

TABLE 1: **TERMINOLOGY**

#	BID	HCP	DESCRIPTION
1	HCP	—	High Card Points
2	GF	—	Game Force (Гейм Форс)
3	GI	—	Game Invite (Гейм Инвайт)
4	SI	—	Slam Invite (Слем Инвайт)
5	(!)	—	Artificial/Conventional bid
6	Равномерный	—	Balanced distribution
7	нет 4-ок в М	—	No 4-card major
8	нет 5-ок	—	No 5-card suit
9	синглет/ренокс	—	Singleton/void
10	короткая масть	—	Short suit
11	длинная масть	—	Long suit
12	взятки	—	Tricks
13	козырь	—	Trump

TABLE 10: **AFTER 1NT - DOUBLE (PENALTY)**

#	BID	HCP	DESCRIPTION
1	1NT → Double → PASS	0-7	No 5-card suit, willing to play 1NT doubled
2	1NT → Double → Rdbl	10+	Strong hand, suggesting penalty (we can make this)
3	1NT → Double → 2♣(!)	8+	Stayman, asking for 4-card major (same as without double)
4	1NT → Double → 2♦(!)	ANY	Jacoby Transfer to ♥ (same as without double)
5	1NT → Double → 2♥(!)	ANY	Jacoby Transfer to ♠ (same as without double)
6	1NT → Double → 2♠	ANY	Transfer to 3♣ (same as without double)
7	1NT → Double → 2NT	8-9	Balanced, GI (same as without double)

TABLE 11: **AFTER 1NT - 2♣/♦/♥/♠ (OVERCALL)**

#	BID	HCP	DESCRIPTION
1	1NT → 2♣/♦/♥/♠ → PASS	0-7	No game interest, can't act
2	1NT → 2♣/♦/♥/♠ → DBL	8+	Penalty double, good holding in opponent's suit
3	1NT → 2♣/♦/♥/♠ → 2X (new suit)	8+	Natural, 5+ card suit, forcing
4	1NT → 2♣/♦/♥/♠ → 2NT	8-9	Balanced, stopper in opponent's suit, GI
5	1NT → 2♣/♦/♥/♠ → 3NT	10-15	Balanced, stopper in opponent's suit, to play
6	1NT → 2♣/♦/♥/♠ → Cuebid	10+	Stayman equivalent, asking for 4-card major

TABLE 33: **QUICK REFERENCE: OPENING POINT RANGES**

#	POINTS	BALANCED	UNBALANCED
1	0-11	Pass	Pass (or preempt)
2	12-14	1♣/1♦	1 of longest suit
3	15-17	**1NT**	1 of longest suit
4	18-19	1♣/1♦, then jump	1 of longest suit
5	20-21	**2NT**	2♦ or 1-suit
6	22+	**2♣**	**2♣**

TABLE 34: QUICK REFERENCE: RESPONSE STRENGTH GUIDE

#	BID	HCP	DESCRIPTION
1	0-5	—	Pass (usually)
2	6-9	—	Simple response
3	10-12	—	Invitational (GI)
4	13+	—	Game forcing (GF)
5	17+	—	Slam interest (SI)

TABLE 35: QUICK REFERENCE: KEY CONVENTIONS SUMMARY

#	CONVENTION	SEQUENCE	MEANING
1	Stayman	1NT - 2♣(!)	Asking for 4-card major
2	Jacoby Transfer	1NT - 2♦(!)	Transfer to ♥
3	Jacoby Transfer	1NT - 2♥(!)	Transfer to ♠
4	Weak Suit Ask	1M - 2NT(!)	Asking about short suit
5	Blackwood	4NT	Asking for aces
6	Splinter	4♣/♦/♥(!)	Singleton/void, slam interest

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TABLE 2: OPENING BIDS

#	BID	HCP	DESCRIPTION
1	1♣	12-19	5+♣, or 3-3 in ♦♥, no 5-card major
2	1♦	12-19	4+♦ (including hands with 4♣), no 5-card major
3	1♥	12-19	5+♥
4	1♠	12-19	5+♠
5	1NT	15-17	Balanced
6	2♣(!)	22+	Strong artificial - 22-24 balanced OR any strong hand
7	2♦/♥/♠	20-22	5+ card suit
8	2NT	20-21	Balanced
9	3♣/♦/♥/♠	6-10	7+ card suit, preemptive
10	3NT	25-27	Balanced
11	4♣/♦	8-	8+ card suit, preemptive

TABLE 3: AFTER OPPONENT OPENS 1X

#	BID	HCP	DESCRIPTION
1	1X → PASS	0-7	If already passed, promises 4+ cards in all unbid suits
2	1X → PASS	9-11	Cards in all unbid suits (trap pass)
3	1X → DBL	11+	Promises 4+ cards in unbid suits
4	1X → -	13+	Promises 3+ cards in unbid suits
5	1X → -	17+	From unbid suits
6	1X → 1X	12-16	5+ card good suit
7	1X → 1NT	15-18	Balanced with stopper in opponent's suit
8	- → 2X	8-16	5+ card strong suit or good distribution (has second 5-card)

TABLE 4: RESPONSES TO 1NT: BASIC RESPONSES

#	BID	HCP	DESCRIPTION
1	1NT → PASS	0-6	No game interest
2	1NT → 2♣(!)	8+	Stayman - 4 in major, 5 in minor, asking for 4-card major
3	1NT → 2♦(!)	ANY	Transfer to ♥ - 5+♥, may be 5-5
4	1NT → 2♥(!)	ANY	Transfer to ♠ - 5+♠
5	1NT → 2NT	8-9	Balanced, GI
6	1NT → 3♣	10+	Natural, GI
7	1NT → 3♦	10+	Natural, GI
8	1NT → 3♥	10+	6+♥, GAME
9	1NT → 3♠	10+	6+♠, GAME
10	1NT → 3NT	10+	To play
11	1NT → 4♥	8-9	6+♥, to play
12	1NT → 4♠	8-9	6+♠, to play
13	1NT → 4NT(!)	-	Quantitative slam invite, asking about aces

TABLE 5: AFTER STAYMAN: 1NT - 2♣(!)

#	BID	HCP	DESCRIPTION
1	1NT → 2♣(!) → 2♦	—	No 4-card major
2	1NT → 2♣(!) → 2♥	—	4+♥ (may have 4♠)
3	1NT → 2♣(!) → 2♠	—	4♠, denies 4♥
4	1NT → 2♣(!) → PASS	0-6	Weak, 5+♦
5	1NT → 2♣(!) → 2♥	7-11	5+♥, GI
6	1NT → 2♣(!) → 2♠	7-11	5+♠, GI
7	1NT → 2♣(!) → 2NT	8-9	GI, no major
8	1NT → 2♣(!) → 3♣	10+	5=♣, GI, SI
9	1NT → 2♣(!) → 3♦	10+	5=♦, GI, SI
10	1NT → 2♣(!) → 3♥	-	May have 4=
11	1NT → 2♣(!) → 3♠	-	May have 4=

TABLE 6: AFTER HEART TRANSFER: 1NT - 2♦(!) - 2♥

#	BID	HCP	DESCRIPTION
1	1NT → 2♦(!) → 2♥ → PASS	0-6	5=♥, weak
2	1NT → 2♦(!) → 2♥ → 2♠	7-11	5=♠, GI
3	1NT → 2♦(!) → 2♥ → 2NT	7-11	4+♠, 5=♥, GF, SI
4	1NT → 2♦(!) → 2♥ → 3♣	12+	5=♣, GF, SI
5	1NT → 2♦(!) → 2♥ → 3♦	12+	5=♦, GI
6	1NT → 2♦(!) → 2♥ → 3♥	7-11	6=♥, GI
7	1NT → 2♦(!) → 2♥ → 3♠	12-16	GFQ: 3NT or 4?
8	1NT → 2♦(!) → 2♥ → 3NT	17	5=♥, choice of games
9	1NT → 2♦(!) → 2♥ → 4♥	-	GAME

TABLE 7: AFTER SPADE TRANSFER: 1NT - 2♥(!) - 2♠

#	BID	HCP	DESCRIPTION
1	1NT → 2♥(!) → 2♠ → PASS	0-6	5=♠, weak
2	1NT → 2♥(!) → 2♠ → 2NT	7-11	4+♠, 5=♠, GF, SI
3	1NT → 2♥(!) → 2♠ → 3♣	12+	4+♣, 5=♠, GF, SI
4	1NT → 2♥(!) → 2♠ → 3♦	12+	5=♦, GF, SI
5	1NT → 2♥(!) → 2♠ → 3♥	12+	6+♥, GI
6	1NT → 2♥(!) → 2♠ → 3♠	7-11	5=♠, GF
7	1NT → 2♥(!) → 2♠ → 3NT	12-16	GFQ: 3NT or 4?
8	1NT → 2♥(!) → 2♠ → 4♠	17	GAME

TABLE 8: RESPONSES TO 1NT: DIRECT MINOR SUIT SEQUENCES

#	BID	HCP	DESCRIPTION
1	1NT → 3NT	8-9	GAME
2	1NT → -	10+	GAME
3	1NT → PASS	0-8	GAME
4	1NT → 3NT	8-9	GAME

TABLE 9: RESPONSES TO 1NT: SLAM INVITATION SEQUENCES

#	BID	HCP	DESCRIPTION
1	1NT → 1NT - 2♦(!)	12+	GAME (via transfer)
2	1NT → 1NT - 2NT(!)	????	Asking about aces
3	1NT → 1NT - 3♣	8-12	6+♣, no interest in NT, GAME
4	1NT → 1NT - 3♦	8-12	6+♦, no interest in NT, GAME
5	1NT → 1NT - 3NT	20+	Asking about strength, SI

TABLE 12: RESPONSES TO 1♣

#	BID	HCP	DESCRIPTION
1	1♣ → 1♦	6+	5+♦, may be 3-3 in ♦♥, no 5-card major
2	1♣ → 1♥	6+	4+♥, may have 5+♠
3	1♣ → 1♠	6+	4+♠, may have 5+♠
4	1♣ → 1NT	6-10	No 4-card major
5	1♣ → 2♣	6-10	5+♣ support, no 4-card major
6	1♣ → 2♦	17+	4+♦, SI
7	1♣ → 2♥	17+	4+♥, SI
8	1♣ → 2♠	13-15	Balanced, no 4-card major
9	1♣ → 2NT	11+	SI, asking about short suit
10	1♣ → 3♣	16-17	5+♣, no 4-card major
11	1♣ → 3NT	23+	GAME, SI
12	1♣ → 4NT(!)	23+	Asking about aces

TABLE 26: RESPONSES TO 4NT

#	BID	HCP	DESCRIPTION
1	5♣	—	0 aces
2	5♦	—	1 ace
3	5♥	—	2 aces
4	5♠	—	3 aces

TABLE 13: RESPONSES TO 1♦

#	BID	HCP	DESCRIPTION
1	1♦ → 1♥	6+	4+♥ (or 4-4 in ♠♥), no 5♠
2	1♦ → 1♠	6+	4+♠, may have 4+♥, no 5♠
3	1♦ → 1NT	6-10	No 4-card major
4	1♦ → 2♣	6-10	No 4-card major
5	1♦ → 2♦	6+	4+♦, no 4-card
6	1♦ → 2♥	6+	4+♥, no 4-card
7	1♦ → 2♠	17+	4+♠, SI
8	1♦ → 2NT	13-15	4+♠, SI
9	1♦ → 3♦	13-15	Balanced, no 4-card major, GF
10	1♦ → 3NT	16-17	SI, asking about short suit
11	1♦ → 4NT(!)	23+	Balanced, no 4-card major, GAME, SI, asking about aces

TABLE 14: RESPONSES TO 1♥

#	BID	HCP	DESCRIPTION
1	1♥ → 1♠	6-10	5+♠, may be 3+
2	1♥ → 1NT	6-10	No 4+♠, no 3♥ support
3	1♥ → 2♣	11+	4+♣, no 4♥
4	1♥ → 2♦	11+	4+♦, no 3♥
5	1♥ → 2♥	6-10	3♥ support
6	1♥ → 2♠	17+	4+♠, GF, SI
7	1♥ → 2NT(!)	13+	Balanced, no 3♥, asking about short suit
8	1♥ → 3♣	17+	4+♣, GF, SI
9	1♥ → 3♦	17+	4+♦, GF, SI
10	1♥ → 3♥	13-16	3♥, singleton/void (splinter)
11	1♥ → 3♠	16-17	Balanced, no 3♥, 4+
12	1♥ → 3NT	-	GAME, SI
13	1♥ → 4♣(!)	13-16	3♥, singleton/void in ♣, GF, SI
14	1♥ → 4♦(!)	13-16	3♥, singleton/void in ♦, GF, SI
15	1♥ → 4♥	13-16	3♥, singleton/void in ♠, GF, SI
16	1♥ → 4NT(!)	23+	GAME, asking about aces

TABLE 15: RESPONSES TO 1♠

#	BID	HCP	DESCRIPTION
1	1♠ → 1NT	6-10	No 3+♠ support
2	1♠ → 2♣	11+	4+♣, no 3+♠
3	1♠ → 2♦	11+	4+♦, no 3+♠
4	1♠ → 2♥	6-10	5+♥, may be 3+♠
5	1♠ → 2♠	6-10	3+♠ support
6	1♠ → 2NT(!)	17+	Balanced, no 4-card major, GF, SI, asking about short suit
7	1♠ → 3♣	17+	Asking about short suit, GF, SI
8	1♠ → 3♦	10-12	4+♦, GF, SI
9	1♠ → 3♥	10-12	3+♠, GI
10	1♠ → 3♠	13-16	GF, SI
11	1♠ → 3NT	16-17	Balanced, no 4-card major
12	1♠ → 4♣(!)	13-16	3+♠, singleton/void in ♣, GF, SI
13	1♠ → 4♦(!)	13-16	3+♠, singleton/void in ♦, GF, SI
14	1♠ → 4♥(!)	13-16	3+♠, singleton/void in ♥, GF, SI
15	1♠ → 4♠	13-16	3+♠, GAME
16	1♠ → 4NT(!)	23+	Asking about aces

TABLE 16: RESPONSES TO 2♣(!)

#	BID	HCP	DESCRIPTION
1	2♣(!) → 2♦(!)	0-7	Waiting/Negative - artificial
2	2♣(!) → 2♥	8+	5+♥, positive, no 5-card in other suit
3	2♣(!) → 2♠	8+	5+♠, positive, no 5-card in other suit
4	2♣(!) → 2NT	8+	Balanced, positive
5	2♣(!) → 3♣	8+	5+♣, positive
6	2♣(!) → 3♦	8+	5+♦, positive

TABLE 17: OPENER'S REBIDS AFTER 2♣ - 2♦(!)

#	BID	HCP	DESCRIPTION
1	2♣ → 2♦(!) → 2♥	22-24	22-24 balanced OR 21+ long suit, 8 tricks
2	2♣ → 2♦(!) → 2♠	22+	Long suit, game in hand
3	2♣ → 2♦(!) → 2NT	22+	22+ all other distributions, game in hand
4	2♣ → 2♦(!) → 3♣	-	Negative, other distributions
5	2♣ → 2♦(!) → 3♦	0-7	5+♣, GI
6	2♣ → 2♦(!) → 3♥	5+	5+♦, GI
7	2♣ → 2♦(!) → 3♠	-	Balanced, continue as after 2NT opening
8	2♣ → 2♦(!) → 3NT	22-24	5+♣, GI
9	2♣ → 2♦(!) → 4♣	22-24	5+♦, GI
10	2♣ → 2♦(!) → 4♦	17+	6+♥
11	2♣ → 2♦(!) → 4♥	17+	6+♠

TABLE 18: CONTINUATIONS AFTER 2♣ - 2♦ - 2NT

#	BID	HCP	DESCRIPTION
1	2♣ → 2♦ → 2NT → 3♣	-	Stayman
2	2♣ → 2♦ → 2NT → 3♦	-	Transfer to ♥
3	2♣ → 2♦ → 2NT → 3♥	-	Transfer to ♠
4	2♣ → 2♦ → 2NT → 3NT	-	To play

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TABLE 19: AFTER 1♣ - 1♦

#	BID	HCP	DESCRIPTION
1	1♣ → 1♦ → 1♥	-	5+♦, may be 3-3 in ♦♥
2	1♣ → 1♦ → 1♠	-	No 5-card major
3	1♣ → 1♦ → 1NT	12-16	4+♦, may be 5+♦
4	1♣ → 1♦ → 2♣	12-16	4+♦
5	1♣ → 1♦ → 2♦	12-16	No 5♠, no 4-card
6	1♣ → 1♦ → 2♥	12-16	4=, no 4-card
7	1♣ → 1♦ → 2♠	12-16	4=, no 4-card
8	1♣ → 1♦ → 2NT	17-18	Balanced, GF
9	1♣ → 1♦ → 3♣	17-18	5+♠, no 4-card, GI
10	1♣ → 1♦ → 3♦	17-18	5+♦, no 4-card, GI
11	1♣ → 1♦ → 3♥	19-22	4=, GF
12	1♣ → 1♦ → 3♠	19-22	4=, GF

TABLE 20: AFTER 1♣ - 1♥

#	BID	HCP	DESCRIPTION
1	1♣ → 1♥ → 1NT	12-16	No 5-card major, may be 5+♦
2	1♣ → 1♥ → 2♣	12-18	4+♠
3	1♣ → 1♥ → 2♦	12-18	No 5♠, no 4-card
4	1♣ → 1♥ → 2♥	12-18	5+♥, no 4-card
5	1♣ → 1♥ → 2♠	12-18	4=, no 4-card
6	1♣ → 1♥ → 2NT	17-18	No 3-card support
7	1♣ → 1♥ → 3♣	19-22	5+♠, no 4-card, GI
8	1♣ → 1♥ → 3♦	19-22	5+♦, no 4-card, GI
9	1♣ → 1♥ → 3♥	19-22	Balanced, GF
10	1♣ → 1♥ → 3♠	19-22	4=, GI

TABLE 21: AFTER 1♣ - 1♠

#	BID	HCP	DESCRIPTION
1	1♣ → 1♠ → 1NT	12-16	No 5-card major, may be 5+♦
2	1♣ → 1♠ → 2♣	12-18	4+♦, may be 4-card, no 3+
3	1♣ → 1♠ → 2♦	12-18	4+♦, from 5♠, no 4-card
4	1♣ → 1♠ → 2♥	12-18	4=, no 4-card
5	1♣ → 1♠ → 2♠	12-18	4=, no 4-card
6	1♣ → 1♠ → 2NT	17-18	Balanced, GF
7	1♣ → 1♠ → 3♣	19-22	5+♣, no 3+, GI
8	1♣ → 1♠ → 3♦	19-22	5+♦, no 3+, GI
9	1♣ → 1♠ → 3♥	19-22	4=, no 3+, GI
10	1♣ → 1♠ → 3♠	19-22	Balanced, GI

TABLE 22: AFTER 1♣ - 1NT

#	BID	HCP	DESCRIPTION
1	1♣ → 1NT → PASS	6-10	5-card major
2	1♣ → 1NT → 2♣	12-16	Pass in M
3	1♣ → 1NT → 2NT	17-18	5+♣, no 4-card, GI
4	1♣ → 1NT → 3♣	17-18	Balanced, GI
5	1♣ → 1NT → 3NT	19-22	5+♣, no 4-card, GAME

TABLE 23: AFTER 1♦ - 2♣

#	BID	HCP	DESCRIPTION
1	1♦ → 2♣ → 2♦	11+	No 4-card
2	1♦ → 2♣ → 2♥	12-14	Balanced (no 4-card but with stoppers), GI
3	1♦ → 2♣ → 2♠	12-14	3+♠, no 4-card
4	1♦ → 2♣ → 2NT	12-14	GF
5	1♦ → 2♣ → 3♣	15-18	GF
6	1♦ → 2♣ → 3♦	15-18	GF
7	1♦ → 2♣ → 3♥	15-18	GF
8	1♦ → 2♣ → 3NT	15-18	GAME, SI?

TABLE 24: AFTER 1♣ - 2♣

#	BID	HCP	DESCRIPTION
1	1♣ → 2♣ → 2♣	17+	5-card major, SI
2	1♣ → 2♣ → 2♦	17+	SI
3	1♣ → 2♣ → 2♥	17+	SI
4	1♣ → 2♣ → 2NT(!)	13-15	Balanced, no 4-card major, asking about short suit

TABLE 25: EXAMPLE: AFTER 1♥ - 2NT(!)

#	BID	HCP	DESCRIPTION
1	1♥ → 2NT(!) → 3♣(!)	18+	Strong trump suit, no short suit
2	1♥ → 2NT(!) → 3♦(!)	-	Singleton/void in ♦
3	1♥ → 2NT(!) → 3♥(!)	-	Singleton/void in ♠
4	1♥ → 2NT(!) → 3NT(!)	15-17	No short suit
5	1♥ → 2NT(!) → 4♣	12-14	5+♣ (second 5-card suit)
6	1♥ → 2NT(!) → 4♦	-	5+♦ (second 5-card suit)

TABLE 27: TABLE 1: POINTS BELOW THE LINE (CONTRACT POINTS)

#	CONTRACT	UNDOUBLED	DOUBLED	REDOUBLED
1	♣/♦ (per trick)	20	40	80
2	♥/♠ (per trick)	30	60	120
3	NT (first trick)	40	80	160
4	NT (subsequent)	30	60	120

TABLE 28: TABLES 2 &amp; 3: POINTS ABOVE THE LINE (BONUSES)

#	BID	HCP	DESCRIPTION
1	Making doubled contract	—	50
2	Making redoubled contract	—	100
3	4 honors in one hand (trump)	—	100
4	5 honors in one hand (trump)	—	150
5	4 aces in one hand (NT)	—	150
6	Rubber bonus (2-0)	—	700
7	Rubber bonus (2-1)	—	500

TABLE 29: TABLES 2 &amp; 3: POINTS ABOVE THE LINE (BONUSES): OVERTRICKS

#	CONDITION	UNDOUBLED	DOUBLED	REDOUBLED
1	Non-vulnerable	Trick value	100	200
2	Vulnerable	Trick value	200	400

TABLE 30: TABLES 2 &amp; 3: POINTS ABOVE THE LINE (BONUSES): UNDERTRICK PENALTIES (CUMULATIVE TOTALS): NOT VULNERABLE

#	DOWN	UNDOUBLED	DOUBLED	REDOUBLED
1	1	50	100	200
2	2	100	300	600
3	3	150	500	1000
4	4	200	800	1600
5	5	250	1100	2200
6	6	300	1400	2800

TABLE 31: TABLES 2 &amp; 3: POINTS ABOVE THE LINE (BONUSES): UNDERTRICK PENALTIES (CUMULATIVE TOTALS): VULNERABLE

#	DOWN	UNDOUBLED	DOUBLED	REDOUBLED
1	1	100	200	400
2	2	200	500	1000
3	3	300	800	1600
4	4	400	1100	2200
5	5	500	1400	2800
6	6	600	1700	3400

TABLE 32: TABLES 2 &amp; 3: POINTS ABOVE THE LINE (BONUSES): SLAM BONUSES

#	ACHIEVEMENT	NON-VULNERABLE	VULNERABLE
1	Small Slam (12 tricks)	500	750
2	Grand Slam (13 tricks)	1000	1500

## REVISION HISTORY

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DATE	VERSION	CHANGES
2026-03-29	1.0	Initial transcription from scanned convention cards
2026-03-29	1.1	Applied 20 transcription error corrections
2026-03-29	1.2	Completed scoring reference, added sequence prefixes
2026-03-30	1.3	Added 1NT interference section