

System uStandard

Introduction.....	2
Openings	4
1♣.....	5
1♦.....	6
1♥.....	6
1♠.....	8
1NT.....	9
2♣.....	12
2♦.....	13
2♥.....	14
2♠.....	15
2NT.....	16
Preemptive Openings	17
Competitive Bidding.....	18
Lebensohl	18
Michaels Cuebid	19
Unusual 2NT	19
Cuebid.....	20
Conventions.....	21
Puppet Stayman	21
Check Back Stayman (1-way CBS).....	21
Roman Keycard Blackwood (RKCB).....	21
Inverted Minors	21
Bergen Raises	23
Walsh.....	24
Drury.....	25

Introduction

uBid is a worldwide available app, and throughout the world many regions know their own standards. For uStandard we think we succeeded in gathering the most common approach that makes sense to as many players as possible.

We encourage players to bid the hands with their own partnership agreements. It's easy to set the bidding according to your own desires as the preferred bidding on a dealset. (replay if the bidding went wrong) All future bidding series on that dealset are from then on compared to the preferred bidding you've set.

At uBid we have chosen to set up our system to keep the bidding as natural as possible. That's one of the reasons we've maintained 2-over-1 bids as 10+. From that there has been made a selection of conventions we think every player that has developed some skill, should have in their arsenal. Those are:

- Negative doubles
- 4th suit
- CBS(1-way)
- Inverted minor
- Cuebids
- Splinters
- RKCB 1430

A bit more challenging are the following conventions, but we consider them to be well within the range of the intermediate player. After 1M openings there's a great variety of options. Our choice has come down to Bergen Raises. So we have included the following:

- Bergen Raises
- Walsh
- Drury
- Puppet Stayman

As with the rest of the system we have opted for simple weak 2 openings. Since we we'll be getting opponents come at us with various preempts and overcalls we've also included a defense system. Our weapon of choice being Lebensohl.

For those who want to expand their limits, we refer to the uAdvanced bidding system. In that section you can practice with several exotic conventions from which we've added many to our system.

Enjoy practicing your bidding.

Legend

HCP High Card Points

FP Fit Points

M Major

OM other major

m minor

Om Other minor

X any other suit

Shortness (short) Singleton or void

Responder has 10 HCP: invite or not?

Openings

- 1♣ 2+♣, 12-14 HCP, balanced
2+♣, 18-19 HCP, balanced
4+♣, 11+ HCP, unbalanced
- 1♦ 4/5♦, 12-14 HCP, balanced
4/5♦, 18-19 HCP, balanced
4+♦, 11+ HCP, unbalanced
- 1♥ 5♥, 12-14 HCP, balanced
5♥, 18-19 HCP, balanced
5+♥, 11+ HCP, unbalanced
- 1♠ 5♠, 12-14 HCP, balanced
5♠, 18-19 HCP, balanced
5+♠, 11+ HCP, unbalanced
- 1NT 15-17 HCP, balanced
5 card major is possible
- 2♣ 23+ HCP, balanced
18+ HCP, one suiter with 8/9 tricks
18+ HCP, any hand with 10+ tricks
- 2♦ 6-10 HCP, 6card ♦, at least QJ in the suit
- 2♥ 6-10 HCP, 6card ♥, at least QJ in the suit
- 2♠ 6-10 HCP, 6card ♠, at least QJ in the suit
- 2NT 20-22 HCP, balanced
5card major is possible
- 3♣/♦/♥/♠ 6-10 HCP, 7card ♣/♦/♥/♠, at least QJ in the suit
- 3NT Gambling, Solid 7+card ♣/♦, no more than 1 queen in a side suit.

1♣

Opening 1♣ includes:

- a) 2+♣, 12-14 HCP, balanced
- b) 2+♣, 18-19 HCP, balanced
- c) 4+♣, 11+ HCP, unbalanced

1♣ - ??

1♦	3+♦, 5+HCP see <i>Conventions Walsh</i>
1♥	4+♥, 5+HCP see <i>Conventions Walsh</i>
1♠	4+♠, 5+HCP see <i>Conventions Walsh</i>
1NT	3334, 8-10 or (233)5, 6-10 HCP
2♣	4+♣, 10+ HCP see <i>Conventions Inverted Minors</i>
2♦	6♦, 4-7 HCP
2♥	6♥, 4-7 HCP
2♠	6♠, 4-7 HCP
2NT	Balanced, 11-12 HCP
3♣	6+♣ 6-9 HCP
3♦	7♦, 6-9 HCP
3♥	7♥, 6-9 HCP
3♠	7♠, 6-9 HCP
3NT	4333, stopper in all suits, 13-15 HCP

1♣ - 1M

1NT - ??

2♣	asking for min/max and M-fit see <i>Conventions Check Back Stayman</i>
2M	to play
2X	Natural, NF
2NT	invitational
3♣	to play
3X	Natural, GF

1♣ - 1X

??

2NT	Balanced, 18-19 HCP Continue with CBS
3NT	6+♣, 18-19 HCP (no 3card X)

1♦

Opening 1♦ includes:

- a) 4/5♦, 12-14 HCP, balanced
- b) 4/5♦, 18-19 HCP, balanced
- c) 4+♦, 11+ HCP, unbalanced

1♦ - ??

1♥	4+♥, 5+HCP
1♠	4+♠, 5+HCP
1NT	6-10 HCP
2♣	5+♣, 10+ HCP
2♦	4+♦, 10+ HCP see <i>Conventions Inverted Minors</i>
2♥	6♥, 4-7 HCP
2♠	6♠, 4-7 HCP
2NT	Balanced, 11-12 HCP
3♣	7♣, 6-9 HCP
3♦	4+♦, 6-9 HCP
3♥	7♥, 6-9 HCP
3♠	7♠, 6-9 HCP
3NT	4333, stopper in all suits, 13-15 HCP

1♦ - 1M

1NT - ??

2♣	asking for min/max and M-fit see <i>Conventions Check Back Stayman</i>
2X	to play
2NT	invitational
3X	Natural, GF

1♦ - 1X

??

2NT	Balanced, 18-19 (continue with CBS)
3NT	6+♦, 18-19 (no 3card X)

1♥

Opening 1♥ includes:

- a) 5♥, 12-14 HCP, balanced
- b) 5♥, 18-19 HCP, balanced

c) 5+♥, 11+ HCP, unbalanced

1♥ - ??

1♠	4+♠, 5+ HCP
1NT	6-10 HCP
2♣	3+♣, 10+ HCP,
2♦	5+♦, 10+ HCP
2♥	3♥, 6-9 FP
2♠	6♠, 4-7 HCP
2NT	4+♥, 12+ FP see <i>Conventions Bergen Raises</i>
3♣	4+♥, 7-9 FP see <i>Conventions Bergen Raises</i>
3♦	4+♥, 10-11 FP see <i>Conventions Bergen Raises</i>
3♥	4+♥, 2-6 FP see <i>Conventions Bergen Raises</i>
3♠	4+♥, 11-14 FP, 0-1 ♠
3NT	12-15, 3kaart, no splinter
4♣/♦	4+♥, 11-14 FP, 0-1 ♣/♦

1♥ - 1♠ - 1NT - ??

2♣	asking for min/max and M-fit see <i>Conventions Check Back Stayman</i>
2X	to play
2NT	invitational
3X	Natural, GF

1♠

Opening 1♠ includes:

- a) 5♠, 12-14 HCP, balanced
- b) 5♠, 18-19 HCP, balanced
- c) 5+♠, 11+ HCP, unbalanced

1♠ - ??

1NT	6-10 HCP
2♣	3+♣, 10+ HCP
2♦	5+♦, 10+ HCP
2♥	5+♥, 10+ HCP
2♠	3♠, 6-9 FP
2NT	4+♠, 12+ FP see <i>Conventions Bergen Raises</i>
3♣	4+♠, 7-9 FP see <i>Conventions Bergen Raises</i>
3♦	4+♠, 10-11 FP see <i>Conventions Bergen Raises</i>
3♥	4+♠, 11-14 HCP, 0-1 ♥
3♠	4+♠, 2-6 FP see <i>Conventions Bergen Raises</i>
3NT	12-15 FP, 3krt, no splinter
4♣/♦	4+♠, 11-14 HCP, 0-1 ♣/♦
4♥	7+♥, 6-9 FP

1NT

Opening 1NT includes balanced hands with 15-17 HCP. Balanced hands with a 5card major are also opened with 1NT

1NT - ??

2♣	Stayman
2♦	Jacoby, 5+♥
2♥	Jacoby, 5+♠
2♠	Transfer to ♣,
2NT	Transfer to ♦
3♣	one suiter with slaminterest
3♦	one suiter with slaminterest
3♥	one suiter with slaminterest
3♠	one suiter with slaminterest
3NT	to play
4♣	Gerber
4♦	Transfer to 4♥
4♥	Transfer to 4♠
4♠	To play
4NT	Quantitative, inviting 6NT

Bidding majors:

Ordered by bid

1NT - 2♣ // 2♦ - 2♥	weak 4♥ & 5♠ or 5♥ & 4♠
1NT - 2♣ // 2♦ - 2♠	invite 4♥ & 5♠
1NT - 2♣ // 2♦ - 2NT	invite can be without 4♥/♠
1NT - 2♣ // 2♦ - 3♣	invite 4♥/♠ & 5+♣ (or MSA?)
1NT - 2♣ // 2♦ - 3♦	invite 4♥/♠ & 5+♦
1NT - 2♣ // 2♦ - 3♥	GF 4♥ & 5♠
1NT - 2♣ // 2♦ - 3♠	GF 5♥ & 4♠
1NT - 2♣ // 2♦ - 4♥	GF 6♥ & 4♠
1NT - 2♣ // 2♦ - 4♠	GF 4♥ & 6♠
1NT - 2♣ // 2♥ - 2♠	invite 4♠
1NT - 2♣ // 2♥ - 2NT	invite max 3♥/♠
1NT - 2♣ // 2♥ - 3♣	invite 4♠ & 5+♣
1NT - 2♣ // 2♥ - 3♦	invite 4♠ & 5+♦
1NT - 2♣ // 2♥ - 3♠	SI ♠-cue
1NT - 2♣ // 2♠ - 2NT	invite max 4♥/3♠
1NT - 2♣ // 2♠ - 3♣	invite 4♥ & 5+♣
1NT - 2♣ // 2♠ - 3♦	invite 4♥ & 5+♦
1NT - 2♣ // 2♠ - 3♥	SI ♥-cue
1NT - 2♦ // 2♥ - 2♠	invite 5♥ & 4♠
1NT - 2♦ // 2♥ - 3♣	GF 5♥ & 4+♣
1NT - 2♦ // 2♥ - 3♦	GF 5♥ & 4+♦
1NT - 2♦ // 2♥ - 3♠	SI 6♥ & ♠-cue

1NT - 2♥ // 2♠ - 3♣	GF 5♠ & 4+♣
1NT - 2♥ // 2♠ - 3♦	GF 5♠ & 4+♦
1NT - 2♥ // 2♠ - 3♥	SI 6♠ & ♥-cue
1NT - 2♥ // 2♠ - 4♥	GF 5♠ & 5♥
1NT - 2♠ // 3♣ - 3♦	GF 5+♣ & 4♦
1NT - 2♠ // 3♣ - 3♥	GF 5+♣ & 4♥
1NT - 2♠ // 3♣ - 3♠	GF 5+♣ & 4♠
1NT - 2NT // 3♦ - 3♥	GF 5+♦ & 4♥
1NT - 2NT // 3♦ - 3♠	GF 5+♦ & 4♠
1NT - 2NT // 3♦ - 4♣	GF 5+♦ & 4♣

Ordered by hand // strength

Hands with one 4card major

1NT - 2♣ // 2♦ - 2NT	invite; can be without 4♥/♠
1NT - 2♣ // 2♥ - 2NT	invite max 3♥/♠
1NT - 2♣ // 2♠ - 2NT	invite max 4♥/3♠
1NT - 2♣ // 2♥ - 2♠	invite 4♠, max 3♥
1NT - 2♣ // 2♠ - 3♥	SI 4+♠; ♥-cue
1NT - 2♣ // 2♥ - 3♠	SI 4+♥; ♠-cue

Hands with one 6card major

1NT - 2♦ // 2♥ - 3♠	SI 6♥ & ♠-cue
1NT - 2♥ // 2♠ - 3♥	SI 6♠ & ♥-cue

Hands with both majors 5-4

1NT - 2♣ // 2♦ - 2♥	weak 4♥ & 5♠ or 5♥ & 4♠
1NT - 2♣ // 2♦ - 2♠	invite 4♥ & 5♠
1NT - 2♣ // 2♦ - 3♥	GF 4♥ & 5♠
1NT - 2♣ // 2♦ - 2♥	weak 4♥ & 5♠ or 5♥ & 4♠
1NT - 2♦ // 2♥ - 2♠	invite 5♥ & 4♠
1NT - 2♣ // 2♦ - 3♠	GF 5♥ & 4♠

Hands with both majors 5-5

1NT - 2♥ // 2♠ - 4♥	GF 5♠ & 5♥
---------------------	------------

What to do with SI?

Hands with both majors 6-4

1NT - 2♣ // 2♦ - 4♥	GF 6♥ & 4♠
1NT - 2♣ // 2♦ - 4♠	GF 4♥ & 6♠

What to do with SI?

Hands with 5card major and a 4+card minor

1NT - 2♦ // 2♥ - 3♣	GF 5♥ & 4+♣
1NT - 2♥ // 2♠ - 3♣	GF 5♠ & 4+♣
1NT - 2♦ // 2♥ - 3♦	GF 5♥ & 4+♦
1NT - 2♥ // 2♠ - 3♦	GF 5♠ & 4+♦

Hands with a 4card major and 5+card minor

1NT - 2♣ // 2♦ - 3♣	invite 4♥/♠ & 5+♣ (or MSA?)
1NT - 2♣ // 2♠ - 3♣	invite 4♥ & 5+♣
1NT - 2♠ // 3♣ - 3♥	GF 4♥ & 5+♣
1NT - 2♣ // 2♦ - 3♣	invite 4♥/♠ & 5+♣ (or MSA?)
1NT - 2♣ // 2♥ - 3♣	invite 4♠ & 5+♣

1NT - 2♠ // 3♣ - 3♠	GF 4♠ & 5+♣
1NT - 2♣ // 2♦ - 3♦	invite 4♥/♠ & 5+♦
1NT - 2♣ // 2♠ - 3♦	invite 4♥ & 5+♦
1NT - 2NT // 3♦ - 3♥	GF 4♥ & 5+♦
1NT - 2♣ // 2♦ - 3♦	invite 4♥/♠ & 5+♦
1NT - 2♣ // 2♥ - 3♦	invite 4♠ & 5+♦
1NT - 2NT // 3♦ - 3♠	4♠ & GF 5+♦
Hands with both minors 5-4	
1NT - 2♠ // 3♣ - 3♦	GF 5+♣ & 4+♦
1NT - 2NT // 3♦ - 4♣	GF 5+♦ & 4+♣

2♣

Opening 2♣ includes 23+ balanced or any strong hand or solid 7card with 9/10 tricks

2♣ - ??

2♦	relay
2♥	5+♥ two top honours
2♠	5+♠ two top honours
2NT	not possible (NT should end up in parnters hand)
3♣	6+♣ good suit
3♦	6+♦ good suit
3♥	6+♥ good suit
3♠	6+♠ good suit
3NT	

2♣ - 2♦ - ??

2♥	5♥ GF, second suit possible 6♥ SGF solid suit
2♠	5♠ GF, Second suit possible 6♠ SGF, sold suit
2NT	23+ balanced
3♣	6+♣ GF
3♦	6+♦ GF
3♥	6+♥ GF
3♠	6+♠ GF
3NT	6+♣/♦ (solid), stopper in every suit, 9-10 tricks
4♣	7+♣ slam going
4♦	7+♦ slam going
4♥	to play (i.e. x AKQJxxxx x AJx)
4♠	to play (i.e. AKQJxxxx x x AJx)

2♦

Opening 2♦ includes hands with 6♦ and 6-9 HCP

2♦ - ??

2♥	to play
2♠	to play
2NT	relay, invite+
3♣	to play
3♦	to play
3♥	6+♥ invitational
3♠	6+♠ invitational
3NT	to play
4♣	splinter
4♦	to play
4♥	to play
4♠	to play

2♦ - 2NT - ??

3♣	short ♣ (min or max)
3♦	minimum
3♥	maximum short ♥
3♠	maximum short ♠
3NT	maximum, balanced

2♥

Opening 2♥ includes hands with 6♥ and 6-9 HCP

2♥ - ??

2♠	to play
2NT	relay, invite+
3♣	to play
3♦	to play
3♥	to play
3♠	6+♠ invitational
3NT	to play
4♣	Splinter
4♦	Splinter
4♥	to play
4♠	to play

2♥ - 2NT - ??

3♣	short ♣ (min or max)
3♦	short ♦ (min or max)
3♥	minimum
3♠	maximum short ♠
3NT	maximum, balanced

2♠

Opening 2♠ includes hands with 6♠ and 6-9 HCP

2♠ - ??

2NT	relay, invite+
3♣	to play
3♦	to play
3♥	6+♥ invitational
3♠	to play
3NT	to play
4♣	splinter
4♦	splinter
4♥	to play
4♠	to play

2♠ - 2NT - ??

3♣	short ♣ (min or max)
3♦	short ♦ (min or max)
3♥	short ♥ (min or max)
3♠	minimum, balanced
3NT	maximum, balanced

2NT

Opening 2NT includes all balanced hands with 20-22 HCP

2NT - ??

3♣	Puppet Stayman <i>See Conventions Puppet Stayman</i>
3♦	5+♥
3♥	5+♠
3♠	minors
3NT	to play
4♣	6+♥ SI
4♦	6+♠ SI
4♥	6+♣ SI
4♠	6+♦ SI
4NT	Quantitative, inviting 6NT

Preemptive Openings

- New suit is forcing
- 4♣ slam interest in partners suit (not after 3♣-opening)
- 4NT asks for keycards see *conventions RKCB*

Competitive Bidding

After overcall many conventions are no longer applicable

Rubensohl

1NT – (2X)

Lebensohl

A response to a take out double on opponents 2M opening could be 0-9 HCP. To decrease this range Lebensohl sacrifices the natural meaning of 2NT and split up the hands in 2 ranges.

Principle:

2M - X - pas - ??

2NT any weak hand (0-7 HCP) or GF hand with stopper
3X invitational hand (8-10 HCP)

2♥ - X - pas - ??

2♠ 4+♠, 0-7 HCP
2NT 0-7 HCP hand with a minor/ some GF hands
3♣ 4+♣, 8-10 HCP
3♦ 4+♦, 8-10 HCP
3♥ asking for ♥ stopper, denies 4♠
3♠ 4+♠, 8-10 HCP
3NT to play, denies 4♠

2♥ – X – pas – 2NT
pas - ??

3♣ Pass or Correct
3♦ 5+♦, 17+ HCP
3♥ asking for ♥ stopper
3♠ 5+♠, 17+ HCP

2♥ – X – pas – 2NT
pas - 3♣ - pas - ??

Pass 4+♣, 0-7 HCP
3♦ 4+♦, 0-7 HCP
3♥ asking for ♥ stopper, promises 4♠
3♠ 5+♠, slam interest
3NT to play, promises 4♠

2♠ – X – pas – ??

2NT	any 0-7 HCP hand/ some GF hands
3♣	4+♣, 8-10 HCP
3♦	4+♦, 8-10 HCP
3♥	4+♥, 8-10 HCP
3♠	asking for ♠ stopper, denies 4♥
3NT	to play, denies 4♥

2♠ – X – pas – 2NT
pas – ??

3♣	Pass or Correct
3♦	5+♦, 17+ HCP
3♥	5+♥, 17+ HCP
3♠	asking for ♠ stopper

2♠ – X – pas – 2NT
pas – 3♣ – pas – ??

Pass	4+♣, 0-7 HCP
3♦	4+♦, 0-7 HCP
3♥	4+♥, 0-7 HCP
3♠	asking for ♠ stopper, promises 4♥
3NT	to play, promises 4♥

Michaels Cuebid

With Michaels Cuebid you show a two suiter (at least a 55) with the focus on the majors after opponents 1 level opening. After 1m you show both majors by bidding 2m and after 1M you show the other major with a minor by bidding 2M. If you force partner to the 3 level you need more strength, let's say at least opening values. Non-vulnerable you can be a little weaker.

(1♣) - 2♣ = 5+♥, 5+♠, 8+ HCP

(1♦) - 2♦ = 5+♥, 5+♠, 8+ HCP

(1♥) - 2♥ = 5+♠, 5+m, 10+ HCP

(1♠) - 2♠ = 5+♥, 5+♠, 10+ HCP

Unusual 2NT

With Unusual 2NT you show at least a 55 in the two lowest unbid suits after opponents 1 level opening. After 1m you show the other minor and hearts and after 1M you show both minors. Because you force partner to the 3 level you need at least opening values. Non-vulnerable you can be a little weaker.

(1♣) - 2NT = 5+♦, 5+♥, 10+ HCP

(1♦) - 2NT = 5+♣, 5+♥, 10+ HCP

(1♥) - 2NT = 5+♣, 5+♦, 10+ HCP

(1♠) - 2NT = 5+♣, 5+♦, 10+ HCP

Cuebid

After partners major overcall

With Jump

Other situations

Conventions

Puppet Stayman

2NT - 3♣ - ??

3♦	4M of 44M
3♥	5♥
3♠	5♠
3NT	no 4+M

2NT - 3♣ - 3♦ - ??

3♥	4♠
3♠	4♥
3NT	to play
4♦	4♥4♠

Check Back Stayman (1-way CBS)

1♣/♦/♥ - 1M - 1NT - 2♣ - ??

2♦	2M, minimum
2M	3M, minimum
2oM	2M, 4oM
2NT	2M, maximum
3M	3M, maximum

Roman Keycard Blackwood (RKCB)

In RKC Blackwood 4NT is asking for keycards and there are five keycards (four aces and the king of trumps). If you have 2 keycards you can also tell if you have the queen of trumps.

4NT - ??

5♣	1 or 4 keycards
5♦	0 or 3 keycards
5♥	2 or 5 keycards without the queen of trumps
5♠	2 or 5 keycards with the queen of trumps
5NT	2 or 4 keycards with a void
6 below trump	1, 3, 5 keycards with a void in bid suit
6 trump	1, 3, 5 keycards with a void above trump suit

Inverted Minors

1♣ - 2♣	(10)11+ HCP, 4+card in ♣
1♣ - 2NT	0-5 HCP, 6+card in ♣

1♣ - 3♣ 6-10 HCP, 6+card in ♣

1♣ - 2♣ - ??

2♦ 12-14 HCP, balanced
2♥ short ♥, 11-13 HCP
2♠ short ♠, 11-13 HCP
2SA 18-19 HCP, balanced
3♣ minimum, unbalanced
3♦ short ♦, 14+ HCP
3♥ short ♥, 14+ HCP
3♠ short ♠, 14+ HCP
3SA good 13/14 HCP, stopper in every suit

1♣ - 2♣ - 2♦ - ??

2♥ ♥ stopper
2♠ ♠ stopper
2SA to play
3♣ to play
3♦ ♦ stopper
3♥ short ♥, 12+ HCP
3♠ short ♠, 12+ HCP
3SA to play

1♦ - 2♦ (10)11+ HCP, 4+card in ♦

1♦ - 2NT 0-5 HCP, 4+card in ♦

1♦ - 3♦ 6-10 HCP, 4+card in ♦

1♦ - 2♦ - ??

2♥ 12-14 HCP, balanced
2♠ short ♠, 11-13 HCP
2SA 18-19 HCP, balanced
3♣ short ♣
3♦ minimum, unbalanced
3♥ short ♥, 14+ HCP
3♠ short ♠, 14+ HCP
3SA good 13/14 HCP, stopper in every suit

1♦ - 2♦ - 2♥ - ??

2♠ ♠ stopper
2SA to play
3♣ ♣ stopper

3♦	to play
3♥	short ♥, 12+ HCP
3♠	short ♠, 12+ HCP
3SA	to play

Bergen Raises

Bergen Raises is a convention to show different hands with 4+card support after partners 1M opening. There are 4 ranges you can show by bidding on 3 level. The ranges are based on FP, but you need to add FP for shortness and soft values are not as good as aces and kings.

1M - ??

2NT	4+M, 12+ FP
3♣	4+M, 7-9 FP
3♦	4+M, 10-11 FP
3M	4+M, 2-6 FP

Be careful on upgrading for extra trumps with a balanced hand

Walsh

It's important to find a major fit as quick as possible and diamonds are not so interesting. That's why the Walsh convention is invented. You skip diamonds after partner's 1♣ opening bid and bid your major first unless you're game forcing with 5+♦ and a 4 card major. With these hands you can start with 1♦ and on your second turn bid your major to bid reverse and show a strong hand. Because the 1♦ response normally denies a major opener can rebid 1NT with every 12-14 balanced hand. If he bids a major he shows an unbalanced hand with clubs and the major.

1♣ - ??

1♦	3+♦, 5+HCP, no major unless GF
1♥	4+♥, 5+HCP, may have longer ♦
1♠	4+♠, 5+HCP, may have longer ♦

1♣ - 1♦ - ??

1♥	4♥, 4+♣, 11-17 HCP, unbalanced
1♠	4♠, 4+♣, 11-17 HCP, unbalanced
1NT	12-14 HCP, balanced

Drury

If partner opens a major in 3th or 4th seat he can be a little weaker and you don't want to bid to high. You're a passed hand and because you're limited you don't need 2♣ anymore for lots of GF hands, so you can use this for a nice hand with fit in partners suit. If partner opens 1M in 3th or 4th seat and you bid 2♣ you promise 8-11 HCP with 3+M. This means that 2M is 5-8 HCP instead of the normal 6-9 HCP.

pas - 1♥
2♣ - ??

2♦	any invite
2♥	sign-off, no game interest
2♠	4+♠ invitational or better
2SA	slam interest
3♣	4+♣ SI
3♦	4+♦ SI
3♥	6+♥ SI
3♠	splinter
3SA	to play, 5332 of 6322
4m	splinter

pas - 1♥
2♣ - 2♦
??

2♥	minimum
2♠	4+♠ invitational or better
2SA	4333, maximum
3♣	4+♣, maximum
3♦	4+♦, maximum
3♥	4♥, maximum
3SA	to play
4♥	to play

pas - 1♠
2♣ - ??

2♦	any invite
2♥	4+♥, invitational or better
2♠	sign-off, no game interest
2SA	slam interest, balanced
3♣	4+♣, SI
3♦	4+♦, SI
3♥	splinter
3♠	6+♠, SI
3SA	to play, 5332 of 6322

4m splinter

pas - 1♠

2♣ - 2♦

??

2♥ 4+♥ invitational or better

2♠ minimum

2SA 4333, maximum

3♣ 4+♣, maximum

3♦ 4+♦, maximum

3♠ 4♠, maximum

3SA to play

4♥ to play