts · exactly 6-card diamond suit

- 2♦ (you open)
- PASS → partner: 0–12 pts · no game interest
- 2♥ → partner: 13+ pts · 5+ hearts · forcing one round
  - 3♥ → you: 3+ heart support
  - 2NT → you: 9–11 pts · feature (outside A or K)
  - 3♦ → you: no heart support · rebid own suit
- 2♠ → partner: 13+ pts · 5+ spades · forcing one round
  - 3♠ → you: 3+ spade support
  - 3♦ → you: no spade support · rebid own suit
- 2NT   → partner: 13+ pts · Ogust inquiry  
[conventions/ogust.md](#)
- 3♦ → partner: 0–10 pts · 4+ diamonds · preemptive raise (blocking)
- 3NT → partner: 14+ pts · to play · running stoppers
- 4NT  → partner: 16+ pts · RKCB (diamonds as trumps)  
[conventions/rkcb.md](#)




## 8. Opening: Weak 2♥

**You hold:** 6-11 pts · exactly 6-card heart suit

2♥ (you open)	
PASS	→ partner: 0-12 pts · no game interest
2♠	→ partner: 13+ pts · 5+ spades · forcing one round
3♠	→ you: 3+ spade support
2NT	→ you: 9-11 pts · feature (outside A or K)
3♥	→ you: no spade support · rebid own suit
2NT	  → partner: 13+ pts · Ogust inquiry <a href="#">conventions/ogust.md</a>
3♥	→ partner: 0-12 pts · 3+ hearts · preemptive raise (blocking)
4♥	→ partner: 13+ pts · 3+ hearts · game!
3NT	→ partner: 14+ pts · to play
4NT	 → partner: 16+ pts · RKCB (hearts as trumps) <a href="#">conventions/rkcb.md</a>











## 9. Opening: Weak 2♠


**You hold:** 6-11 pts · exactly 6-card spade suit



2♠ (you open)	
PASS	→ partner: 0-12 pts · no game interest
2NT	  → partner: 13+ pts · Ogust inquiry <a href="#">conventions/ogust.md</a>
3♠	→ partner: 0-12 pts · 3+ spades · preemptive raise (blocking)
4♠	→ partner: 13+ pts · 3+ spades · game!
3NT	→ partner: 14+ pts · to play
4NT	 → partner: 16+ pts · RKCB (spades as trumps) <a href="#">conventions/rkcb.md</a>

## 10. Opening: 2NT

**You hold:** 20-21 pts · balanced

2NT (you open)	
PASS	→ partner: 0-3 pts · too weak
3♣	  → partner: 4+ pts · exactly a 4-card major · Puppet Stayman <a href="#">conventions/puppet_stayman.md</a>
3♦	  → partner: 4+ pts · 5+ hearts · Jacoby Transfer → you bid 3♥ <a href="#">conventions/jacoby_transfers.md</a>
3♥	  → partner: 4+ pts · 5+ spades · Jacoby Transfer → you bid 3♠ <a href="#">conventions/jacoby_transfers.md</a>
3♠	  → partner: 4+ pts · 6+ clubs OR 6+ diamonds · Minor Relay <a href="#">conventions/jacoby_transfers.md</a>
3NT	→ partner: 4-9 pts · balanced · to play
4♣	  → partner: 12+ pts · Gerber (ace ask)





 conventions/gerber.md

- └─ 4NT  → partner: 10–11 pts · balanced · quantitative slam invite
- └─ 5NT  → partner: 12–13 pts · forces 6NT · invites 7NT
- └─ 6NT → partner: 12–13 pts · balanced · slam!

## 11. Misc Openings: Gambling 3NT

**You hold:** 0–10 pts · solid 7-card minor (AKQxxx or better) · no outside Ace or King 



*This is NOT a 3NT game bid — it shows a long running minor. Partner usually decides the final contract.*

- 3NT   (you open)
  - └─ PASS → partner: stoppers in all side suits · happy to play 3NT
  - └─ 4♣   → partner: no stoppers · "pass or correct to your suit"
    - └─ PASS → you: clubs is your suit
    - └─ 4♦ → you: diamonds is your suit



## 12. Misc Openings: Weak Preempts



**Weak 3-Level: 3♣ / 3♦ / 3♥ / 3♠**

**You hold:** 5–10 pts · exactly 7-card suit

- 3♣ (you open)
  - └─ PASS → partner: 0–12 pts
  - └─ 3♥ → partner: 13+ pts · 5+ hearts · forcing (raise with 4+ heart support)
  - └─ 3♠ → partner: 13+ pts · 5+ spades · forcing (raise with 4+ spade support)
  - └─ 3NT → partner: 13+ pts · to play (running stoppers)
  - └─ 4NT  → partner: 16+ pts · RKCB  conventions/rkcb.md




3♦ (you open) – same responses as 3♣ above




- 3♥ (you open)
  - └─ PASS → partner: 0–12 pts
  - └─ 3NT → partner: 13+ pts · no heart fit · to play
  - └─ 4♥ → partner: 13+ pts · 3+ hearts · game!
  - └─ 4NT  → partner: 16+ pts · RKCB  conventions/rkcb.md

- 3♠ (you open)
  - └─ PASS → partner: 0–12 pts
  - └─ 3NT → partner: 13+ pts · no spade fit · to play
  - └─ 4♠ → partner: 13+ pts · 3+ spades · game!
  - └─ 4NT  → partner: 16+ pts · RKCB  conventions/rkcb.md

**Weak 4-Level: 4♣ / 4♦ / 4♥ / 4♠**

**You hold:** 4–9 pts · 8-card suit · contract is placed — partner almost always passes

- 4♣ / 4♦ (you open)
  - └─ PASS → partner: 0–16 pts · almost always right
  - └─ 4NT  → partner: 17+ pts · RKCB  conventions/rkcb.md
  - └─ 5NT  → partner: 17+ pts · pick a slam (bid 6 of your suit or 6NT)

- 4♥ (you open)
  - └─ PASS → partner: 0–16 pts
  - └─ 5♥ → partner: 10–16 pts · 3+ hearts · competitive raise
  - └─ 4NT  → partner: 17+ pts · RKCB  conventions/rkcb.md
  - └─ 5NT  → partner: 17+ pts · pick a slam

- 4♠ (you open)
- ├─ PASS → partner: 0–16 pts
- ├─ 5♠ → partner: 10–16 pts · 3+ spades · competitive raise
- ├─ 4NT 🛎 → partner: 17+ pts · RKCB [conventions/rkcb.md](#)
- └─ 5NT 🛎 → partner: 17+ pts · pick a slam

## Convention Reference Cards

Convention	File	Used in
Stayman	<a href="#">conventions/stayman.md</a>	1NT
Jacoby Transfers + Texas + Minor	<a href="#">conventions/jacoby_transfers.md</a>	1NT · 2NT
Puppet Stayman	<a href="#">conventions/puppet_stayman.md</a>	2NT · 2♣ → 2NT
Jacoby 2NT	<a href="#">conventions/jacoby_2nt.md</a>	1♥ · 1♠
Bergen Raises	<a href="#">conventions/bergen_raises.md</a>	1♥ · 1♠
Ogust	<a href="#">conventions/ogust.md</a>	2♦ · 2♥ · 2♠
Gerber	<a href="#">conventions/gerber.md</a>	1NT · 2NT
RKCB	<a href="#">conventions/rkcb.md</a>	Everywhere

# Convention: Stayman

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**Used after:** 1NT opening (15-17 pts)

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## What it is

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After partner opens 1NT, you bid **2♣** 🚨 ⚠️ to ask:

| "Do you have a 4-card major (hearts or spades)?"

**You need:** 8+ pts · at least one 4-card major

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## Step 1 — You ask: 2♣ 🚨 ⚠️

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| Nothing to do with clubs — it is an artificial asking bid.

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## Step 2 — Partner answers

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Partner bids	Meaning
2♦ 🚨	No 4-card major
2♥	4+ hearts (may also have 4 spades)
2♠	4 spades · fewer than 4 hearts

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## Step 3 — You continue

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After 2♦ (no major)

└ 2NT → you: 8-9 pts · balanced · inviting game in NT

└ 3NT → you: 10+ pts · game!

After 2♥ (partner has 4+ hearts)

└ 3♥ → you: 8-9 pts · 4+ hearts · inviting game in hearts

└ 4♥ → you: 10+ pts · 4+ hearts · game in hearts!

└ 3NT → you: 10+ pts · no heart fit (fewer than 4 hearts) · game in NT

└ 3♠ 🚨 → you: 10+ pts · 5+ hearts · natural GF (looking for heart contract)

After 2♠ (partner has 4 spades, not 4 hearts)

└ 3♠ → you: 8-9 pts · 4+ spades · inviting game in spades

└ 4♠ → you: 10+ pts · 4+ spades · game in spades!

└ 2NT → you: 8-9 pts · no spade fit · invite in NT

└ 3NT → you: 10+ pts · no spade fit · game in NT

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## Special: after 2♠ with 5+ hearts

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If partner bid 2♠ (spades only) and you have 5+ hearts with game-forcing values: - Bid **3♥** 🚨 — natural, showing hearts, game-force - Partner can now pick between 4♥ (if fits) or 3NT

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## Quick tip

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| Stayman is pointless with a flat hand and no 4-card major. Don't use it just because you have 8+ pts — you need the major to look for.

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# Convention: Transfers

Used after: 1NT opening (15–17 pts) · 2NT opening (20–21 pts)

## Why transfers?

Transfers keep the **strong hand** (opener) as declarer, hiding their cards from the opening lead. They also let you show major-suit length without committing to a level immediately.

## After 1NT

### Jacoby Transfers (majors)

You bid	Partner must bid	You have
2♦  	2♥ (forced)	5+ hearts
2♥  	2♠ (forced)	5+ spades

### After the transfer completes, you decide:

After 2♦ → 2♥ (you have 5+ hearts)




- PASS → you: weak · just want to play 2♥
- 2NT → you: 8–9 pts · only 5 hearts · invite in NT
- 3♥ → you: 8–9 pts · 6+ hearts · invite in hearts
- 3NT → you: 10+ pts · only 5 hearts · let partner pick 3NT or 4♥
- 4♥ → you: 10+ pts · 6+ hearts · game in hearts!

After 2♥ → 2♠ (you have 5+ spades)

- PASS → you: weak · just want to play 2♠
- 2NT → you: 8–9 pts · only 5 spades · invite in NT
- 3♠ → you: 8–9 pts · 6+ spades · invite in spades
- 3NT → you: 10+ pts · only 5 spades · let partner pick 3NT or 4♠
- 4♠ → you: 10+ pts · 6+ spades · game in spades!





### Texas Transfers (majors, no slam interest)

Use these when you have a **6+ card major** and want to play game — no interest in slam.

You bid	Partner must bid	You have
4♦  	4♥ (forced)	6+ hearts · to play 4♥
4♥  	4♠ (forced)	6+ spades · to play 4♠

**Tip:** Use Jacoby (2♦/2♥) if you might be interested in slam. Use Texas (4♦/4♥) when you just want to play game directly.

### Minor Suit Transfers


You bid	Meaning	Partner responds
2♠  	6+ clubs	2NT (decline, play NT) or 3♣ (accept)
3♣  	6+ diamonds	3♦ (complete transfer)

## After 2NT



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### Jacoby Transfers (majors)

You bid	Partner must bid	You have
3♦  	3♥ (forced)	5+ hearts
3♥  	3♠ (forced)	5+ spades

After the transfer, continue the same way as after 1NT: - PASS = weak · game bid = game · 4NT  = slam investigation

### Minor Relay

You bid	Meaning	Partner responds
3♣  	6+ clubs OR 6+ diamonds	3NT (decline) or 4♣ (pass-or-correct)

| After 4♣: pass with clubs, bid 4♦ with diamonds.

# Convention: Jacoby 2NT (Modified)

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Used after: 1♥ or 1♠ opening

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## What it is

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After partner opens 1♥ or 1♠, you bid **2NT** 🔔 to say:

| "I have 4+ card support and game-forcing values. Tell me your hand type."

This is **game-forcing** — the auction cannot stop below game.

**You need:** 12+ pts · 4+ card support for partner's major

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## Step 1 — You bid: 2NT 🔔

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| Need: 12+ pts · 4+ trump (hearts or spades)

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## Step 2 — Partner (opener) describes their hand

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Partner bids	Meaning
3♣ 🔔	Minimum hand (12-15 pts) · shape not yet known
3♦ 🔔	Non-minimum (16+ pts) · <b>no shortness</b> (balanced-ish)
3♥ 🔔	Non-minimum (16+ pts) · <b>short in clubs</b> (0-1 clubs)
3♠ 🔔	Non-minimum (16+ pts) · <b>short in diamonds</b> (0-1 diamonds)
3NT 🔔	Non-minimum (16+ pts) · <b>short in other major</b> (0-1 of other major)

| "Short" = singleton or void · useful for slam because you can ruff losers

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## Step 3 — You continue

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### After 3♣ (minimum, 12-15 pts)

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3♣ (partner: minimum)
├─ 4M → you: 12-14 pts · sign off · no slam interest
├─ 3♦ 🔔 → you: 15+ pts · relay · "now tell me your shortness"
│   └─ 3♥ 🔔 → partner: short in clubs
│   └─ 3♠ 🔔 → partner: short in diamonds
│   └─ 3NT 🔔 → partner: short in other major
└─ 4M → partner: no shortness · sign off
```

### After 3♦ (non-minimum, no shortness)

```
3♦ (partner: 16+ pts, balanced)
├─ 4M → you: 12-14 pts · game only · not enough for slam
├─ 4NT 🔔 → you: 15+ pts · RKCB · investigate slam
│   (see conventions/rkcb.md)
```

### After 3♥ / 3♠ / 3NT (non-minimum, shortness shown)

Partner has 16+ pts AND a shortage — slam is very likely. Use judgment: bid 4NT 🔔 (RKCB) if you like what you hear, or sign off at 4M.

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## Quick guide: should I try for slam?

Your pts	Partner shows	Action
12-14	Anything	Sign off at 4M
15-17	3♣ (minimum)	Relay 3♦, then decide
15+	3♦ (non-min, balanced)	4NT RKCB
15+	Shortness (16+)	4NT RKCB — slam likely

# Convention: Puppet Stayman

**Used after:** 2NT opening (20-21 pts)

## What it is

After partner opens 2NT, you bid **3♣** 🛎️ ⚠️ to ask:

|"Do you have a **5-card** major? If not, do you have a **4-card** major?"

This is different from regular Stayman — it finds both 5-card AND 4-card major fits.

**You need:** 4+ pts · exactly a 4-card major (no 5-card major — those use transfers)

## Step 1 — You ask: 3♣ 🛎️ ⚠️

## Step 2 — Partner (opener) answers

Partner bids	Meaning
3♦ 🛎️	No 5-card major (may still have a 4-card major)
3♥	5+ hearts
3♠	5+ spades

## Step 3 — You continue

### After 3♥ or 3♠ (partner has a 5-card major)

Partner showed a 5-card suit — if you have 3+ card support, raise to game.

```
3♥ (partner: 5+ hearts)
├─ 4♥ → you: 3+ hearts · game!
└─ 3NT → you: no heart fit · to play

3♠ (partner: 5+ spades)
├─ 4♠ → you: 3+ spades · game!
└─ 3NT → you: no spade fit · to play
```

### After 3♦ (no 5-card major)

Now you reveal your 4-card major — but with a twist: **you bid the OTHER major** to keep opener as declarer.

```
3♦ (partner: no 5-card major)
├─ 3♥ 🛎️ → you: 4 SPADES (not hearts!) · partner bids 4♠ with fit or 3NT without
├─ 3♠ 🛎️ → you: 4 HEARTS (not spades!) · partner bids 4♥ with fit or 3NT without
├─ 4♥ 🛎️ → you: BOTH 4 hearts and 4 spades · partner picks the better fit
└─ 3NT → you: no 4-card major · to play

Partner then confirms or denies:
· 3♥→ 4♠ fit: partner bids 4♠ (fit) or 3NT (no fit)
· 3♠→ 4♥ fit: partner bids 4♥ (fit) or 3NT (no fit)
```

## The "other major" trick explained

When you bid 3♥ it means "I have 4 **spades**" (not hearts). When you bid 3♠ it means "I have 4 **hearts**" (not spades).

This keeps the 2NT opener as declarer — opponents can't see the strong hand.

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### **Quick memory aid**

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***If you have a 5-card major → use transfers (3♦ or 3♥) If you have a 4-card major only → use Puppet Stayman (3♣)***

# Convention: Ogust

**Used after:** Weak 2♦, Weak 2♥, or Weak 2♠ opening

## What it is

After partner opens a weak two, you bid **2NT** 🛎️ ⚠️ to ask:

|"Tell me about your hand strength AND suit quality."

Partner (opener) answers in four steps. Then you place the contract.

**"Good suit"** = has 2 or more of the top 3 honours (A, K, Q) **"Bad suit"** = has 0 or 1 of the top 3 honours

## Step 1 — You ask: 2NT 🛎️ ⚠️

| Need: 13+ pts · any shape

## Step 2 — Partner answers

Partner bids	Meaning	Hand
3♣ 🛎️	Weak hand, bad suit	6–8 pts, 0–1 top honours
3♦ 🛎️	Weak hand, good suit	6–8 pts, 2+ top honours
3♥ 🛎️	Strong hand, bad suit	9–11 pts, 0–1 top honours
3♠ 🛎️	Strong hand, good suit	9–11 pts, 2+ top honours
3NT 🛎️	Solid suit	AKQxxxx or better — runs without help

## Step 3 — You place the contract

After 3♣ (weak + bad suit)

└ 3M → you: 13–16 pts · sign off · not enough for game

└ 4M → you: 17+ pts · game anyway · your hand is strong enough

After 3♦ (weak + good suit)

└ 3M → you: 12–14 pts · sign off · combined values fall short

└ 4M → you: 15+ pts · game!

After 3♥ (strong + bad suit)

└ 4M → always · partner's extra strength makes up for the suit

After 3♠ (strong + good suit)

└ 4M → always · great combined holding

After 3NT (solid suit)

└ place contract based on your side-suit cards

· pass 3NT if you have stoppers everywhere

· bid 4M / 5m if you want to play in the suit

· bid 4NT 🛎️ for RKCB if you smell a slam

| **3M** = bid 3 of the suit opened (e.g. if partner opened 2♥, bid 3♥ to sign off) **4M** = bid 4 of the suit opened (e.g. 4♥ = game)

## Quick memory aid

| **Clubs = worst · Diamonds = weak+good · Hearts = strong+bad · Spades = best** (going up the ladder: 3♣ < 3♦ < 3♥ < 3♠)

# Convention: Gerber



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**Used after:** 1NT opening (15-17 pts) · 2NT opening (20-21 pts)

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## What it is

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After partner opens 1NT or 2NT, you bid **4♣**   to ask:

| "How many aces do you have?"

Use this when you have slam interest but want to check aces first.

**You need:** 16+ pts over 1NT · 12+ pts over 2NT

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## Step 1 — You ask: 4♣

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## Step 2 — Partner answers

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Partner bids	Aces held
4♦	0 aces — or all 4 aces
4♥	1 ace
4♠	2 aces
4NT	3 aces

| Context tells you whether 4♦ means 0 or 4 — if partner opened 1NT with 15-17 pts, they almost certainly don't have all 4 aces.

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## Step 3 — Optionally ask for kings: 5♣

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After the ace response, bid **5♣** to ask for kings. Partner answers in the same steps:

Partner bids	Kings held
5♦	0 kings
5♥	1 king
5♠	2 kings
5NT	3 kings

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## Then place the contract

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- Missing 2 aces → stop at game (4NT or 4M)
  - Missing 1 ace → small slam (6NT or 6M) if otherwise strong
  - All aces + needed kings → grand slam (7NT or 7M) if solid
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## Gerber vs RKCB

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	Gerber (4♣)	RKCB (4NT)
When used	After 1NT / 2NT opening	After a suit is agreed
Asks for	Aces (4 total)	Key cards (5 total: 4 aces + trump K)
Also finds	Kings (with 5♣)	Trump queen + side kings

# Standard Bergen Raises

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## Overview

Bergen Raises use **3-level jump responses** over a 1-major opening to show 4-card support with various HCP ranges. They replace natural preemptive and limit raises, giving the partnership more descriptive tools.

Bergen Raises apply after **1♥ or 1♠** in an **uncontested auction**.

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## Response Structure

Response to 1M	HCP	Support	Meaning
<b>3♣</b>	6-9 HCP	4+ cards	Constructive raise, weak
<b>3♦</b>	10-11 HCP	4+ cards	Limit raise equivalent
<b>3M</b> (same major)	0-6 HCP	4+ cards	Preemptive raise
<b>3OM</b> (other major)	10-13 HCP	4+ cards	Mini unspecified splinter (see below)

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### 3♣ — Weak Bergen (6-9 HCP, 4+ trumps)

- Shows a constructive but non-invitational raise
  - Opener typically signs off in **4M** with any interest, or **passes / bids 3M** with a minimum
  - Some partnerships play opener can bid **3♦** to ask for more definition (partnership agreement)
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### 3♦ — Limit Bergen (10-11 HCP, 4+ trumps)

- Equivalent to a traditional limit raise
  - Opener bids **4M** to accept, or **3M** to decline
  - With extra values, opener may explore slam
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### 3M — Preemptive Raise (0-6 HCP, 4+ trumps)

- Pure preempt; no game or slam interest
  - Opener should **pass** unless holding a powerful hand
  - More disruptive to opponents than 3M directly would suggest
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### 3OM — Mini Splinter (10-13 HCP, 4+ trumps, unspecified shortness)

The **other major** as a jump raise shows a limit-raise-to-game-going hand with **shortness somewhere**, but does not specify where.

This is a **mini splinter** — less slam-oriented than a direct 4-level splinter, but still invites opener to investigate.

### 3NT Ask — Asking for the Shortness

After **1M - 3OM**, opener can bid **3NT** to ask responder to name the short suit:

Responder's Bid	Shortness
<b>4♣</b>	Club shortness
<b>4♦</b>	Diamond shortness
<b>4M</b>	Other major shortness

If opener is not interested in slam (or the shortness is irrelevant), opener simply **bids 4M** to sign off.

## Key Difference from Direct Splinter

Feature	3OM Mini Splinter	Direct 4-level Splinter
HCP range	10-13 HCP	12-15+ HCP
Slam aim	Less slam-oriented	More slam-oriented
Shortness shown	Hidden until asked	Shown immediately
Space used	More economical	Higher, less flexible

## After Bergen Raises — Opener's Options

Opener's Action	Meaning
<b>4M</b>	Signoff; accepts game, no slam interest
<b>3M</b>	Decline (only after 3♦ limit)
<b>Cue bid / RKCB</b>	Slam interest; good fit with extras
<b>3NT</b> (after 3OM)	Asking for shortness

## When Bergen Is Off

Condition	Status
Uncontested	✓ On
Opponents overcall	✗ Off
Opponents double	Partnership agreement (often off)
Passed hand	✗ Off — bids revert to natural

## Example Auctions

**1♠ - 3♣**: Responder has 4-card spade support and 6-9 HCP. Opener bids 4♠ with any values, or passes if minimum.

**1♥ - 3♦**: Responder has 4-card heart support and 10-11 HCP (limit raise). Opener bids 4♥ to accept or 3♥ to decline.

**1♠ - 3♠**: Weak preempt with 4-card support. Opponents are shut out of the 3-level.

**1♥ - 3♠ - 3NT - 4♦**: Responder has 4-card heart support, 10-13 HCP, and diamond shortness. Opener asks with 3NT; responder reveals 4♦.

**1♥ - 3♠ - 4♥**: Opener has no slam interest; signs off without asking for shortness.

# Roman Keycard Blackwood (RKCB) — 1430

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## Overview

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Roman Keycard Blackwood treats the **five keycards** — the four aces plus the **king of trumps** — as the key cards for slam. The ask is **4NT**, and responses follow the **1430** scheme.

RKCB is used in **suit contracts** after a trump suit has been agreed (explicitly or implicitly). For notrump contracts, use **Gerber** (4♣) instead — see [responses\\_to\\_1nt.md](#) and [responses\\_to\\_2nt.md](#).

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## The 4NT Ask

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4NT asks partner: "**How many of the 5 keycards do you hold?**"

### Responses — 1430 Scheme

Response	Keycards
5♣	1 or 4 keycards
5♦	3 or 0 keycards
5♥	2 keycards, <b>no</b> queen of trumps
5♠	2 keycards, <b>with</b> queen of trumps

| **1430** means: **1** or **4** = 5♣ (first step); **3** or **0** = 5♦ (second step).

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## Queen Ask

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After a 5♣ or 5♦ response (ambiguous about the queen of trumps), asker may bid the **next step** (not the trump suit) to ask for the queen of trumps.

Partner's Response	Meaning
Sign off in trump suit	No queen of trumps
6 of any side suit	Has queen of trumps + that king
6 of trump suit	Has queen of trumps, no side king to show

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## 5NT — King Ask

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After the keycard response is satisfactory, **5NT** confirms all 5 keycards are accounted for and asks partner to **bid kings up the line**.

Partner's Response	Meaning
6♣	King of clubs
6♦	King of diamonds (denies ♣K)
6♥	King of hearts (denies ♣K and ♦K)
6♠	King of spades (denies all lower kings)
6NT	No side kings
7NT	All kings — bid grand slam

Partner **continues bidding kings up the line** until they run out or asker signs off. Asker places the final contract once enough information is known.

| **Note:** 5NT guarantees the partnership has all 5 keycards. Partner should bid 7NT with all remaining kings confirmed.

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## Specific King Ask (After Queen Ask)

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When the queen ask response shows a side king (e.g. 6♣ showing ♣K), asker can continue asking for further kings by bidding the next available step if slam interest remains.

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## When RKCB Is On

Condition	Status
Trump suit agreed	✓ On
After a fit-showing bid (e.g. splinter, Jacoby 2NT)	✓ On
In notrump contracts	✗ Use Gerber instead
When opponents have bid the suit at 5-level	✗ Use alternative — 4NT may be natural

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## Interference Over 4NT

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If opponents interfere after 4NT:

- **DOPI**: Double = 0 keycards, Pass = 1 keycard, next bid up = 2, etc.
- **ROPI**: Redouble = 0, Pass = 1 (used when opponents double)

Partnership agreement required — DOPI is the default here.

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## Trump Suit Assumption

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If no suit has been explicitly agreed, **the last bid suit** is assumed to be trumps for the purposes of RKCB. This applies in auctions like:

- 1♥ - 4NT: hearts are trumps
  - 1♠ - 2♥ - 4NT: hearts are trumps (last bid suit)
  - After a splinter or Jacoby 2NT: the opened major is trumps
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## Key Notes

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- **1430** means 5♣ = 1 or 4; 5♦ = 3 or 0 — the cheaper bid shows the odd number
  - **5NT** confirms all 5 keycards are held between the partnership and asks for kings up the line
  - Partner continues showing kings up the line until asker signs off
  - With **two keycards missing**, do not bid past 5 of the trump suit
  - RKCB is **not** used in notrump contracts — use Gerber (4♣) for those
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## Example Auctions

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**1♠ - 2♠ - 4NT - 5♣ - 5NT - 6♦ - 7♠**: 4NT asks; 5♣ shows 1 or 4 keycards. 5NT confirms all 5 and asks for kings; 6♦ shows the king of diamonds (denies ♣K). Asker places 7♠.

**1♥ - 4NT - 5♦ - Pass**: 5♦ shows 0 or 3 keycards. With only 0 or 3, asker signs off — too many keycards missing to bid slam.

**1♠ - 2♥ - 4NT - 5♥ - 6♠**: 5♥ shows 2 keycards without the queen of trumps. Asker has enough for slam anyway; places 6♠.

**1♥ - 4NT - 5♣ - 5♦ - 5♥ - 6♥**: 5♣ shows 1 or 4 keycards; 5♦ is the queen ask; 5♥ shows the queen of trumps plus the king of hearts. Asker places 6♥.

**1♠ - 4NT - 5♠ - 5NT - 6♣ - 6♦ - 7♠**: 5♠ shows 2 keycards with the queen. 5NT asks kings; 6♣ shows ♣K; 6♦ asks for more; asker places 7♠ after confirming enough kings.

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