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## 1. System Overview

- 1C may be 2+ in a balanced hand, including hands with 5 diamonds. Transfer responses to 1C.
- 5 card major suit openers, with forcing 1NT response.
- '2 over 1' responses are GF. 1M-2C being either natural or a balanced hand, GF.
- 1NT=15-17
- 2NT=20-21
- 2C= GF
- 2D= Multi
- 2H/S = Ekrens [5/4 M's]
- 3N=pre-empt in minor (not solid suit)

### Definitions used in text:-

- L= any other Long suit,
- X=new suit, not showing length,
- R = red suit when responding to 1C opener. So 1R is transfer to H/S.
- **mst = mild slam try**, we will only advance to slam if partner has extras or is particularly suitable, eg: xxxx opposite shortage.
- **SST=serious slam try**. We will bid a slam if we have appropriate controls. Will be safe at 5 level.
- **FSA=forcing to suit agreement**.
- **NGF = Natural Goes First**. This is only used with Modified Jacoby sequences, starting 1M-2NT and 1♦ - 2H. It means that if we have to show where our singleton/void is using the next 3 bids available, we use the **natural bids first**, then use the artificial bids in ascending order of suits. Eg:- Sequence is 1S-2NT; 3C-3♦[asks]; 3S, 3NT and 4C[always next 3 bids, which may include our trumps suit or NT]. So 4C show that suit [NGF] and 3S shows dias and 3N shows hearts.
- **Last Train** is the bid immediately below game in our agreed suit. "I am still interested in slam but cant go higher". Applies for ALL suits so 1S – 1N; 3♦ – 4♦; 4H – 5C is suitable but unable to cuebid 4S. Something like xx, Kx, Kxxxx, Qxxx.
- **Very strong suit** is defined as one which is playable at slam level opposite xx. We use this for auto – splinters [see below].
- **Auto Splinter** sets responder's suit as trumps and shows shortage. Repeat of AS suit shows a void and is Exclusion KCA.
- **Mixed Raises** normally show 4 card support and some defence so that opener can judge what to do if they compete. Opposite an opening bid it will typically be a top trump and an outside defensive trick [enough to defend a game if opener has an average hand] but opposite an overcall it will be a little better defensively.

**Opening 1m:-**

- We open 1C on all balanced hands without 5M. Any 4441 hand, short in a M or D we open 1C.
- After a rebid at 1 level, where responder has shown a suit, we use XYZ bids
- We play support doubles below 2N if 4<sup>th</sup> hand bids after 1m opener and responder showing major at 1 level. Support doubles are mandatory at level 1. If 4<sup>th</sup> hand bids at 3 level then double by opener is not support and shows extras

**Pre-empting style:-**

Pre-emptive bids can be wide ranging, depending on position and to some extent vulnerability. 2/3 level openers in 1<sup>st</sup> position may be very weak and will frequently be a 5/6 card suit. In 3<sup>rd</sup> position non-vuln and game all, pre-empts may well contain unexpected defence so partner should be wary of 'bouncing'. Vulnerable against non-vulnerable in 2<sup>nd</sup> position they will be 'classic'. Other 2<sup>nd</sup> position pre-empts will be a bit sounder than other positions but we will follow the principle of **"if in doubt open at the highest level possible"**.

In 4<sup>th</sup> position, 2L is approx. 11-13 with good suit, 3L shows solid suit, very little outside.

## 2. 1C OPENER, TRANSFER RESPONSES AND AFTER COMPETITION

- 1C= natural or bal 12-14 or 18-19. We might open 1D with 3352 18-19 hcps.
- If we have 2452 type hand that is too weak to reverse eg Qx, Kxxx, AJxxx, Qx, we will open 1C rather than have to open 1D and rebid 2D.
- Any 4441 with clubs opens with 1C
- **XYZ NOT used after 1S response.**
- **1R response to 1C opener can be very light**
- **With GF hands and 5D+4M responder should show diamonds first and then bid naturally**

### 2.1. Responses to 1C

Response to 1C	Opener's rebid – continuations shown below table
<p>1C – 1D shows 4+ hearts and not longer spades [see 1H response] Used on all hands worth a response with 4+ hearts, even if we have a longer minor EXCEPT a hand with 4 hearts, 5 minor and invitational values [see 1S/N responses]</p>	<ul style="list-style-type: none"> <li>● 1H = wk NT, may have 4 spades if BAL. Also 4D/5C, less than reverse</li> <li>● 1S = 4S&amp;5C, less than GF value. 3-way checkback applies.</li> <li>● 1NT = 18-19 BAL, fewer than 4 hearts.</li> <li>● 2C = 6+C, no major</li> <li>● 2D = NAT, reverse with 4+ dias &amp; 5+ clubs – good 14+.</li> <li>● 2H = 12-14, hearts.</li> <li>● 2S = NAT, GF so Lebensohl 2NT does NOT apply. If 4/5 then 18+.</li> <li>● 2NT = 6+C, 14-16 and NOT 3 hearts.</li> <li>● 3C = 6+ clubs, 14-16 AND exactly 3 hearts</li> <li>● 3D = 18-19 BAL with 4 hearts. 4D by responder is transfer</li> <li>● 3H = extras, NF, 5+ clubs &amp; unbalanced</li> <li>● 3S/4D = SPL, 4 hearts and 4+ clubs</li> <li>● 3N = long, good club approx. 17 hcps.</li> <li>● 4H = 5 hearts &amp; 6 clubs, minimum.</li> </ul>
<p>1C – 1H 4+ spades [may have 4 hearts if spades are longest suit]  Similar to 1C – 1D</p>	<ul style="list-style-type: none"> <li>● 1S = weak NT, may also be 1345 or 1444 if less than reversing values.</li> <li>● 1NT = 18-19 BAL, fewer than 4 spades.</li> <li>● 2C = 6+C, no major</li> <li>● 2D = NAT, reverse with 4+ dias &amp; 5+ clubs. ) Good 14+</li> <li>● 2H = NAT, reverse with 4+ hearts &amp; 5+ clubs. ) hcps</li> <li>● 2S = 11-14, 4 spades.</li> <li>● 2NT = 6+C, 14-16 and NOT 3 spades.</li> <li>● 3C = 6+ clubs, 14-16 AND exactly 3 spades</li> <li>● 3D = 18-19 BAL with 4 spades. 3H by responder is transfer</li> <li>● 3H = 4 spades, short in H, inv+. We can stop in 3S</li> <li>● 3S = extras, prob. 4+ clubs &amp; unbalanced</li> <li>● 3N= long, good club approx. 17 hcps.</li> </ul>

	<ul style="list-style-type: none"> <li>● 4D/H = SPL, 4 spades and 4+ clubs</li> <li>● 4S = 5 spades &amp; 6 clubs, minimum</li> </ul>
1C – 1S NT type with no M <b>OR</b> any hand below game values with diamonds and no M <b>OR</b> 4L&5D, <b>exactly invitational values</b> <b>3 types of hand</b>	<ul style="list-style-type: none"> <li>● 1NT = weak NT.</li> <li>● 2C = min, 5+ clubs. May be 4M-5C if not strong enough to reverse.</li> <li>● 2D/H/S = Reverse, F1. Now 2N is Blackout style.</li> <li>● 2NT = 18-19 BAL.</li> <li>● 3C = 15-17, 6+ clubs, NF</li> <li>● 3D/H/S = GF, self-splinter.</li> <li>● 3NT = extras, very good clubs, no shortage (unless singleton K).</li> <li>● 4C = Exceptional hand – Deadwood. solid clubs not guaranteed</li> </ul>
1C – 1NT=5+ clubs. Will not have 4+M  <b>2 types of hand.</b>	<ul style="list-style-type: none"> <li>● 2C = normally weak NT, not 4+ clubs.</li> <li>● 2D/H/S = F1. NAT continuations but 2NT is blackout.</li> <li>● 2NT = 18-19 BAL. Now 3C is only nf continuation.</li> <li>● 3C = Min with 4+ clubs. Continuations NAT.</li> <li>● 3D/H/S = SPL, club support. 4C = DWD.</li> <li>● 3NT = nf, 17+ with good clubs.</li> </ul>
1C – 2C= GF, 5+ dias, no M. May have 4M	<ul style="list-style-type: none"> <li>● 2D = normally weak NT (could be min with 6C ).</li> <li>● 2H/S = GF, NAT, does not promise extras.</li> <li>● 2NT = 18-19 BAL.</li> <li>● 3C = 6+C, extras</li> <li>● 3D = DHxx+, 5+ clubs and suitable for suit play.</li> <li>● 3H/S = SPL, normally 4D</li> <li>● 3NT = poor hand with no dia support.</li> </ul>
1C–2D/M, 6+ card suit, 4-8 hcps	Opener can rebid 3C to play or 2N to ask about strength & suit. New suit is naturalish, looking for stop in unbid suit. Responses to 1C-2M-2N: 3C=poor suit minimum, 3D=good suit minimum 3H=poor suit maximum, 3S=good suit maximum
1C – 2NT weak, 5/5 minors	Responder is 5-8: 3m is to play 3H asks for shortage, NGF responses.
3C= 5/5 minors, invite	opener can pass 3C or bid 3D to play 3H asks for shortage, NGF responses. 4m Deadwood
3D= 5/5 minors, GF	3H asks for shortage, NGF responses. 4m is Deadwood and sets trump suit
1C-3M	4441 with shortage in other major. 4m by opener is deadwood. Bid of the short suit confirms fit for partner's major and is slam try
1C – 3NT 13-15 BAL, 3+ clubs	Now 4C = Deadwood. New suit = SPL.
1C – 4C/D preempt	Shows about a 3m opener. No interest in 3N if opener is 18-19 bal

## 2.2. Continuations

- 1C - 1S =**
- a) Bal with no M, from min response up to slam interest.
  - b) long dias, from min response up to invitational hand
  - c) invitational with exactly 4 clubs/M & 5 dias,
  - d) invitational with 5/5 in minors – responder bids 3C over 1N

Opener's rebid:-

- **1N** - Any hand that would have passed natural 1N response, normally bal 12-14. XYZ does NOT apply - resp has not shown a suit [as is case for 1H-1S; 1N]. Continuation by responder:
  - 2C= , 5 dias & 4+ clubs &
  - 2D= to play, 5+ dias. ONLY 2 level re-bid BID TO PLAY – OTHER 2 level bids are INVITATIONAL
  - 2H/S = exactly 4H/S and 5+dias, invitational values.[4/6 go via 2C]
  - 2/3NT = balanced hands, no M
  - 3C = 5/5 minors, invitational with stronger diamonds [GF with both minors respond 3D]
  - 3D= nf, 5+ dias, invitational
- **2C** -nf, 6+ clubs [can be 4M/5 clubs, not strong enough to reverse and unsuitable for 1N]. Continuation natural, 2N by responder is non-forcing. Jump to 4C or removing 3N to 4C is Deadwood.
- **2D/H/S** - F1, reverse with 4+ dias/hearts/spades & 5+ clubs. Now 2N is Blackout raising one of opener's suits is F1. Bidding can stop in 4m.
- **2N**= - nf, bal 18-19. Now 3D is only nf continuation.
- **3C**= nf, 6+ clubs, extras [as if 1C - 1N; 3C]
- **3D/H/S**= GF, shortage, long clubs, looking for best game.
- **3N**= to play, extras with long clubs and suitable for NT.

### **1C - 1NT always has clubs, any strength.**Will not have 4M

- **2C** =nf, equiv of wk NT hand, DENIES 4 clubs. With 4+ clubs must bid 3C  
Now **2D shows ALL GF hands**, looking for stops for 3NT or to play 5C.  
2H/S= nf, invitational 4M&5+ clubs. Opener can Pass, bid 2/3NT or 3C.  
2N = NAT, nf & invitational. Likely to have values in other suits.  
3C= nf, invitational values. Likely to have good dias and looking for stops in M's.  
3D/H/S= GF, AUTOSPL[playable slam opposite xx]. Opener bids 3NT with very good holding in short suit.  
4C= Dwd.
- **2D/H/S**= F1, reverses. Now 2N shows a weak hand [Blackout] and all other bids GF.
- **2N**= nf, bal 18-19. Bid of a major shows 10-12 hcps and 4M & 5 clubs [hand that planned to rebid 2M over 2C].
- **3C**= nf, min hand with 4+ clubs [may still be weak NT]. Continuations looking for 3NT.
- **3D/H/S**= GF, SPL with 4+ clubs and slam potential.
- **3N**= nf, 17-19 with good clubs. Responder picks spot. 4C = Dwd.
- **4C**= Deadwood. Responder bids 1<sup>st</sup> step with all hands less than invitational values.

### 1C - 2C shows game plus values with 5+ dias. May have 4M

- 2D = equiv to min bal, less that Hxx or xxxx dias. Continuations natural.
- 2H/S = 4M & 5+ clubs. Not min but may not have full reversing values. Continuations NAT.
- 2N = 17-19 bal, may or may not have dia fit.
- 3C = 6+ clubs[may have extras without dia support]. Continuations natural – looking for 3NT.
- 3D = min hand with Hxx or xxxx dia support. Continuations natural, looking for 3N. 4D=Dwd.
- 3H/S = SPL support for dias. Now 4D=Dwd, 4H/S=Exclusion Key Card ask
- 3N = to play, poor hand with no dia support. Likely 4414 but may be wk NT type with good holdings in other suits.

1C - 3N = 3+ clubs and good holdings in other suits, 13-15 hcps. Subsequent bidding natural.

### 2.3. Special sequences when responder has both minors

Sequence	Strength	Distribution	Comment
1C - 2N	Weak	5-5	
1C - 3C	Invitational	5-5	Opener sets spot
1C-1S-1N-3C	Invitational	5-5 better diamonds	Opener sets spot
1C - 1S; 1N - 2C	Invitational	5-4	Now 2D to play.
1C – 3D	GF	5-5	

### 2.4. Responder has strong balanced hand, interested in a slam.

In response to 1C opener, balanced hands with slam interest and no majors bid 1S and over partner's 1N follow up with 4N/5N

### 2.5. Bidding by passed hand

Bidding is mostly unchanged – XYZ applies but if 2D is impossible then it shows invitational hand with dias.

NOTE: 2D is XYZ GF after strong 1N rebid.

1C – 2C = 5+ Diamonds and invitational. If opener rebids 2D responder will pass

1C – 2D remains 5/5 but it is invitational and 3m rebid by opener is now to play.

1C – 2N = remains weak hand with both minors. System is on.



## 2.6. Responder Passes 1C

Responder will try to respond if short in clubs.

### Reopening double:

- Pass = BAL with at least 3 clubs.
- Redouble = short in clubs. Looking for responder to bid a suit.
- 1L = 5+ clubs & 4+L, normally not bal.
- 1NT = 18-19 BAL.
- 2C = 6+ clubs.

### Reopening 1D/H/S:

- Pass = wk NT
- Double = takeout, not min but may be shape suitable rather than strong
- 1H/S = 4+H/S & 4+ clubs [either distrib or strong & concentrated]
- 1NT = 18-19, BAL
- 2C = 6+ clubs

**Reopening 1NT:** Double = 18-19 BAL or 17+ with long clubs and semi-balanced  
 2C = 6+ clubs  
 2L = Reverse with 5+ C & 4+L.

## 2.7. They Intervene after 1C opener

**Note:-After intervention of 1D/H/S, Q bid = UCB is club raise with 5+ clubs**

**After 1H/S, 2C always weak, 2NT=natural**

**System ON** the only thing they do is double or we are able to make our transfer at 1 level over 1D overcall.

**XYZ OFF** - If they have bid a suit in any situation except 1D over 1C

If they pass or double 1C OR overcall 1D and then double transfer response (1D/H/S) then principles are:

- Completion of transfer by bidding 1M shows 3 card support. For example: 1C-(1D)-1H-(double)-1S
- Pass denies 3 card support and shows weak hand. For example: 1C-(double)-1D-(double)-pass.
- 1N rebid after 1R response is 18-19 with a stop in their suit.
- After 1S response 1N rebid is 12-14 with spade stop, pass with no spade stop and 2N is 18-19
- Re-double is penalty oriented and 18-19, subsequent doubles are for penalties
- Cue-bid of their suit is strong hand, asking for stop. Might be 4-card support for responder if GF
- If opener has WNT and no 3-card support he will pass and it is not clear if he has stop or not. Responder will have to investigate via XYZ if invite +.
- SYSTEM is ON for all other bids
- XYZ is on
- Redouble in protective seat by responder is NOT for penalties. It is asking opener to bid 1N with a stop. Without stop opener will make natural bid. Without stop and suitable bid opener will complete transfer with Hx. Example: 1C-(pass)-1D-(double)-pass-(pass)-redouble: responder cannot have 5 hearts or 4 spades otherwise he would bid 1M (non forcing) or XYZ. Opener should bid 1N with D stop. Without D stop he should bid 1S with 4 card suit, 2C with 5 cards. 1H by opener would deny 4 spades, 5 clubs or D stop.

Double	System ON	Redouble = 4/5 clubs, 8-11 HCPs. <b><u>Other bids as if no dble.</u></b>
1D	System ON at 1 level only.	Double = 4+ Hearts 1H/S = spades/bal type - ignore overcall 1N = clubs, WEAK with 5+ clubs. <u>2C = both M's [could be 4-4 if max, at most INV values] [so opener can Pass with clubs]. Now 2D = asks for longer major</u> 2D = clubs, INV+ 2M = 5M & 4 clubs, approx. 4-8 hcps 2N = NAT, nf 3C = mixed raise, 5+ clubs 3D = <b>splinter with 6-card club suit</b>
1H	System OFF – no trf responses EXCEPT 1C-(1H)-D. Now SYSTEM ON if 4 <sup>th</sup> hand passes. See Additional notes for other options.	Double = 4spades. 1S by opener shows 3 cards or a hand unable to rebid 1NT [which is 11-13 as system OFF] 1S = 5+ spades. 1N = Natural, 6-9(10) hcps 2C = 5+ clubs, to play opposite weak NT. WEAK 2D = NAT, F2N. 10+ hcps, can stop in 3m. Opener rebids 2NT with weak NT & stop, 2H no stop 2H = good raise to 3C 2S = 5+ spades & 4+ clubs, NF opposite weak NT approx. 4-8 hcps 2NT = NAT, INV 3C = mixed raise, 5+ clubs 3H = <b>As 3D above</b>
1S	System OFF	Double = 4 hearts or weak hand with 5+ hearts. 1N = Natural, 6-9(10) hcps 2C = 5+ clubs, to play opposite weak NT. WEAK 2D/H = F2N. Now 2S rebid show weak NT type WITHOUT stop. 2S = good raise to 3C. 2NT = NAT, INV 3C = mixed raise, 5+ clubs 3S = <b>As 3D above</b>
1NT Natural	Artificial 2-level	Double = PEN. Subsequent doubles = PEN. 2C=Majors 5-4 either way. 2D by opener asks for longer suit 2 D/H/S/NT = Transfers to H/S/C/D. Competitive only but might be invite if responder raises. With 10+ responder should double 1NT <b><u>3L = natural, 7+ card suit, weak. If Invite+ transfer first or double</u></b>
NAT 2C	Natural	Double = takeout, at least 34 or 43 in majors, 2L = natural F1, 2N = natural invite, 3C = both majors, at least 4/5 or 5/4, INVITATIONAL VALUES. Now 3D= pick major
2L (jump)	Lebensohl	<b>Bid exactly as if we have opened 1N and they overcall at 2 level.</b> <b>Note:- <u>This means that 1C - (2H) - 2S is nf and 1C - (2H) - 3H shows 4 spades and a H stop.</u></b> <b>Dble is as over 1N – F2N and showing values, may not have 4OM.</b>

2N or above	If they show a suit	Dble=takeout, new suit F1
	If conventional	Dble=values, looking for possible penalty and subsequent doubles are for penalties. New suit, F1

## 2.8. They Intervene After We Respond

We use general rules similar to those in other situations – Pass tends to say “nothing extra to show” and will often be min hand with no fit. Double by opener is mainly takeout and if they double our transfer response, we retain SYSTEM ON where practical but use Pass to be the weakest/least suitable type of hand.

- **If they Dble**, we IGNORE this except PASS shows equiv of wk NT with only 1 or 2 of responder's suit. We complete transfer with 3 card support as if they hadn't doubled. 1N=18-19.
- If they Dble after 1S response [almost always showing that suit], we make the rebid we would have made but Pass is 'unsuitable min' – wk NT with no stop. Note:- 18-19 bal with NO stop will bid 2S. If the Dble does not show a specific suit, we ignore the Dble.
- **If they bid a new suit**, Dble is takeout and 1N is 18-19 [or equiv]. Pass is again min bal.
- **If they bid OUR suit**, Dble is takeout of their suit [normally the other major]. Opener is likely to have 3 in responder's major. 1N remains equiv to 17-19 bal.
- If their action shows a 2 suited hand, we bid as if they had used Michaels eg:- 1C-(P)-2C; (2♦ showing majors)-Dble shows interest in defending and establishes a FP situation.
- XYZ only applies if they have NOT bid a natural suit.
- If they bid 2N or above, Dble is takeout if their suit is natural and new suit is F1. Dble of a conventional bid shows extras.

## 2.9. How do we confirm clubs in competitive auctions?

Whenever we have opened 1C and the opposition bid clubs conventionally, we Double to show 5+ clubs. If clubs are natural, Dble shows extra values and/or takeout.

Examples:-

1C - (1H) - D - (2C)

Dble = 5+ clubs and may have extra values and/or 3 spades [but not 4 spades].

1C - (1H) - 1S - (2C)

Dble = Confirms 5+ clubs and will not have 3 or 4 spades.

### 3. 1D Opening bids and responses

As we open all 'no trump' hands outside of 14-16 range with 1C we have 1N and 2N rebids available to show specific, hard to describe, hands.

**We use 1NT rebid to show ALL hands 16+.** This releases **2N and 3D rebids to show better than min hands without/with 3 card support for responder's major.**

#### 3.1. Responses and rebids

Response	Opener's Rebid	
1D - 1H/S= 4 card M, may have 5+ clubs if less than game values. Could also have 4+ dias.	<ul style="list-style-type: none"> <li>● 1S=4+ spades. [after 1D - 1H]</li> <li>● 1N=16+ OR 6+ dias, &lt;14</li> <li>● 2C=&lt;16, 4+ clubs</li> <li>● 2D=&lt;16, 3M</li> <li>● 1D-1M-2M= nf, 4 card support.</li> <li>● 1D-1S-2H= nf, 14-15, 4 hearts, 5/6 dias.</li> <li>● 1D-1H-2S, &lt;16, 4 hearts, <u>short spades.</u></li> <li>● 2NT=15-16, &amp; 6+ dias and NOT 3M.</li> <li>● 1D-1S-3C and 1D-1S-3H is short bid suit, 4 spades, &lt;16</li> <li>● 3D=nf, 14-16, 6 dias <b>and 3M.</b></li> <li>● 3M=14-16, 4 trumps, no shortage</li> <li>● Double jump= 4M &amp; shortage</li> <li>● 4M=17-18.</li> </ul>	<p>May be 4144, &lt;16hcps [4144, 17-18 open 1C] <u>Only sequence where XYZ applies.</u></p> <p><b>LONG OR STRONG</b>, continuations below,</p> <p>Continuations NATURAL. Jump in M=invite, 2H=to play. New suit F1.</p> <p>After 1D-1M-2M Romex applies as 8card fit is guaranteed, diamonds included: 1D-1M-2M-3D=short in diamonds</p> <p>2N Lebensohl, similar to other reverse sequences.</p> <p>3H=to play. Natural game/slam tries, 3NT=SST</p> <p>3D/M= to play. Other bids GF. 3NT=SST</p> <p>3S by responder is to play</p> <p>3M by responder is to play</p> <p>1D-1M-3M-4D is cue, not deadwood as M is agreed.</p> <p>Should go through 1N with strong hands</p> <p>4/5-2-2 unless perhaps singleton K</p>

1D - 1N = 6-10, no 4M	1D-1N-2M  1D-1N; 2N=nf, 17-18 semi-bal  <b>1D-1N-3H/S=Self-splinter</b>	<b>Reverse, natural forcing to 3D, 2N now by responder is weak, looking to play in 3D</b>  <b>NO TRF CONTINUATIONS.</b> 3C/D = to play. .
1D - 2C = Natural, GF, Unlikely to have 4M		see 2.4 below
1D - 2/3D inverted	2D=10-12, 4+ dias 3D=4-7, 4+ dias	see 2.4 below
1D - 2H, 4+ dias, likely no M	GF raise – similar to 1M-2N	Similar to 1M-2N. See 2.4 below
1D - 2S, 4+ dias, 7-10	Mixed Raise forcing to 3D	2N natural 1RF. Responder bids 3D with minimum.
1D - 2N = natural	3C=GF	Only nf rebid is 3D 4D by opener is Dwd.
1D - 3C, nat, invit	Natural continuation	We can stop in 3D/4C
1D - 3M, GF, SPL	Natural	4D= Deadwood
1D - 3N = 12-15, values in other suits	4C=GF, natural 4D = Dwd	4M rebid shows min 5/6. Stronger hands have to jump to 5M or 5N [responder has denied 4M so he can show 3 card M].

**Note:- NO PINPOINT in any sequence. After 1D - 1N; 3H/S are self-splinters.**

### 3.2. 1NT rebid

After 1D - 1M; 1NT shows EITHER 16+ [including hands that have 4 card support for responder's M] OR a minimum hand with 6+ diamonds, can be min 4H/6D [hands with 6 dias and 4 clubs can rebid 2C or 1NT, depending on relatively suit quality].

#### 3.2.1. Responder bids 2C with 8+ hcps

**This creates a GF** when opener has STRONG version.

Over 2C opener rebids nf 2D with min hand [LONG] or any other bid, showing 16+[STRONG].

After 1D-1M;

1N - 2C

2D Now 2M,2N and 3D are invitational, any new suit is F1,.

1D-1M;

1N - 2C

2M shows 16+ and 3 card support [weaker hands with 3 card support rebid 2D].

Other bids are natural and GF.

Note:- 1D - 1H; 1N - 2C; 2S shows either 16+, 4 spades & 5+ dias or 18+ 4144 [4144 with 17-188 will open 1C and rebid 1N after response of 1H].

### If we have less than 8 hcps after 1D - 1M; 1N

Any bid other than 2C shows less than 8 hcps and is essentially natural. We may have to bid 2D with xx [or even singleton if responder is (say) 4414]. Jump bids are invitational based on extreme distribution rather than high cards.

**SPECIAL SEQUENCES:-** After 1D-1M; 1N now 2N= 5 clubs & dia tolerance, <8 hcps & 3C=6 clubs <8 hcps

If opener is 'LONG' – min with 6+ dias, - normally choose minor or Pass.

If opener has 'STRONG' version, may choose a minor or Pass when game looks to be very unlikely. Any other bid shows 18+ or 16+ with extra distribution.

### 3.3. Opener has an unbalanced hand with diamonds and support for responder's major

	11-15(16)	16+
<b>3 card support</b>	<ul style="list-style-type: none"> <li>1D- 1M; 2Dshows 5+ dias &amp; 3M</li> </ul> With 6 dias, <ul style="list-style-type: none"> <li>min hand rebids 1N.</li> <li>14-16=3♦ to show 6 dias &amp; 3M</li> </ul>	1D-1M; 1N-any; 2M shows 3 card support. GF if response was 2C.
<b>4 card support</b>	<ul style="list-style-type: none"> <li>1D-1M; 2/3M implies no shortage</li> <li>1D-1M; jump in new suit is MiniSPL, only F3M but may be 1<sup>st</sup> move with very strong SPL</li> <li>1D-1M; double jump is SPL, worth game because of distribution</li> </ul>	1D-1M; 1N-any; 3/4M shows 4 card support for M [may have a shortage]. GF if response was 2C.

### 3.4. Higher level Responses to 1D.

1D – 2C = GF, clubs or bal. May have 4M in bal type but should be strong enough to drive to slam after 15+ response [weaker hands will bid the major and then use XYZ to show dias and hands with 4M & long clubs will bid M and then rebid XYZ 2N]

1D – 2D = nf constructive raise, probably about 11 hcps with 4+ dias and no major.

1D – 2H = GF, 4+ dias and very unlikely to have a major. Definitely interested 5/6D.

1D – 2S = Mixed raise, typically 7-10 with 4 dias, no M.

1D – 3D is weak/distributional raise.

#### CONTINUATIONS:-

##### 3.4.1. 1D – 2C

Continuation natural:

2D=any minimum, may stil have 4M

2M=natural, shows extras

2N=17-19 – semi-balanced

3C=4 clubs, no shortage

3D=16+, diamond suit playable opposite singleton, no support for clubs

3M=shortage, agreeing clubs, may be minimum

3N=15-17 semi-balanced, short in clubs

### 3.4.2. 1D – 2D inverted raise, nf.

Opener can Pass. Any bid other than 3D [see below] is GF, natural feature, initially looking for 3NT.

1D-2D; **3D** shows good 6+ dias, but not else. Nf but inviting responder to bid 3NT.

1D-2D; **4D**=Dwd

1D-2D; **jump bids** are showing a shortage.

### 3.4.3. 1D – 2H

this operates like 1M – 2N, utilising the extra steps to keep below 3N.

If opener shows extras it is F4N.

Opener's rebid:-

**2S** = min with a shortage. Now 2N asks. [3C=void, 3D/H/S=any singleton C, H, S]

**2N**=max with a shortage. Similar structure as above but F4N.

**3C**=no shortage, min – [6/7 losers]. Now 3D=neutral, other bids are natural features – looking for 3N. 4D=Dwd.

**3D**=no shortage, extras [typically 5/6 losers, average+ SP's]. Forcing to 4N so new suits are cue bids. 4D=Dwd.

**3H/S** = EXACTLY 1561/5161. Not minimum. Now 4D is Dwd and 3Sover 3H] and 4C are cue bids, agreeing major.

**3N** = bal 17-19. F4N so 4L is a cue bid, 4D=Dwd, 4N is min – opener only goes on with max/suitable hand

**4C** = 5/5 minors. Now 4D=Dwd, other bids are cue bids.

**4M** = min 5/6. Responder can Pass or convert to 5D. Any other bid is cuebid in dias.

### 3.4.4. 1D – 2S

Forcing to 3D. continuations by opener:

2N = natural, responder bids 3D with minimum

3C/M = natural(ish), may be probe for 3N. minimum D bid by responder can be passed

3D = to play

### 3.4.5. 1D – 3D. Weak raise

New suit=shortage game try. 4D by opener is Dwd.

Note:- Inverted raises apply after opponents Dble but SYSTEM OFF if they bid a suit.

### 3.4.6. Other higher responses to 1D:-

**1D – 2N** = natural, nf. Shows approx. 12 hcps, scattered values and no M. 3D rebid is nf.

**1D – 3C** = invitational, long clubs, no D support. 1D-3C-3M-4C can be passed as opener was maybe trying for 3N. if opener bids 4C in any sequence that's Deadwood.

### 3.5. They Double 1D

All responses up to 2D are as if they had not Doubled. Other responses:-

- Redble = normally 7-9 with 3/4 dias but may be stronger with bal hand not suitable to bid 2/3NT.
- **2D= inverted raise.**
- 2H/S/3C are Fit Jumps, at least a good 5/4, invitational +.
- 2N = NATURAL & invitational. Now 3D is to play.
- 3D = pre-emptive, 4+ diamonds.
- If they Dble, we bid 1H/S/N or 2C, **SYSTEM ON** unless 4<sup>th</sup> hand bids a suit.

### 3.6. 2<sup>nd</sup> or 4<sup>th</sup> hand bids a suit at 1 level or 1NT.

If they bid a suit/1NT – **SYSTEM OFF.**

- Bid of their suit = value raise to 3+
- Jump raises pre-emptive
- Jump in their suit asks for stop
- Dble Jump = splinter.
- 1NT rebid is natural & XYZ applies.

○

### 3.7. Reverses

General rule:- after a reverse 2N by responded is only way to show a weak hand EXCEPT after 1D - 1S; 2H - 2S, which is nf.

### 3.8. 4<sup>th</sup> suit forcing is always GF



#### 4. XYZ - 2C, 2D and 2N by responder after opener has rebid at 1 level

XYZ only applies after these sequences:-

**1C – 1R – 1L**

**1D - 1H - 1S**

**After interference:-**

XYZ does NOT apply if they have bid a suit except after 1C-(1D)

XYZ applies in all auctions where they double in any seat.

**Rules:-**

- ALL invitational hands go through 2C
- After 1C - 1R, 1R+1 - with specifically 5332 and likely wanting to offer a choice of games, bid 2C and then jump to 3NT.
- 2D acts like 4th suit, and is Game Forcing, normally looking for right denomination.
- Hands with long clubs and another 4 card suit use 2NT, rebid unless invitational. In this case go via 2C.
- Simple raises & rebids are NATURAL & nf eg:- 1C - 1H; 1N - 2H; shows min hand with 5 spades & 4+ hearts. Note:- 1D - 1H; 1S - 2S is nf and not constructive as opener is limited to 16 hcp.
- All jump rebids by responder are GF and are distributional hands. eg:- 1D - 1S; 1N - 3S shows 6+ spades and opener will only bid 3N to play with all values in other suits. Also 1C - 1S; 1N - 3C shows GF, 5/5.
- Non-jump reverses by responder are used as weak distributional hands eg:- 1C – 1D; 1N - 2S will be weak 5/6 in majors.

**Opener's rebid**

- If we bid 2C, opener MUST bid 2D. Now we Pass with weak hand with long dias. All other bids are NATURAL and INVITATIONAL.
- If we bid 2D, opener shows features upwards - 3 card support for responder's M, an unbid 4 card major, a 5 card minor if suitable or NT. Jump to 3NT confirms minimum and suitable for NT.
- If we bid 2NT opener MUST bid 3C. Now responder will Pass with weak hand with long clubs or bid a new suit to show GF with shortage. If responder has 5/5 he is likely to rebid 3C rather than 2NT so 1C - 1H; 1S - 2N; 3C - 3S shows 5/6 and is 'odd one out' in that we do not jump immediately over 1NT rebid.

**Additional points:-**

- If we go via 2D and then raise opener's 2nd suit this suggests we are interested in other spots - 3NT, or possibly 4-3 fit. eg:- 1D - 1H; 1S – 2D; 2N - 3S might be Axx, AKxxx, Qxx, xx. [This hand wants to play 4H if opener has 3 or 3NT only if opener chooses this. If opener has KQJx, Qx, AJxxx, xx we will play 4S
- After 2N opener must bid 3C. Responder will either have 3+ support if opener has shown clubs [eg:- 1C-1D; 1S-2N] or have 5+ clubs. If responder bids again, this is GF.

**XYZ after passing**

- It is fully on only ON if opener has shown a strong bal hand in this sequence: p-1C-1R-1N
- If opener has *not shown strong 1NT*, 2C retains same meanings. 2N is ONLY weak with clubs. 2D [and all jump bids that would normally be GF] are no longer XYZ.

## 5. Major opener

We open 1M whenever we have 5+ in hearts or spades and no longer suit. 1M – 2M is constructive, showing 2½ Cover Cards so a minimum 3 card raise will bid 1S/N first.

1M – 3M is Mixed Raise – typically Hxxx trumps and 1 outside A or K [or equivalent]. Minimum hand with 4 trumps can either raise directly to 4M or show 3 card raise and then bid again if they compete.

### 5.1. Response and Rebid

1H opener	Response	Opener's continuations
1H-1S	Forcing NT, shows < 5 spades, unable to raise, bid 3C/D or bid natural GF 2 over 1. Limited to balanced 12 hcps.	<ul style="list-style-type: none"> <li>● 1N = EITHER bal 11-14 hcps OR 4-5M's, less than reversing values. [see below for continuations]</li> <li>● 2C/D/H = natural, nf</li> <li>● 2S = Reverse. Now 2N=Lebensohl, other bids = F1</li> <li>● 2N = 17-19 bal. natural continuations, new suit forcing, support for opener's major is non-forcing</li> <li>● 3C/D = GF, natural,</li> <li>● 3H = nf, 6+ hearts, extras</li> <li>● 3S = Auto-splinter, 6+ hearts, GF</li> <li>● 3N = v good hearts, distributed values, approx. 17+</li> <li>● 4L = AUTO SPLINTER, v good suit &amp; shortage.</li> </ul> Natural continuations
1H - 1N	5+ spades	2C may be 2533 up to 14 hcps.
<b>1S opener</b>		
1S - 1NT	Forcing NT – unable to raise, bid 3C/D or GF 2 over 1	2C = EITHER bal 11-14 hcps OR 5 spades & 4+ clubs.
<b>1M opener</b>		
1H/S-2C/D & 1S-2H	GF,	Note:- 2C=either bal/semi bal (includes 4441, 5431 and 5422 types that are suitable for NT OR 5+ clubs.
1H/S - 2H/S	Constructive 3 card raise	– see section 3.3 below Romex trial bids apply.
1H - 2S & 1S - 3H		Invitational 4 card raise. Bid of new suit is SHORTAGE, 3N = mst, no shortage.
1H/S - 2N		
1H/S - 3H/S		<u>GF, 4+ trumps. Opener show hand type [see below]</u>
1H - 3S 1S - 3N	<b>Standard Splinter</b>	Mixed raise. 7-10, 4 trumps & some defence. New suit by opener is shortage, 3N = mst, no shortage. [see below for definition] Next step asks for short suit
1M-3m	Natural inv	6 card suit, no fit for the major, invitational values
1H - 3N, 1H - 4C/D	<b>Mini SPL</b>	[see below for definition], New suit is NATURAL slam try.
1S-4C/D/H	Mini SPL	[see below for definition], New suit is NATURAL slam try.

## Continuations

### Forcing 'NT'.

We play 1S/NT response to 1M as F1 and '2 over 1' GF. 3 card raises with INV+ values use FNT but hands with 3 trumps and 14/15+ normally use '2 over 1' in order to have more space to explore {AJxx, Qxx, Kx, AQxx should respond 2C to 1H opener}.

**A. After 1H - 1S** We use 1N to show EITHER H&S OR balanced hand.

#### Responder has less than 9 hcps,

- 1H-1S-1N-2D shows 5+ dias, nf
- 1H-1S-1N-2H shows 2/3 card support, nf
- 1H-1S-1N-2S shows exactly 40(54), less than 9 hcps. Opener sets the spot.
- 1H-1S-1N-2N shows both minors, normally 5/5
- 1H-1S-1N-3C 6+ clubs, 5-8 pts.

**With 9+ hcps, responder bids 2C over 1N rebid unless they have INV+ 3 card raise. In this case they jump to 3/4H.**

- 1H-1S-1N-2C-2D = 11-14, bal
- 1H-1S-1N-2C-2H = min 5H & 4S. Now 2S is to play and 3H is INV. Other bids are NAT, nf.
- 1H-1S-1N-2C-2S = max 5H/4S, GF but not strong enough to rebid 2S over 1S.
- 1H-1S-1N-2C-2N = 15-16 bal. unsuitable for 1N opener. As we are now in GF situation all continuations are NAT.

SPECIAL SEQUENCE:- 1H-1S; 2C/D-2S shows 5+ support for minor and invitational values.

**B. After 1S – 1N** We use 2C rebid to show EITHER S & C [excluding 5-5 with extras. This hand rebids 3C immediately – see below], OR balanced hand up to 14 hcps.

Responder can pass with a very weak hand with 5+ clubs and short in opener's M but responder needs to allow for opener having a strong 5S/4+C type.

#### Responder has less than 9 hcps,

- 1S-1N; 2C-2H show 5+ hearts, nf. Opener will only look for game with max 5314 or 16 hcps bal with 3 hearts.
- 1S-1N; 2C-2S shows 2/3 card support. [if 3 trumps, hand too weak to bid 2S immediately]
- 1S-1N-2C-2N shows both minors, normally 5/5 but after 1S-1N-2C, with (say) x, xxx, KQxxx, J10xx, 2N describes the hand better than 3D.
- 1S-1N-2C-3C/D shows long minor [normally 6]
- 1S-1N-2C-3H shows 8-11 hcps and 6+ hearts and is nf.

After any of these responses, opener goes on with a stronger hand – normally approx. 18 hcps with 5/4. With 5224 we treat the hand as balanced, rebidding 2N over 1N responses]

**With 9+ hcps, resp bids 2D unless they have INV+ 3 card raise [bid 3/4S] or 6+hearts [bid 3H].**

Now opener's rebid defines his hand

- 1S-1N; 2C-2D; 2H = (11)12-15 bal.
- 1S-1N; 2C-2D-2S = min S & C, normally 5/5 or 5431 {5224 often treated as bal}.
- 1S-1N-2C-2D-2N = 15-16 bal. unsuitable for 1N opener. As we are now in GF situation all continuations are NAT.
- 1S-1N-2C-2D-3C = max S & C, GF denying ability to rebid 3C immediately.

NOTE:-1S-1N; 3C = good 5+/4+ GF. 4C is GF & Deadwood and shows better hand than jump to 5C. 3D or 3H show values in that suit, looking for 3NT.

## 5.2. Two over One

All bids of 2L over 1M opener are GF. Balanced hands ALL go through 2C, so 2D and 2H response to 1S are 5+ suits.

### 5.2.1. Basic Principles of GF Two over One: -

Principle 1 – “don’t bid poor suits with good hands”. As we are often exploring slams we need to be wary about playing in 5-3 fits with potential 3<sup>rd</sup> or 4<sup>th</sup> round trump losers. We should never miss a 5-4 fit so both responder and opener may show a weak 5 card suits as if it is a 4 card suit.

*All hands without 4 card support for opener’s major and with a good suit of their own and enough values for game will bid 1N or 2D [over 1H], 2D or 2H [over 1S]. But all hands with a long club suit and ALL balanced hands will also respond 2C.*

Principle 2 - It is important to keep these up to strength so that if opener has extras, he knows he can safely go on over a jump to game rebid by responder. Eg:- after 1S – 2C; 2S – 2N; 3H – 3N opener can safely bid 4N with 17+ just in case responder has a bit extra without too much risk of struggling for 10 tricks when responder is minimum. Consequently, a min 2 level response should be the equivalent of 14 hcps but hands with a bit more shape, some fit or a good suit may be a bit weaker.

*The advantage of playing a Forcing NT is that marginal hands can bid FNT and then jump over a normal response – so we still bid marginal games but, by keeping 2 over 1 up to strength, also give ourselves the best chance of bidding reasonable slams.*

Principle 3 – by using a CATCHALL structure [or NEUTRAL 2N bids by responder in some circumstances] we identify hands with specific hand patterns and/or texture by making EXCEPTION bids [that is NOT using Catchall or neutral 2N].

So 1M – 2C; 2D – 2H; 2S is Catchall, simply saying “I cant make a bid showing one of these”:-

- a) 6+M, not a solid suit
- b) a reasonable 2<sup>nd</sup> suit [normally 5+, better than Qxxxx; the stronger the hand the more likely we are to show a poor 5 card suit – particularly a minor – as if it is a 4 card suit]
- c) a solid suit
- d) bal 14-16 with scattered values [if 16 it will have poor Slam Points].

NEUTRAL advances are used by responder when he either wants to ‘right side’ NT or wait for more information. Eg:- 1M – 2C; 2D – 2H; 2S – 2N is not showing anything in particular and opener will show a 4 card M or reasonable 4 card minor but should simply bid 3NT with a minimum hand and scattered values.

Also 1M – 2C; 2H – 2N is very likely to be right siding the contract in anticipation of playing in NT’s but may also be waiting to see if opener shows another feature [3C/D in this situation may be a fragment eg:- AQxxx, AKxx, Kxx, x]

This structure, with lots of different paths available, allows each partner to use judgement in deciding what to show and when to ‘wait’. Therefore, it is important to allow for possible hands partner might have and also jump to the final spot when that is clear.

## 5.2.2. Two way 2C response to 1M

### A. 2D rebid shows any 11-14/15

**After 1M – 2C; 2D – 2H**, Opener shows his distribution by EXCEPTION. [This means that all hands that do not have 6 card M or reasonable 5 card second suit bid the CATCHALL 2S – with 3N and 4M showing specific hand types, as below].

1M – 2C; 2D – 2H; 2S denies the ability to make an EXCEPTION bid. Responder will either bid 2N, to right side a final 3N and invite opener to bid a second suit, or bid a suit themselves, looking for opener to raise, bid another suit below 3N or bid 3N.

Once opener has confirmed 11-14 hcps, all further bidding is within that context. Responder will assume 7 losers and 6/7 SP's so opener should only 'sign off' or show 'bad hand' in response to Deadwood with less than this or particularly badly placed cards. Opener will use 3N as SST [very suitable in context of 2♦ rebid] when responder has shown a 3 card raise so a cue bid only shows an average hand. So with AQxxxx, xx, KJx, Jx we would bid 3D after 1S – 2C; 2D – 2S but with AQxxxx, x, KJx, Kxx we can afford to bid 3N as responder will not expect us to have less than 6 losers or more than 8 SP's.

1M - 2C

2D - 2H shows responder was balanced and asks about opener's hand. Now:-

- 2S is CATCHALL – denying 6M or 5 card side suit. If 5332 type, will be 11-14 hcps.
- 2N shows 6+M. **May have 4 of other M.** Denies max with very good suit. Bidding proceeds naturally. **If 4/6 or 6/4 we show 6M and responder can introduce 4 cards in other M over 2N.**
- 3C/D [&3H after 1S opener] shows 5 card suit - probably not 6/5 unless poor 6 card suit. Bidding proceeds naturally but new suit at 3 level is likely to be a stop looking for 3NT.
- 3M shows solid 6+ suit.
- 3N does not exist. Good 14 to poor 17 hands open 1N, 11-14 hands bid 2S Catchall

1M - 2C

**2D - 2S shows 4 OM and 5+ clubs, Natural continuations**

1M - 2C

2D - 2N shows 5+ clubs, less than 3 card support for M, suitable for NT.

Natural continuations.

1M - 2C

2D - 3C shows 6+ clubs, less than 3 card support for M. Natural continuations.

1M - 2C

2D – 3D shows 4+ dias, 5+ clubs. Natural continuations.

1M - 2C

2D - 3OM, 4D = SPL, v good hand with 5+ clubs and 3 card support for M. [4C is Dwd]

1M - 2C

2D - 3M = mst, no shortage – strong hand as opener has shown <16 hcps.

Any bid by responder direct to game is to play.

**B. Stronger hands after 1M – 2C;**

Now 2M is CATCHALL and all other bids are the EXCEPTION hands.

As slam is now more likely responder will often bid a neutral 2N in order to get more information or set one of opener's suits as trumps. 3L [and 2S after 1H – 2C; 2H by responder show that suit and clubs so a balanced hand with 4 spades will bid 2N and wait for opener to show another suit. Again, because slam is more likely it is important for responder to clarify quickly whether he has a good club suit that might be trumps or be a source of tricks.

**C. Some Special sequences**

1M - 2C

3N shows 5332 type with good 15-17 hcps. Now 4C is Dwd, any other bid is natural but F4N.

Note:- 5332 type with 18-19 hcps will rebid 2M and then raise 2/3N to 4N.

1M - 2C

4M shows very long suit [probably 7+] with min values.

**D. They bid after 2C response**

System is off, natural continuation.

Double is take-out.

2N= 18-19 balanced

If opener bids 2M or below that does not show extras, 3 level bids show extras.

Pass shows minimum hand and no .

**General principles after 1M-2D and 1S-2H**

- '2 over 1' is a game-force and essentially sets up natural bidding.
- Cue bidding style bids A or K upwards so 'missed' suit implies at least 2 losers  
eg: 1S – 2C; 2S – 3S; 4H will NOT have a D control so responder must sign off without control in that suit.
- 'Last train' always replaces cue-bid when only one space left before trump suit
- Jump to support a suit below game shows extras [at least a working K more than average] ex. 1S – 2D; 2H – 3S. Now 3NT is SST, 4L is cue but less than SST.
- Unnecessary jump to game is Fast Arrival
- Jump to 3NT by either opener or responder shows 15-17 with balanced type hand and no fit for partner's suit(s). 2NT rebid shows EITHER 11-14 OR 18-19. The strong hand will then go on.
- Picture bids only apply when either hand jumps to 3NT [equiv to 15-17 and stops in unbid suit(s) or as below.
- 2M is Catchall, includes all 12-14 or 18-19 BAL and hands not good enough to 'reverse' ex. 1S – 2D; 2S could be 5314 unsuitable for 3C.
- 1M-2C/D/H – 2NT[via 2D if response is 2C] shows 6+M, not suitable for 3M [good suit + extras] or 4M [good long suit, min]. Over 2NT continuations are NAT,

### 5.3. Opener's rebids

**Catchall 1H/S – 2D/H; 2H/S = unlimited, normally min BUT INCLUDES BAL 18-19, denies ability to rebid anything else.**

Continuations by responder after Catchall:

- 4H/S shows 3-card support in a minimum 2over1, to play.
- 3H/S shows potential slam interest, (opener bids 4M with poor minimum/sub-minimum
- 4C/D/H are splinters with 3-card support. Slam possible opposite a perfect min (opener now cues with suitable min or any stronger hand. Opener's 4H/S doesn't necessarily deny a control)
- 2NT denies primary support for M, waiting bid. Opener bids descriptively: 3NT = BAL (minimum), 3L = 4-card suit, min. 4NT = 17-19 BAL type.
- 3NT = 15-17 BAL, 1/2 spades (with 3 usually raise), typically 2335
- 3C/D/H – a new suit is NAT in principle, but may be 3 cards as a probe for NT. Even with 4- card support opener will try not to go beyond 3NT unless he has a singleton. Delayed 3H/S from responder shows Hx at best

#### 2NT rebid

1H – 2D; 2N and 1S - 2H; 2N shows a 6 card suit. It may be min 4S & 6H [1S-2C/D; 2NT will NOT have 4 hearts].

#### Continuations by responder are natural:

- 1H – 2D; 2NT – 3S = NAT, 4252 or 4153 type.
- 1H – 2D; 2NT – 3C/D; 3S shows min 4-6M's, so responder will rebid good clubs or diamonds before showing spades.
- 3M either choice of games or slam try (opener bids 3NT or 4M with poor min/sub-minimum- this doesn't deny a control. Opener cues with any other suitable hand)
- 3NT short in opener's M 12-14
- 4H/S = minimum 2 over 1, to play
- 4NT quantitative, 18+. All hands that want to KCA MUST SET SUIT FIRST.
- 4D set suit.

**Reverse: 1H – 2D; 2S** : promises at least a king better than a min opener. May have 6 hearts (Further bidding is as natural as possible: 2NT waiting)

**Raise of responder's minor eg:-1M – 2D; 3D:** Normally 4CR. If 5/3 will have good trumps and suitable. Min 5-3 type hands will go via Catchall. Eg: KQ10xxx, Ax, Jxx,Jx will rebid 2NT and KJ10xx, QJx, Jxx, AQ will rebid 2S.

#### Continuations by responder:

- A new suit below game is a probe for 3NT.
- 3M = better than min. M is the agreed suit unless opener now bids 4D  
Deadwood (he might be 5-5)
- 4M is min 2 over 1.
- 4D=deadwood.
- Jump new suit is SPL for diamond

**New minor at 3-level**

1M – 2D; 3C Shows at least 5/5 but may be minimum in terms of high cards. Responder may need to improvise by bidding 4<sup>th</sup> suit without 3M or stop in unbid suit.

**Single heart raise:**

1S – 2H; 3H does **not show extras**, but will not be with BAL minimum with 3 hearts or min 5422 and poor hearts. These hands will bid 2S.

Continuations do NOT allow us to play in 3NT, which is always SST when responder's M is agreed.

- 3NT = SST
- 4H minimum
- 3S = A,K or Q spade but may still be strong enough for SST.
- 4S = Good spades & hearts but min – probably 3-5.

**Jump to 3 level in new suit**

**1S – 2D; 3H = 5-5, good suits, may be min or significant extras [goes on after sign off].**

**Jump rebid in opener's suit**

1S–2D/H; 3S= v good spades & extras. 3NT=natural. All other bids agreeS's.

**Game in own major**

1M – 2L; 4M = Non-Solid major, no slam interest. (AQJ10xxx, Axx, xx, x)

If opener bids 1M – 2L; 2NT – any; 3M he has long, but not solid spades and some extras

**Jump to 3NT**

1M – 2L; 3NT = 15-17 BAL . Opener could be balanced or short in resp's suit.

**Jump raise of responder's major**

1M – 2L; 4M = Picture Bid, 5422, all values in the 2 suits, no slam interest.

**With a singleton we tend to splinter even with minimum values**

**Picture bids** :- Only apply in a limited number of cases when Fast Arrival is irrelevant.

1S–2H-4H Denies control in either minor) a rebid of 3H could have been min

1S – 2H-3m – 4S (Good H & S, no control in 4<sup>th</sup> suit)

**Note: as opener has shown suitable hand, lack of control in unbid suit takes priority.**

**5.3.1. Responder's rebids:**

- Jump to game in partner's suit is Fast Arrival, a minimum 2-over-1 – unless opener has shown extras or 2 jumps are available
- Jumping to 3 of partner's M promises at least a king extra, slam interest
- 4th suit is not natural and is looking for 3NT. Bidding the 4th suit twice is natural.
- Raising partner's second suit promises 4+card support:
- A jump in the 4th suit is Splinter with 4+card support for the second suit.



## 5.4. Responses with 4+ trumps

### 5.4.1.1. Stronger raises with a fit.

As 1M-4M is obstructive and we don't use 1H-2S & 1S-3H to include hands worth game, we need bids to show the various types worth game or more with 4 trumps.

### 5.4.2. 1M – 2NT; 4+ trumps, game +.

Initially we use 'losers' to classify opener's strength. Responder looks at possible cover cards but bears in mind that where 'source of tricks' is identified this method of evaluation is unreliable. Therefore 1M - 2NT; 4L is used to show source of tricks, even if relatively minimum [e.g. KJ10xx, Kx, KQ10xx, x is good example].

<b>3C</b>	<p><b>Minimum with shortage</b> e.g. QJ10xx, x, AJx, QJxx. May have void.</p> <ul style="list-style-type: none"> <li>3D asks for short suit. 3H shows void somewhere. 3S asks again. Now 3NT, 4C/D show void suit (NGF). 3S/NT, 4C show singletons (NGF). Continuations by responder are cue-bids. Bid of void is Exclusion KCA.</li> <li>3M = Neutral – unless opener shows interest responder will only go on with significant extras [typically 16+, 5 losers &amp; 5 CC's].</li> <li>3/4L = Significant extras, source of tricks in L suit. Opener cue-bids, including any high card in responder's side suit.</li> </ul>
<b>3D</b>	<p><b>Extras and shortage.</b></p> <ul style="list-style-type: none"> <li>3H Asks for short suit. As above, 3S shows void (3NT asks again), others = singletons (NGF). Similar structure as after 3C.</li> <li>Other rebids as above.</li> </ul>
<b>3M</b>	<p><b>Approx. 14-16, no shortage.</b></p> <p>3NT SST. Opener is required to cue-bid. Cue MST, will reach slam if high cards are well placed.</p>
<b>3OM</b>	<p><b>11-14, no shortage and suitable</b> hand [may be min e.g. KJ10xx, Kx, KQxx, xx] Continuations as 3M, responder needs significant extras as opener is limited</p>
<b>3NT</b>	<p><b>SST - Equivalent of 17-19 BAL.</b> No shortage [slam based on values] Responder may bid 4M with unsuitable minimum but otherwise cue bids.</p>
<b>4M</b>	<p><b>Min. and poor hand.</b> Responder only goes on with considerable extras.</p>
<b>4L</b>	<p><b>2 suiter</b>, normally <math>\leq 6</math> losers with good suits. May have min high cards suits. Cue bid by responder = extras. Looking for controls or high card in side suit. 4M by responder = Opener goes on with extras e.g. AKJxx, x, AQxxx, Kx – 5 level is safe.</p>
<b>4S</b>	5 spades & 6 hearts
<b>4NT</b>	<b>KCA</b> – takes control on assumption that responder is min FG.
<b>5L</b>	<b>Exclusion KCA</b>

### 5.4.3. Splinters

A standard splinter is typically 9-12 with 4+ trumps and a shortage. It shows 3.5+ Cover Cards. If responder has void, he may be weaker. If responder repeats his shortage suit this is EXCLUSION RKCB – opener shows key cards excluding the Ace in the short suit. If there is competition, we can only splinter in their shown suits – so, 1S-(2NT)-4C is a SPL but 1S-(2S)-4C is Fit Jump.

To distinguish between those hands with a shortage that have real potential with others that are worth game but lack controls so are less useful if we are considering a slam, we use two types of Splinters (SPL). Both types show a void or singleton and 4+ trumps.

**A) 7-10 hcps with average or less controls[A=2, K=1]** eg: Qxxx, x, KJxxx, QTxx [note;- assuming the singleton is at least 1 cover card, this hand has 3½ CC's]

**B) 9-12 hcps with at least 3 controls** eg: Kxxx, x, Kxxx, KJxx. If responder has void, he may be weaker. All 12+ hcps hands without a shortage or hands too strong for type B SPL go via 2NT.

A very strong hand with a void can show type A SPL but then go on over 4M by repeating the short suit - that being Exclusion RKCB. However most stronger hands, with or without a shortage, will bid 2NT in order to find out more information about opener's hand.

**Type A) SPL's bid the shortage immediately** EXCEPT that 1H-3NT shows spades.

Opener assumes min type response and can

- Sign off in 4M
- Cue bid with a strong hand.

**Type B) SPL's bid 1H-3S & 1S-3NT** to show a shortage in as yet undisclosed suit. Now opener can

- Sign off
- Bid next step to find out the suit [note: 1S-3N; 4C-4S shows short clubs].

**Memory hint;- Fast arrival [type a)] is weaker hand.**

### 5.5. 3 level response to 1M.

**1M-3C/D** are **nf but constructive** [approx. 11 hcps with good 6 card suit and normally singleton or void in M - may have xx if very good minor suit].

Any rebid by opener is NAT, GF except rebidding 4m.

### 5.6. Drury and other passed hand bidding

**Introduction:-** We will often open very light if partner has already passed. We use 2C/D to show 3/4+ card raises with about 8-10 hcps. Therefore an immediate raise to 2M will be 4-7 – a hand that would either have passed or bid via FNT if we hadn't already passed.

P - **1S-1N** is now nf and will not contain 3 spades. If opener has 15-17 bal he will still rebid 2C – SYSTEM ON. After P - **1H-1S** opener will often rebid 1N and the 2C mechanism still applies but a min 4/5 hand may choose to Pass **1S**.

P - **1S - 2H** is 9-10 hcps with 5 hearts and P - **1M – 2N** is weak hand with 6 clubs or dias [equiv to wk 2]. Both are rare as we will often have opened these hands with 2H or 3m.

Drury bid	Opener's rebid	Continuations
<b>P – 1M – 2C</b> shows 3 trumps and 2½ - 3 cover cards	2M says "I am not interested even if you have max".	Responder will only go on with exceptional hand. If opener is in 4 <sup>th</sup> position this is more likely.
	2D = 6 losers. May be interested.	2M = min flat(ish) hand. Opener can still go on using a ROMEX game try.
		Any other bid below 3M is non-min, and shows a natural feature.
		Jump to 3M is max with very good trumps – normally '2 of top 3'. Opener is unlikely to Pass but may bid 3N with suitable hand.
	2H [after P-1S-2C] is equiv. to bidding 2D but shows 4 hearts.	Continuations as above.
	Bids above 2M show a shortage (2N=bal) , initially game try but might be slam try.	We will bid game unless responder bids 3M with unsuitable/min. Otherwise bid a positive feature in case slam is possible.
<b>P – 1M – 2D</b> shows 4+ trumps & 2½ - 3 CC's	2M is sign off.	Responder only goes on with partic suitable hand eg: xxxxx, Kx, Axxx, Kx
	2OM is 6 loser hand.	Responder can sign off if min, bid game with max or bid a natural feature.
	Bids of 2N and below 3M are showing shortage, initially game try but might be slam try. 2N=short in OM	Responder signs off if unsuitable. Otherwise shows positive feature/cue.
<b>P – 1M – 2M</b> shows 3 card raise that would have gone via FNT [may be even weaker eg:- Kxx, xx, Jxxx, xxxx will raise 1S to 2S].	Romex trial bids apply, opener should have 5 losers or less.	
<b>P – 1M – 3M</b> is 5 card mixed raise. With 4-card raise bid 2D.	New suit = shortage	Note:- Mixed Raise use Drury.

### 5.6.1. Other responses after passing

**P- 1S; 2H** is NAT, 9-10(11) and nf. Now 2S, 2NT and 3H rebids are nf. All other bids F1.

**P – 1M; 2N** shows a hand with 5-9 hcps and long minor [equiv to a weak two]. Opener will normally bid 3C as Pass or Correct, be he can break with a strong or distributional hand.

**P– 1M; Jump in a new suit** [including 3m] is a FIT JUMP.

## 6. 1NT OPENER

We open 1NT with 5M to avoid problems in competitive auctions. Will upgrade good 14 counts with 5 card suit to open 1N.

Auto-splinters apply in responder's M after 1/2N opener or rebid only. Responder sets his suit as trumps and shows a shortage in new suit by a Double Jump to 4 level [or 3S when hearts are the trump suit]. Eg:- 1C – 1H; 1N – 3S/4D. The implication is that responder is interested in slam if opener has suitable/fitting cards rather than trump support. Likely to have 3 of top 5 honours.

### 6.1. Responses to 1NT opener

<p>1NT– 2C STAYMAN</p>	<p>In addition to the usual use of Stayman [STY] when we have one or both 4 card majors [or weak hand with short clubs] we start with 2C when we have:-</p> <ul style="list-style-type: none"> <li>□ All invitational hands with exactly 5 spades. 1N-2C; 2D-2S. Opener can Pass, bid 2/3NT or new suit as game try.</li> <li>□ GF hands with 5+ minor and likely to be interested in finding a major fit..</li> <li>□ GF hands with 5/4 or 4/5 in majors. 1N-2C; 2D-3H/S shows 5 cards in the other major, enabling the 1NT opener to play the final contract. If opener is particularly suitable he can cuebid.</li> <li>□ GF hands with 6/4 or 4/6 in majors and more than minimum values. Game only hands bid 4H/S over 2D. Now responder jumps to 4C with 4/6 and 4D with 6/4. Opener bids 'in between suit' to show slam interest.</li> </ul> <p><u>Note:- we don't use STY with an invitational balanced raise without a major so with (32)44 or similar we either pass 1NT or bid 3NT.</u></p>	<p><u>2D/H – 2S</u>; NF, INV with 5S 2D/H/S – 2NT; INV, will have 4OM 2L – 4NT; QUA. Opener goes on by bidding suits, jump to 6L shows good 5-card suit. 2D/H/S – 3m; NAT, GF, 5+m &amp; 4 unbid M.</p> <hr/> <p><u>2D – 2H</u>; may be 4-4 majors, weak; Opener will remove to 2S with 3-2 in M's. <u>2L - 3m</u>; GF, 5+ minor. Probably 4M <u>2D– 3M</u>; Smolen, 4/5 GF [shorter in bid suit]. Now 4L = cue in long suit.</p> <hr/> <p><u>2H - 2N</u> = INV, will have 4 spades. <u>2H – 3S</u> no shortage mst, agrees H's. Later 4N=RKCB <u>2H - 3N</u> =choice of games, will have 4S's <u>2H – 4C/D</u>=shortage, mst, 4+ trumps Note:- cant show shortage in S <u>2S – 3H</u>; no shortage mst, agrees S's <u>2S – 4m/H</u> = shortage, mst, 4+S's</p>
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<p><u>1NT – 2D</u> TRANSFER with 5+ hearts</p>	<p>Breaks show MAX 4+ trumps; suits are source of tricks, 2NT= max with scattered values.</p> <p>3H shows min with very good hearts[HHxx]</p> <p>Re-transfer takes priority</p> <p>ALL INV types rebid 2S.</p> <p>Responder's rebids are TRF to next higher suit</p>	<p>After 2H:- <u>2S = ART INV</u> with 5H. Opener bids 2NT/3H to reject, 3m as natural game try in H 3NT/4H to accept. After 2NT responder continues natural NF (5-5). <u>2NT = Clubs (TRF) GF.</u> Opener's 3H shows 3+, <u>4H/C show fit in both suits [4C=better] -others deny support</u>, 3C = clubs (4+), 3♦/S show values, stopper-worries in 4<sup>th</sup> suit. <u>3C = Diamonds</u>, GF, <u>3D = 6+ Hearts</u>, no shortage, GF. 3NT by either side to play. <u>3H = 6+ Hearts</u>, NF INV <u>3S/4m = Auto SPL</u></p>
<p><u>1NT – 2H</u> TRANSFER with 5+ spades</p>	<p>All breaks show 4+ trumps; suits are source of tricks, 2NT max, scattered values.</p> <p>3S shows min with very good trumps.</p> <p>Re-transfer takes priority.</p> <p>Responder's rebids are TRF influenced</p>	<p>After 2S:- 2NT = Clubs GF. Rebids as structure for 1N-2D. 3C =Diamonds, GF, continuations as above. 3D = 5/5 Majors, MST. Now 3M shows 3card support, 3NT show 2-2. After 3M, responder shows shortness, 3H = 6+ Spades, no shortage, GF. 3NT by either side to play. 3S= 6+ Spades, NF INV 4m/H = Auto SPL</p>
<p><u>1NT – 2S</u> <u>1NT– 2NT</u> TRF to C/D a) Wk with long m b) wk, both minors c) GF, good m &amp; short in X</p>	<p>Step-1 DECLINES</p> <p>Step-2 ACCEPTS, normally shows enough to run the suit opposite KQxxxx or better</p> <p>Responder may have (say) xx, Qxx, xx, KQxxxx. Now if opener shows Hxx in clubs, he would bid 3N but if opener bids 2N, he will sign off in 3C.</p>	<p>a) With weak hand Pass or convert to 3m.</p> <p>b) both minors, weak – respond 2NT and pass rebid of 3C.</p> <p>c) If responder is strong but with no shortage he bids 3NT direct or 2S followed by 4C or 4N if he wants to make a slam try. After step-1/2, 3X = GF, Shortage.</p>

<u>1NT – 3C</u> 5/5 in minors, inv		With no game interest pass or bid 3D. 3H asks for shortage, NGF responses. 3S shows values in that suit, looking for help in hearts for 3N .
<u>1NT – 3D</u> 5/5 in minors, GF		3H asks for shortage, NGF responses. 3S shows values in that suit, looking for help in hearts for 3N .
<u>3H = 1444</u> or 04(54), GF	Opener can rebid 3NT with very good stop, 4m Deadwood confirming trump suit	4H shows average hand or less and 3S shows suitable hand. Now 3N by responder is SST. We can only play 3NT if bid by opener immediately
<u>3S = 4144</u> or 40(54), GF	As above	4H shows slam interest.
<u>1NT – 4C</u>	Slam invite with 5/5 in majors	Opener signs of to 4M or bids 4D if interested in slam.
<u>1NT – 4D</u> BOTH MAJORS	Game only or SST, at least 5/5 NOTE:- mst bids 2H and then 3D, showing 5/5[5/4 uses SMOLEN]	Responder goes on when major set – normally by showing shortage or 4N for key cards.
<u>1NT – 4H/S</u>	NAT, NF	
<u>1NT – 4NT</u>	QUANTITATIVE approx. 17hcps	Opener goes on by showing (good) suits [at least Hxxx] or jumping with good 5 card suit. If opener does go on, we cant stop below a slam.

After 1N opener and transfer to a major [1N-2R; 2H/S-2/3X showing suit above X] responder can transfer on the 2nd round but not 3<sup>rd</sup> round.

## 7. Two Level opening bids

### 7.1. Opening 2C

Any game forcing hand. If balanced then 24+

#### 7.1.1. Responding to 2C

2D	5+ with no good suit that qualifies as classic positive response	Continuation natural. 2N rebid by opener is any strength Fast arrival applies
2H	0-4 pts but no ace	Continuation natural. 2N rebid by opener is any strength Fast arrival applies
2S/3C/3D/3H	Good 6+ card suit, 8+ pts	Continuation natural. 2C-3m-4m=Deadwood 2C-2H/3S-4N=RKCB
2N	Do not use, strong hand needs to declare	

#### 7.1.2. Intervention after 2C

2C-(any overcall): pass is 0-4, double: 5+ pts, suit bid is positive and natural

2C-(double): pass is 0-4, redouble is 5+

## 7.2. 2D= Weak two in M or BAL 22-23 or GF with D & clubs/hearts.

### 7.2.1.Responses

2M Pass/correct to weak major	2NT = BAL 22-23 3C = D+C (at least 5-4) 3D = D+H (at least 5-4) After 2S, 3H = weak 2H	Continuations as 2NT opener.
2NT Relay	3C = maximum opening 3D = minimum with hearts. 3H = minimum with spades 2D – 2NT – 3NT = BAL 22-23 2D – 2NT – 4C = D&C, 2D – 2NT – 4D = D&H	Over this 3D asks for the suit with the request to show it in flipped order: [3H shows S, 3S shows H 3H now to play. New suit GF 3S again to play New suit GF Responses are as other 3NT situations F6L so responder can bid 'psychic' 2Nbut needs to be careful not to bid it with less than a positive to '2C' type opener.
3C/D Very good suit, F4m	Opener bids 3M with good suit & no fit, 3NT with outside card(s)	Continuations NAT. Only responder can allow bidding to stop in 4m. If opener is strong [F6L], jump inD, or NT.
3H/S Pass/correct	3NT = 22-23, 4C/D withD.+C/H	
4C TRF to major	4D = weak hearts 4H = weak spades	Sets up forcing pass Strong hands bid 4NT, 5C/D
4D End-signal with own suit	4H mandatory on weak- type	Strong hands bid 4NT, 5C/D
4M Pass/correct		No forcing pass

### 7.2.2. Intervention after Multi 2D

Over enemy interference, doubles are penalty, and new suits are "pass or correct".

If they double or bid at 2 level then system at levels 3 and 4 is on. For example: 2D-(2S)-4C is "bid suit below your M"

If they bid at 3 level then any bid in minor is natural and 3/4H is pass or correct

2D - (X) - Pass = long D and shortage in a major.

2D – (X) - Redouble = both minors [at least 5-5]

2D - (overcall) Double = PEN. No invitational bid available.



### 7.3. 2H/S openers – 4-9hcps

#### Responses

- pass and 2S over 2H opener: to play. Opener should not bid further
- 2N=Relay - see below
- 3m=Natural non-forcing. Opener normally passes. With complete misfit opener can re-bid his major ( 6-4 ) or bid other major with 5-5
- 3M=non constructive. Opener will raise with exceptional hand and extra length in that suit
- 4C/D=slam try, sets hearts/spades. Invites cue-bid

#### Continuation after 2M-2N (Relay)

- 3C: 5-4 any strength or 6-4 maximum. 3D now asks, responses are:
  - 3H=5-4 minimum
  - 3S=5-4 maximum
  - 3N=6-4 maximum
- 3D: 5-5. With 5-5 and minimum open 2H, with maximum 2S
- 3M: 6-4 minimum
- 3OM: 6-5 minimum
- 3N: 6-5 maximum

#### If they Dble our 2H/S:-

- Redble = top honour – suggests the lead.
- 2N = retains same meaning
- 3L = suggests lead and may have a fit for one of opener's suits. Opener is not forced to rebid.
- 4C/D= sets hearts/spades, as if no interference.

#### If they overcall our 2H/S,

- Double by responder is PENALTY,
- New suit at 3 level is Fit Non Jump, may be showing a good suit intending to support one of opener's majors.
- 4H/S = to play

## 7.4. 2NT is bal 20 -21 hcps,

may have 5M or 6m. May also have singleton honour.

System for all 2N family[2C-2H; 2N = 23+, 2C-2D; 2H-2S; 2N = 25+].

Summary of responses:-

- 3C=**Muppet** Stayman, allowing us to identify 4 or 5 card major suit with opener and maximise the occasions when the strong hand is declarer.
- 3D/H=TFR to major. OPENER SHOWS FIT IMMEDIATELY.
- 3S= minor suit Stayman
- 3N to play
- 4C= 5/5 in majors, slam invite. Opener bids 4M to play or 4D to show interest.
- 4D = at least 5/5 M's, either game only or SST. [2N-3H; 3N-4D = mst with 5/5M's]
- 4H/S = mst in C/D

If they bid 3L, Dble is takeout, all bids NAT.

### 7.4.1. 2NT – 3C asks for 4 or 5 card majors

Opener's rebid	Continuations
3D=one or two 4 card majors	3H= 4 spades, may also have 4 hearts. 3S= 4 hearts. Now opener bids 3N or 3S or 4H with fit and normal hand. 4C/D=slam interest, source of tricks. 3N=to play, implication that only interested if opener had 5M 4D = both majors, game only interest. With slam interest bid 3H with both majors or just spades. If opener bids 3S, 4L indicates slam interest, short in L. If opener bids 3NT, showing 4 hearts, 4H=slam interest, both M's.
3H=no 4 or 5 card major.	3S shows 5-4 in majors, 3NT to play. 4C/D=5+ suit, values for at least 4NT. Opener signs off in 4NT or shows interest by bidding a source of tricks. 4NT=quantitative. Opener goes on by bidding minor suits.
3S=5 spades	3NT & 4S to play 4C/D=5+ suit, values for at least 4NT [as above] 4H= mild slam try with spade fit. 4NT=quantitative. [as above]
3NT=5 hearts	4D=re-transfer to 4H 4C=5+ clubs [as above] 4H=mild slam try, opener will pass if unsuitable. 4S=5+ dias, opener can sign off in 4NT or 5D. Other bids show extras.

### 7.4.2. 2NT-3D/H shows 5+ in hearts/spades

Opener's continuations: -

**A. WITHOUT 3+ in shown M opener bids 3NT.**

**NOTE:- 2N-3D; 3S = 4 SPADES AND <3 HEARTS so with 4-5 in majors bid 3D.**

Now responder can go on over 3NT by TRANSFER which is either very distributional or values for at least 4N. Note: All transfers to a new suit at 4 level show 5+ in that suit. All transfers to a new suit at 4 level show 5+ in that suit. So if responder has 6M & 4m with slam values he has to RETFR to major and then bid 5NT to suggest an alternative slam.

When responder transfers over 3N response opener MUST complete a RETFR to original suit as responder may be very weak.

He will complete a TFR to a new suit with Hxx or better. A new suit is a cuebid agreeing 2<sup>nd</sup> suit.

If opener cant support responder's 2<sup>nd</sup> suit or show delayed preference for 1<sup>st</sup> suit, 4N is NAT and nf.

If responder now goes on, all bids NAT.

**B. WITH 3+ support opener will normally complete the TFR**

We can break into source of tricks with good support. NOW RETRANSFER ALWAYS TAKES PRIORITY [2N-3D; 4C – 4D is to get opener to play contract, NOT slam try].

**After opener accepts transfer** slam bidding rules when only a major has been bid apply – ie:-3N is no shortage, 3/4X=shortage. 4N is always RKCB when major has been agreed.

### 7.4.3. Other responses to 2NT opener:-

- **3S = both minors** [normally at least 5/4 but may be 4/4 with stronger hand 2N-3S-3N-4N=extras with 4/4]. After 3N rebid - indicating no interest, responder can go on with 4m, longer suit or 4M, 5/5 with shortage in bid M. 4N is to play unless suit definitely agreed.
- **4C=both Majors, slam invite. Opener bids 4D with slam interest and 4M with no slam interest**
- **4D=both majors, normally game only** [so 2N-3H-3N-4D is slam try with 5/5. With 5S/4H, use 3C]. If responder bids again, Serious Slam Try.
- **4H/S = mst in C/D. Now 4N is always wish to play there** and 'in between' suit is interest. Responder may go on by bidding shortage eg;- 2N-4H; 4S-5H is interest in grand slam in clubs with short hearts.

## 8. 3L pre-empts

- **Pre-empting style:-** Pre-emptive bids can be wide ranging, depending on position and to some extent vulnerability. 2/3 level openers in 1<sup>st</sup> position may be very weak and will frequently be a 5/6 card suit. In 3<sup>rd</sup> position non-vuln and game all, pre-empts may well contain unexpected defence so partner should be wary of 'bouncing'. Vulnerable against non-vulnerable in 2<sup>nd</sup> position they will be 'classic'. Other 2<sup>nd</sup> position pre-empts will be a bit sounder than other positions but we will follow the principle of **"if in doubt open at the highest level possible"**. In 4<sup>th</sup> position, 2L [including 2D] is approx. 11-13 with good suit, 3L shows solid suit, very little outside. 3L in 1<sup>st</sup> or 2<sup>nd</sup> position can be very weak, particularly in 1<sup>st</sup> position NV. Partner will assume an 'average' hand when responding but any hand worth game opposite a very weak pre-empt [eg;- J10xxxx and nothing else in 6331 or 6421 hand] will use KCA. In 3<sup>rd</sup> position 3L may have extra defence. In 4<sup>th</sup> position 3L will show solid 6+ suit, nothing outside. If responder bids 3N but then Redbles, this shows DOUBT.

Note:- If they overcall, Double by responder is PENALTIES

### Responses:-

- **3L [new suit] is NAT & F1 opener cannot pass.** Opener will strain to support responder's suit on assumption that 3M shows 6+ suit. Otherwise show an outside feature [3N may be stop in lower suit].
- **4C over 3D/H/S** are asking for slam suitability. Re-bid is minimum, otherwise cue-bid singleton or values

## 9. HIGHER LEVEL OPENERS

### 9.1 3NT opener shows a 4 level pre-empt in a minor Now:-

- 4/5C are Pass or Correct.
- 4D asks for singleton/void [5'own suit'= short in other minor]. 4NT with no shortage.
- Other bids to play

### 9.2 4C/Dopener shows solid major [4C=H, 4D=S] with nothing outside or suit missing A or K and a A outside.

Now 'in between' suit asks opener to show shortage – responder is in charge.

### 9.3 4H/S openers are NATURAL but deny the ability to open 4C/D. In 2<sup>nd</sup> position we should not have more than 1 defensive trick outside the major.

**Responses:-**

- 4N=RKCB.
- **New suit is asking for control in SUIT ABOVE.**

Opener bids slam with singleton and cuebids the 'asked for' suit with A [assumption is that responder has enough for small slam if we have 1 loser in that suit]. Eg:- 4H-4S asks for control in clubs, 4H-5D asks for control in spades.

### 9.4 4NT opener asks for specific Aces.

Responses:- 5C= none, 5L = that ace, 5NT = 2 aces, 6C = ace of clubs.

## 10. SLAM BIDDING

- We cuebid A's and K's [and singleton's and voids where appropriate] in ascending order. **This means that by-going past a suit bid implies 2 losers in that suit.**
- Particularly in '2 over 1' auctions, we can cuebid a Q in suit bid by partner and we would not show a singleton/void in partner's 1<sup>st</sup> bid suit.
- When we are known to have a solid fit in a major [all 5/4 fits and 5/3 or 4/4 fits when the 3NT bidder hasn't shown a no trump hand] **3NT is a Serious Slam Try.** [see Rodwell p133] This shows expectation of making 11 tricks opposite normal hand shown by partner and it REQUIRES cuebids from partner. FAILURE TO USE SST DENIES THE STRENGTH TO DO SO.
- A cuebid at 4 level is only 'forward going if partner has not already shown interest. Eg: 1S-3H; 4C[SPL]-4D does not show anything other than dia control but a hand made worse by 4C splinter can choose not to cuebid 4D.
- If we cuebid at 4 level it is assumed that we don't have enough to ask directly with RKCB.
- **If we cuebid at 1 step below agreed trump suit** this is LAST TRAIN APPLIES FOR ALL SUITS - See Rodwell p153. Partner only goes beyond game with extras.
- If they Dble a cue bid. Redble=1<sup>st</sup> round control[must be shown if held], Pass=interest in going on [responder Redbles to show 1<sup>st</sup> round control].
- If they bid a suit over Dwd or Key Card ask:- DIPO - Dble=1st step response, Pass=2<sup>nd</sup> step, next bid=normal 3<sup>rd</sup> step, etc.
- If they Dble a response to Key Card Ask. Redble=next ask with control[eg; for Q or outside K's], Pass=NO CONTROL IN SUIT THEY HAVE SHOWN.

5NT is only GSF in the very rare case that it is a jump and 4NT is not available to locate key cards. Eg:- 1H - (3S) – 5NT (note:- 4N would show the minors so not available).

Responses are:-

- bid 7L with 2 top honours,
- 6L with none,
- Steps below 6L to show one honour – if H trumps, 6D with only the K, 6C with only the A.
- **Jump to 4N:** This can be natural, two-suited takeout, or keycard.
  - **Keycard:** only when we have agreed trumps, or partner has preempted and there is no room for a forcing raise below game, or when no other meaning makes sense. (E.g. 1H (4C) 4N).
  - **Two-suited takeout:** E.g. over their 4M bid – e.g. 1S (4H) 4N; (4M) 4N. Over their 3M. Offering both minors opposite a takeout double of 2M/3M/4M.
  - **Natural:** E.g. (2S) 3D 4N. (Slam try with fit would start with 3S.)

### 10.1. RKCB

**4NT asks for 'key cards' from the 4 Aces and K trumps.** It always applies when a major has been agreed but only if 4m is not available when the trump suit is C or D.

**Responses:** 5C=1-4, 5D=0-3, 5H=2 no Q, 5S=2+Q, 5NT=2 + useful void [NOT a suit bid naturally]

## 10.2. DEADWOOD & EXCLUSION:-

Responses:-

1<sup>st</sup> step = 0 Key cards or min/unsuitable hand ['unsuitable' applies for Dwd only].

After this response next step is asking for key cards. Responses:

1st step=0

2nd step=1 KC

3rd step=1KC+Q

4th step=2KC

5th step=2KC+Q, ...

2<sup>nd</sup> step = odd number of key cards. It is assumed that partner will know how many this is so next step asks for Q trumps etc.

3<sup>rd</sup> step = 2 or 4 key cards, as above but next step asks for side K's.

4<sup>th</sup> step = 2 or 4 + Q trumps.

5<sup>th</sup> step = even number of key cards PLUS useful void.

Higher steps = odd number of key cards plus void in that suit.

Note:- The responses to Dwd and Excl are the same EXCEPT that 1<sup>st</sup> step always shows 0 KC's in Exclusion – there is no choice of 'min/unsuitable'.

**Deadwood:-** If we have agreed a minor suit in a GF sequence, 4m is OPTIONAL KEY CARD. This includes bidding 4m for the first time, for example: 1S-2H-3C-4C: confirms clubs as trumps and is Deadwood. If minor is agreed and 4m is not used then 4NT is standard RKCB for the agreed minor. For example 1D-1S-3D-4H(splinter for diamonds). 4N now is RKCB.

4m is never Deadwood if we bid it in competitive auction over their 3M even if a GF sequence is established.

### Exclusion KCA.

- If we make a Splinter bid and then repeat the suit, is it EXCLUSION. [exception is 1M-2N; 5L]. Asker normally has a void and partner shows key cards, excluding the A in short suit.
- Repeat cue bid at 5 level is Exclusion eg:- 1S – 2D; 2N – 3S; 4D-4H; 4S-5H
- 1S-2C; 3H IS NATURAL WITH TWO VERY GOOD SUITS so 4H is SPLINTER agreeing clubs.
- Note:- Unsuitable 1<sup>st</sup> step does not apply so not possible to play in 4NT.

**After 1<sup>st</sup> step of Deadwood response only [showing 0 or unsuitable], a bid of 4NT is TO PLAY.**

### 10.3. KCA continuations

#### After 4NT RKCB where major is agreed suit

- After 5m response next step that is not agreed suit is Q ask. Responses:
  - Minimum bid of agreed suit denies the queen
  - With the queen bid next K or 5NT if your king is higher. 5N could also be Q+unspecified extras
- 5NT is asking for specific kings
- 6 level bid or 5S if agreed suit is hearts and response was 5H: asking for 3rd round control - bid 7 if you have it

#### After Deadwood and Exclusion

- Response was 1st step - negative. Next bid asks for keycards, 4NT is to play
- Response was 2nd step: odd number of keycards. Follow-up bids excluding agreed suit (which is sign-off):
  - Next step is Q ask
  - 2nd step is specific king ask - same as 5N after RKCB when major is agreed
  - Higher steps: 3rd round control ask
- Response was even number of keycards and possession of Q is known
  - Next step is specific king ask - same as 5N after RKCB when major is agreed
  - Higher steps: 3rd round control ask

#### 10.3.1.1. Grand slam tries holding queen of trumps

- With strong Grand slam try ask for Kings
- With all key cards and no extras ask for Q first (partner will deny) and then bid on

### 10.4. Responses to king-ask

With no kings answerer signs off at lowest level (conceivably 5-level) otherwise he bids suit where holding the king.

With 2 kings he still bids next suit where king is held, not the suit where he does not have the king.

### 10.5. Responses to third-round-ask

With the asked-for queen answerer can bid seven. With a doubleton and sufficient trumps, likewise. With a doubleton and no extra length, answerer makes bid below 6 of agreed suit.

### 10.6. USE OF 4NT AND 5NT

- 5NT when not part of KCA structure it normally says "pick a slam". Eg: 1S – 2D; 3D – 3S; 4C – 4H; 5N shows better than expected dia. support and suggests responder decides the final contract.
- In competitive auctions 4N is not KCA if bid immediately over the interference. 4NT will normally show a 2 suiter – partner initially assumes lowest 2 suits. Eg: 1S-(3H)-4N shows both minors and 1S – (2H)-3C-(4H); P - (P) - 4N something like 5/6 in minors.
- If we bid 4N and then convert choice of minor to partner's M, this is a slam try in partner's M.
- Note:- in both case we can bid opponents suit to show support for opener's suit.
- If we open at 1 level and they bid at the 4 level, 4N shows 2 features – either unbid suits or one suit and some fit. Eg:- 1H – (4S) – 4N – (P); 5C – (P) – 5D shows 5+ dias and some heart fit.



## 11. COMPETITIVE BIDDING

### 11.1. General rules

**Non-game jumps** to new suits are fit jumps. (We can only splinter in suit shown by the opponent.) They are forcing to the next level of partner's suit. Promises (in theory) 4-card support.

**2N** is not natural in below scenarios.

- Whenever we have opened, partner has responded but not with a bid showing values to 2NT or higher, and 4<sup>th</sup> hand bids at 2 level above opener's suit, **2NT is weak in opener's suit or lower suit.** Direct 3-level bids show extras. Example: 1D (1S) X (2S): opener bids 2N if competing only and 3m with strong hand
- Invitational 4-card raise when we have opened or overcalled 1M. Also F1 but NAT if we have overcalled 2m, or whenever partner has shown a 6-card suit. E.g.: 1C (P) 1H (1S) 2C (2S) 2N
- 2 places to play when competitive sequence and it is clear that game can't be possible. Eg: (1D)-P-(1H)-P-(2H)-X-(P)-2N.

**NOTE: 2N by responder after 1m opener is natural: 1C/D-(1L)-2N or 1D-(2C)-2N**

**Jump raises** to the 3-level are mixed raises, unless there is another way to show them.

Eg: (1m)-1M-(any bid below 2m)-3M is distributional & weak as 3m is available as Mixed raise.

**Double of their cuebid** in our suit shows desire to compete, except when

- they are forced to game (or game or 4m), or when
- desire to compete is illogical (e.g. because we have made a non-forcing raise, or passed when we had an opportunity to raise or compete earlier).

Any lead-directing double says "reverse normal expectation", i.e. it says "Don't lead this suit" if we have bid or raised this suit.

Examples:

- (1D)-1S-(X)-2S-(3D)-P-(3S)-X = don't lead spades
- (1D) 1S (2S) X = normal raise to the two-level
- 1H (2C) 2H (3H) X = don't lead hearts.

**Low-level doubles are usually takeout.** Exceptions:

- We have found a fit [Exception: Game try double when no game try for 4M available.]
- One of us has made a preempt or a two-suited overcall with both suits known.
- We have made a penalty pass or penalty double.
- Pass would be forcing.
- Partner has implied length in the suit with a takeout double.

**Doubles of some artificial bids:**

- **of splinter:** lead lower-ranking unbid suit
- **of artificial fit-showing bids** (Bergen raises etc.): takeout of their suit

**New suits by responder at the 3-level** are game-forcing. FP applies.

**Jump raises to 4m** in competition are non-forcing, distributional invite, unless we have shown strength before.

**Non-forcing pass/correct bids** by opponents are treated as natural, i.e. double is normally takeout.

**Pass is weakest bid in competitive auction:** for example (1D)-1S-(p)-2D-(Double): pass is weakest

## 11.2. Re-doubles in competition

Re-doubles below game are SoS with following exceptions:

- We open 2D, they double: re-double is both minors
- We bid Michaels and they double: re-double says “please bid next suit and pass my next bid, my suit can play without support”
- If we open 1C or 1N, partner responds and they double: redouble is suggesting penalty if partner has xx in the suit. After 1C opener re-double will show 18-19 plus 4 cards in the suit. Examples:
  - 1N-(p)-2H-(Double)-Redouble: opener has 5 hearts or 4 very good ones
  - 1C-(p)-1S-(Double)-Redouble: opener has 18-19 balanced and spade stack

## 11.3. After our opening

### 11.3.1. We open 1H/S, they double: (For 1C-(X) see 2.7 and for 1D-(X) see 3.5 )

- Redble = constructive raise to 2L,
- 2L = min raise. Can be as weak as Hxx and nothing else.
- 2N = constructive 4 card raise raise
- 3L = mixed raise with 4+ trumps
- All other bids ignore double.

### 11.3.2. We open 1D/H/S, they overcall naturally

General agreements:

- ❖ 1-level new suit responses are forcing one round.
- ❖ 2-level new suit responses are forcing to the next level of opener’s suit (to 2N after 1C opening). E.g. 1D (1S) 2H = forcing to 3D (2N = forcing), playing strength for 3D or 3H. But 1H (1S) 2D = forcing to 2H (2N = extras but non-forcing), could be decent 8 count. About classical ACOL 2/1, but decent suit if min.
- ❖ 3-level new suit responses = forcing to game

Some special agreements.

- ❖ **1m (1H) 1S** shows 5+ spades.
- ❖ **1X (1Y) 3Y**: Splinter, GF.

**After 1D/M (1N):**

- ❖ 2X = to play in that suit.
- ❖ 2N = good 4-card raise.
- ❖ 3X = forcing distributional hand.

**Against Jump overcalls:**

After 1C-2(L) we treat 1C opener as 1N: Lebensohl applies and new suit at 2 level is non forcing  
 After 1D/H/S spade opener and weak jump overcall new suit is 1RF

**Against two-suited overcalls:**

- When both suits are known: lower cue = lower suit excluding their suits. Higher = higher suit.
- When one suit is known: cue = good raise.
- Double = values. Now next Dble is PEN. **Double against Michaels or 2N unusual creates force if they bid at 2- or 3-level, but not higher.**

**11.4. Lebensohl:**

We play Standard lebensohl – FAST shows – after 1N opener or overcall and next hand bids, even if their bid is conventional. However we may well dble a conventional bid to show 2N+ values if a PEN is likely.

**Applies after**

- (2M) X
- (1M) X (2M)
- (1M) P (2M) X
- (1x) P (1M) X (2M)

**Example after 1N –(2H) -**

- ❖ Double of natural bid = takeout. Responder can followup with 3N = 4 spades and stop, or cue = 4 spades, no stop.
- ❖ 2S: to play
- ❖ 2N = weak in clubs or diamonds, or GF with 4OM and no stop (cue after opener bids 3C) or invite with 5+ spades [ 1N-(2H)-2N-(p)-3C-(p)-3S ]
- ❖ 3C/D = NAT, invite+. Bidding can stop in 4m.
- ❖ 3H = 4 spades, GF with a H stop.
- ❖ 3S = 5 spades, GF, may have a stop or maybe not.

**If opponents double transfer or stayman:**

- ❖ XX = to play
- ❖ direct bid = shows stop
- ❖ pass = no stop.

After 2C (X) P (P), responder can bid 2D with weak 3-suited hand, or 2H to show wk H/S

Redble asks again, with replies: 2D=no majors, 2H=hearts, 2S=spades.

After 2D (X) P (P), responder can bid 2H to play, all higher bids are system on. XX = retransfer.

**If opponents double 1N for penalty:**

HOUDINI applies.

- ❖ Redble: one-suited, opener usually bids 2C.
- ❖ **2x:** that and higher.
- ❖ **Pass:** willing to play 1N doubled. Opener may remove with two-suited hand, or XX to show 5- or 6-card suit.

**We open at 2-level or higher but below game and they bid- PEN Dbles/Redbles**

[see section on Action Doubles]

## 11.5. After their opening

### 11.5.1. They open 1X

Normal overcalls, 1N = 15-18., 2X = Michaels, 2N = lowest to unbid suits, **either weak – approx. 7 losers – or v strong, 4 losers or less. [Strong hand always bids again, weak hand NEVER bids again]**

#### Weak jump overcalls

(1x) 4x = Super-Michaels as long as 1x showed 3+. (1x) 3x = asking for stop, probably solid long minor but may be 'rock crusher'.

#### After overcalls:

- ❖ Advance in new suit:
  - forcing at the 1-level (e.g. (1x) 1H (P) 1S), 4+ in the suit (might be looking for 4-4 fit)
  - **non-forcing at the 2-level** after 1-level overcalls. This shows normally a decent 9+ with a good 6-card suit, or 11+ with a 5-card suit. Bare minimum might be Jx xx AQJxxx xxx after (1H) 1S. New suit by opener is natural GF, weaker hands have to pass, raise, or rebid their suit.
  - F1 after 2-level or 3-level overcalls including non-jump and jump 2 level overcalls.
- ❖ Cue bid shows fit, or GF without fit, or balanced good invite. Continuations:
  - Overcaller bids his suit at minimum level to show minimum. Any other bid including bid of lower suit shows non-minimum and is natural(ish) - does not guarantee 4 card suit.
  - If advancer bids 2N at next turn then this is natural and non-forcing
  - If advancer bids new suit after UCB then this is 5+ and GF
- ❖ Jumps to new suit: fit jump
- ❖ 1N = natural, about 9-12
- ❖ **2N is a good 4-card raise opposite overcall in a major.**
- ❖ **Jump cue to 3-level** - e.g. (1D) 1S (any) 3D = jump - mixed raise. (Then jump raise = weak).

**After 1N or 2N overcall:** System is on as if we opened 1N/2N

#### After Michaels:

(1S) 2S (P) 3D = good heart raise.

(1M) 2M (P): 3C = pass/correct, 2N = asking for minor with interest in game. When responder bids, cheapest NT (not 3NT) asks for minor, and higher minor bids are natural, not p/c. E.g. (1M) 2M (4M) 5C = to play.

If Michaels gets doubled, see doubled 2-suiter section below.

#### After (1L)-P-(1N)

- ❖ **Double** is takeout of L

#### After (1X) - P - (1Y):

- ❖ (1m)-P-(1M)-2M: natural, good 6+ card suit and opening bid
- ❖ 2X= Michaels, either distrib or v strong. Including 1C opener: (1C)-p-(1H): 2C=Michaels
- ❖ 2N= weak & v distributional

## Bidding in pass out position

General principles: All bids in 4<sup>th</sup> position when RHO has Passed assume "transferred K".

- Dble followed by new suit may be as weak as good 14 hcp and 1NT is 11-14 [may be up to 16 if they have bid 1M]. Dble followed by 1N rebid is 15-18, non-jump 2N rebid is 15-18. Immediate 2N is 19-20 and Dble followed by jump to 2N is 21+.
- After 1NT and 2NT overcalls in 4th position system is on as for normal 1/2NT overcall.
- Any opening bid that would have been pre-emptive shows classic min opening bid [3X=solid suit, nothing else]. Any bid by resp. that would have been F1 is NAT, nf.

### 11.5.2. They open 1N - Multi-Landy.

#### Double of weak NT

Penalty. After (1N)-double-(pass) Advancer passes with 6+. With 0-5 advancer bids:

- His long suit: 2D/H/S with 5-card suit , 3C with 6 card suit
- 2C without 5 card suits. Doubler now bids his suit or first 4-card suit
- If after double next hand re-doubles to rescue then advancer's bids are natural including 2C. Pass does not show any values as re-double is forcing.
- If after double they re-double for penalties then 2 level bid is natural, 5+ suit and pass denies 5 card suit
- If after double they bid at 2 level we treat it as if they overcalled our 1NT:
  - ❖ They make natural bid (including possibility of another suit): advancer immediate double is take-out or balanced, if advancer passes then doubler's 2<sup>nd</sup> double is take-out or extra strong balanced
  - ❖ They make artificial bid or a bid that does not promise any length in that suit: next double by our side is shows values.
  - ❖ Subsequent double are penalties unless they are raising suit

#### Double of strong NT ( includes 14-16)

4 spades & 5 minor. Then: 2C/2D pass/correct, 2H/2S to play, 2N = ask (3m = natural min, 3HS = max with clubs/diamonds)

- **2C=Majors**, at least 5/4 either way. Advancer bids 2D to request partner to bid longer major. Overcaller can jump to 3M if max. 3M by advancer is mixed raise strength. If they double 2C then pass suggest playing in clubs ( 6+ card suit)
- **2D=** overcall in M. Then 2M=P/C, 2N=relay, answers as after 2D = multi
- **2M=5M & 4+m.** If 5/5 and <5 losers, treat as max in response to 2NT advance. 3C by advancer is P/C
- (1N)-2M-(P)-3D = INV raise in M
- After (1N)-2M-2N: 3H= max with clubs, 3S=max with dias
- **2NT** = strong 2 suiter, 4 or less losers. Advancer bids 3C with 3+ in that suit. FSA.
- **3m:** min opening bid against weak 1NT (up to 15 hcp), weak jump against strong NT
- **3M** = weak overcall.

If we double a conv response : 11 -15 NT, Dble of STY/TFR response= hand that would have Dbled 1N  
14+ - 16+ NT, Dble of STY/TFR = lead directing.

Similar for higher-level transfers: E.g. (1N) P (4D = transfer to hearts) X: Lead-directing against strong NT, showing values (strong NT or better) against weak NT

### 11.5.3. They open weak 2X

- ❖ X = takeout, standard Lebensohl applies
- ❖ 2N=15-18, could have doubtful stop if max & NOT 4OM.
  - Responses as to 2N opener.
  - HOUDINI applies if they double.
- ❖ 2Y=sound overcall. Now 2N is NAT and F1 and new suit is F1.
- ❖ 3Y= sound overcall.
- ❖ 3X is stopper ask, may be slam try with strong single suited hand
- ❖ (2M)- 4m=Leaping Michaels showing other M and m, at least 5-5
- ❖ (2D natural)-4C=Leaping Michales, clubs+M. 4D asks for M, 4H is P/C
- ❖ (2D multi)-4C=Leaping Michaels. Advancer bids 4M as p/c or 4D as asking for major
- ❖ (2D multi)-4D=Leaping Michaels. Advancer bids 4M as p/c
- ❖ Jump 3M=good hand, 6+M. New suit advance is cuebid.
- ❖ 3N=to play, does not promise balanced hand (could be running minor and a stop). Now:
  - 4C = ask: 4D = 18-19 bal, 4H = 20-21, 4S = 22+, 4N = long suit with stop.
  - 4D = sign-off in game OR slam going hand with hearts. Partner has to bid 4H and pass next suit bid. If advancer bids 4N over 4H this is now RKCB for hearts.
  - 4M/5m: single-suited slam try
- ❖ 4N=minors, <5 losers.

In 4th seat:

After natural responses, e.g. (2H) P (2S) or (2M) P (3m): X = takeout, 3X (opener's suit) Michaels, **cue of responder's suit natural. (2H) P (2S) 3S = spades.**

After artificial raise, e.g. (2H) P (2N): As over (2H), i.e. 3H = stopper ask, 3x = natural, 4m = Leaping Michaels.

After (2X) P (3X): **same structure as over 3-level opening (see below).**

### 11.5.4. They open 1C: natural, short, Polish

Double is take-out, 2C is Michaels

### 11.5.5. They open 1C Precision, 2C GF or any other strong-only option

- Double is majors
- NT=minors
- 2C=clubs

### 11.5.6. They open at 3 level.

<b>Dble</b> Take out	At least opening values weaker in 4 <sup>th</sup> or strong flexible hands[SFH] (17+) or very strong single suited hands[SSS]	X followed by 5m may have second suit SFH bids suit over response, SSS will jump
<b>3X</b>	NAT, will have reasonable values	New suit=F1. Cuebid=mst, normally has fit
<b>3NT</b>	Either bal hand, 15-19+ or long suit & stop in their suit.	<b>4C=ask:</b> 4D/H/S=15-16/17-18/19+; 4N=long suit. <b>4D=</b> sign-off. Partner bids 4H. P/C. If advancer bids 4N over 4H then this is RKCB for hearts <b>4M/5m=</b> slam interest. <b>4NT=</b> both m's. If opponents double: Houdini, 4cue = 3 suits
<b>4M Jump</b>	Single-suited 7/8 playing trick type hands with average plus ODR	New suit response is Q bid
<b>Cuebid</b>	Two suiter, OM & a minor, <6 losers.	4N asks for the minor with values, 5C/D = P/C.
<b>(3C)-4C</b> <b>-4D</b>	Both majors, <6 losers. 4D = dias. & a major.	4M = P/C
<b>(3H/S)-4C/D</b>	Non-leaping Michaels, 5/5	4D, if available, asks for M. 4M = P/C
<b>(3N) [ART]</b>	Dble= equiv strong NT, 4M=NAT., Pass then Dble is take out 4m as over 3M	If (3N) shows a M, 4m= that suit & a M. 4D asks for M. 4N=NAT
<b>4X[NAT]</b>	Dble=takeout, but with values for defense.	Partner should only take it out if think they can make something, eg 5m = 6+ suit 4N with two suiter, eg. 3145 shape Over (4H)-X, 4S may only have 4 spades (may even bid with 4333 shape)
<b>4C/D [ART]</b>	X= Strong NT type 4x= Natural 4H/S [their suit] = Two suiter: oM + m Pass & Dble= Takeout of their suit	4N asks for the minor with values, 5C/D = P/C.
<b>5C</b>	Dble= values, suggests defending.	Responder should only remove to a making contract.

### 11.5.7. Multi 2 level bids and Ekrens

- Double of natural bid (including 2H Ekrens) is for Take-out
- Double of artificial bid ( 2D Ekren or 2D multi ) is balanced 13-15 or 16+
- 2N overcall is 16-19
- Bid of suit is natural even if they show 4+ cards in that suit, for example (2D Ekren)-2S.
- With 3-suiter unbalanced hand <16 wait for them to bid your short suit before doubling. For example hand that has take-out of spades with short spade should bid as follows: (2D multi)-pass-(2/3/4H)-pass-(2/3/4S)-double
- if 2nd hand passes then doubles by 4th hand are take-out. For example (2D)-pass-(2H)-double is take-out of hearts
- After first double subsequent doubles are for penalties: (2D multi)-double-(2H)-double: shows hearts.
- After double in 2<sup>nd</sup> seat 2N is lebensohl by 4th hand if 3rd hand passes or responds below 2N

### 11.6. Forcing pass

We play forcing pass in the following situations:

1. One of us has made a value-showing GF bid (including non-mini splinters).
  2. One of us has made an invite+ raise and both partners are unlimited.
  3. They preempt in first seat, we overcall or double in 2nd seat, and they bid to the 5-level.
  4. They are obviously saving (e.g.: they are willing to pass out part score, we bid game, they bid again; they preempt, and bid again over our game).
  5. We have made a slam try, or made a bid inviting partner to bid above game, e.g. 1H (1S) 3H (3S) 4m.
  6. Specific auctions where we have made a value-showing double, e.g. 1M (2M) X at the 3-level, (1N = weak) X below 2N, etc.
  7. We show a good raise and opponents bid below the level we have forced to, e.g. (1D) 1S (2C) 2D (X).
- We don't usually play forcing pass above 2N when one partner is limited in context; e.g. passed hand opposite a 1-level opening; any invite+ bid (other than value-showing double/redouble) opposite 1N opener/overcall.

Some auctions that do **not** create forcing passes:

1. Invite+ raises by passed hands.
2. Exactly invitational bids, e.g (1S) X (P) 3H.
3. Any auction that could be purely competitive (e.g. new suit by 4th hand when everyone has bid).
4. Mini-splinters, e.g. 1H P 3S (4S).
5. Constructive+ raises to the 2-level, e.g. 1H (X) 2D (4S); mixed raises; fit jumps.
6. Free bids at the 2-level, e.g. 1H (1S) 2D (2/3/4S).

In forcing pass auctions PASS indicates desire to compete. Double with hand that does not have any extras (no double-pass inversion)



## 12. LEADS AND SIGNALS

### 12.1. Leads [may alter in middle of play if circumstances suggest].

#### Leads against no trumps:

- Spot card leads are 2<sup>nd</sup> from suits without an honour (MUD) & 4th. Might lead top from xxx
- 10 & 9 coded [see above]. J denies higher honour.
- K=strong lead KQT9x, AKQTx, (DEMANDS for unblock of A, Q or J. If no honour, show count);
- A from AKx(x) asks reverse ATT (depends on dummies holding if not holding Q)
- KQJx, KQTx, KQ9x (if leading high),
- KJT...,
- HJ10..
- H109..
- QJ..., AQJ
- JT... (if leading high)

Lead	Possible holdings	Receiver plays – In a suit contract	Receiver plays- In a NT contract
<b>A</b>	AK, AKx(x), A+ [see below]	Attitude by reverse If dummy shows up with Qxx(+), Jxxx(+) or 10xxx(+) show count not attitude	Show Attitude by reverse
<b>K</b>	KQJ(+), KQ109, AKxx(x) [suit contract only]	Show length	Unblock any honour. Otherwise show length.
<b>Q</b>	QJ10(x), KQx(x), AQJ+	Encourage with an honour [including J]	Encourage with an honour
<b>J</b>	J10+ - denies higher honour	Show attitude	Show attitude
<b>10</b>	0 or 2 higher hons, can be KJ10	Show attitude	Show attitude
<b>9</b>	0 or 2 higher hons.	Show attitude	Show attitude
<b>Low card</b>	4 <sup>th</sup> highest from suit with honour.	If won in dummy, show attitude	If won in dummy, show attitude
<b>High card</b>	2 <sup>nd</sup> from poor suit [10 NOT an honour in suit contracts]	If won in dummy, show attitude	If won in dummy, show attitude

**Leads in partners known or implied suit (both NT and suits):** 3<sup>rd</sup> highest from xxx/Hxx. If we have raised, xxx, low from Hxx.

**Leads at trick 2 or later:** Usually attitude. When we want to give count (rare), lead 2<sup>nd</sup> & 4th.

- With AKxx in suit contract we can lead either A [can we cash 3 rounds of this suit?] or K [perhaps we can ruff 3<sup>rd</sup> round].
- If we lead K against 5 level contract or above this shows we have the A or Q, so if we lead A only ENCOURAGE with K.
- Having led a suit, if partner or declarer plays the suit and we are not attempting to win the trick, we signal REMAINDER COUNT. So with 9764, lead 7 [note:- 9 would be 'coded'] and if (say) partner wins A and plays one back and declarer plays the K, play 4 to show odd number left] but if we get in and choose the lead the suit again we would lead 6
- If we lead a trump we normally lead lowest and subsequent plays, or choice of cards from equals, may well be Suit Preference.
- **If we lead partners suit:-** lead 3<sup>rd</sup> highest with or without an honour UNLESS we have shown support – now lead highest card we can afford without honour. If we have 5 card support, lead LOWEST.

## 12.2. Signals

**Standard count** signals when following to partner's suit if partner needs to know but may also be Suit Preference. Often suit preference when following declarer's lead. Standard remaining count if we have to give count on 2<sup>nd</sup> round of suit (rare).

**Smith** versus NT only: hi-lo = unexpected meaning from both sides – requesting switch from 'long' suit hand and suggesting continuation from 'short' suit hand.

After high spot card lead: opening leader cannot make Smith signal – usually suit preference applies but other hand will Smith Peter if it is clear to continue the suit.

**Special signals:** Against suits, with singleton in dummy: suit preference. (Middle card suggest no preference or continuation.)

Also suit preference when suit layout is known, in particular when declarer is known (by both partners) to have singleton.

On most suit contracts there is no interest in ruff and first trump should be suit pref signal. Typically one suit can be eliminated because of bidding or strong dummy holding and decision is between other 2 suits. Low card is neutral or lower suit but if you dont want lower suit and it is clear that higher suit is not required then signal for higher suit to send message "dont play lower suit". If all 3 suits are possible then requesting middle suit when holding 3 trumps play MUD in trumps. Petering in trumps will indicate interest in ruff if it is not suit pref.

- After A lead if dummy shows up with Qxx(+) or any 4 card holding show count rather than attitude
- Against NT trick one: when 3<sup>rd</sup> hand cannot beat J or lower in dummy, give count.

We play Reverse attitude and Standard count signals. If encouraging we will ALWAYS play our lowest card and we will discourage with highest card we can afford.

When showing length, we play upwards with an odd number and 2<sup>nd</sup> highest from 4 or 6. If we play lowest and then highest that will be showing an odd number of cards and a Suit Preference signal for higher suit. When discarding, we normally play low cards as neutral. Positive signal is standard attitude (if any).

In order of priority				
		Partner leads	Declarer leads	Discarding
<b>Suit</b>	1 <sup>st</sup>	ATTITUDE	COUNT	ATTITUDE
	2 <sup>nd</sup>	SUIT PREFERENCE	SUIT PREFERENCE	COUNT
	3 <sup>rd</sup>	COUNT		SUIT PREFERENCE
<b>NT</b>	1 <sup>st</sup>	ATTITUDE	SMITH PETER or COUNT*	ATTITUDE
	2 <sup>nd</sup>	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE when clear
	3 <sup>rd</sup>	COUNT		COUNT

**Notes:**

- \*= Smith Peters apply only in NT contracts up to 4NT.
- If it is clear that one of us needs to know length in a long suit in order to hold up then LENGTH SIGNAL TAKES PRIORITY OVER SMITH PETER.
- If it is clear that a card is NOT showing length, then SP takes priority. Eg:- spade length already known and declarer is playing hearts, then with 765, 7 then 5 is SP for dias and 5 then 6 is SP for clubs or no preference. Depending how many times we will play the suit will determine how best to signal.
- SP signals are 'indications' not instructions and need to be seen in the context of the hand. A high card discard is a very clear signal [but may not always be affordable].
- If partner leads A or K in a suit contract and it is clear that we are not going to make any more tricks in the suit [eg:- singleton or Kx in dummy] then receiver will show SP, with a middle card suggesting that a continuation of the suit [possibly to force dummy with the prospect of an extra trump trick or similar] might be required.
- Length signals are 2<sup>nd</sup> from 4, unless this card may be costly, and lowest from an odd number.
- If we have played a card on 1<sup>st</sup> round to either show ATTITUDE or in an attempt to win the trick or force a high card from declarer, then we show REMAINING length if partner or declarer plays the suit.
- If 3<sup>rd</sup> hand has bid a suit and wins trick with A when only small cards in that suit are in dummy then from interior sequence return following:
  - Q or 10 as suit preference for higher suit.
  - J or 9 as suit preference for lower suit.

The reason for this is that 1<sup>st</sup> hand does not know how good partner's sequence is: J could be the high card (AJ10xx) or the low card (AQJxx).

**12.3. Discards**

- High card encourages. 1<sup>st</sup> discard is main signal. Low card is neutral.
- If we discard an honour that will show at least 2 other honours but deny the next higher honour eg:- J from KJ10. An unexpected high card, often an honour, may be an ODDBALL – I have something totally unexpected eg a void or cashing tricks in declarer's suit.