

COMMON SEQUENCES

SAME MEANING EVEN IF OPPONENTS BID

Note: 6-10 means 6 to fair 10. 10-12 means good 10 to bad 12.

Opener Resp Opener = Explanation

1S	2S		= 6 - 10
1S	3S		= 10 - 12 Invite
1S	4S		= 5 Trumps + a Side Singleton + a Side A or K (4-7 pts)
1S	2C 4S	2D	= 3+ Trumps & 12+ Game (Learn Jacoby 2NT Later)
1D	2D		= 6 - 10
1D	3D		= 10 - 12 Invite
1D	2N		= 10 - 12 Invite (no major)
1D	3N		= 12+ Game (no major)
1C	1H	3H	= Jump Raise 4 Hearts & 16 - 18 Invite
1C	1H	4H	= Game Raise 4 Hearts & 19 -21 Game
1D	1H 3C	1N	= 5H, 4C & 12+ Game (Looking for 3-card Heart Supp)
1D	1H 2N	1N	= 10 -12 Invite (no 5-card heart suit)
1D	1H 3N	1N	= 12+ Game (no 5-card heart suit)
1D	1H	2NT	= 18-19 Invite (Responder should bid game with 7+)