

## Defensive and Competitive Bidding

### Overcalls (Style; responses: 1/2 level; reopening)

General Style = Sound

Responses: Jump Raise = Pre, jump cue = Mixed raise

Cue-Bid = Forcing raise

New Suit = Forcing - jump shift = fit

In Balancing Position: Same

### Take-out double:

General Style = Can be light / shaped

Responses: Natural. Cue bid = Forcing

### 1NT overcalls (2nd/4th live; responses; reopening)

2nd Position = 15 - 18

Responses: Bid as 1NT opening

4<sup>th</sup> Position Live = 15-18

4<sup>th</sup> Position Balancing = 10 - 14

Responses: Transfers

### Jump Overcalls: (Style; responses; unusual NT)

1-Suit : Natural;

Responses – 2N and New suit = forcing

2-suit:- 1C – 2D = 5H/5S over 2+ 1C

Reopen: Cue = any good two suiter. 2NT = 19-21

### Direct and Jump cue Bids (Style; responses; reopen)

Direct Cue Bid = Michaels

### Vs NT (vs Strong/weak; reopening; pH)

2C=MM vs weak; vs strong X=C or MM, 2C=D or (C+M),

2D=D+M, 2N natural, 2N=minors [Note 3]

### Vs preempts (doubles, cue-Bids; jumps; NT bids)

Take out doubles thru 4H

### Vs Artificial Strong Openings

Vs 1C: X=majors, 1N=minors

### Over Opponents take out double

New suit forcing at 1-level

Jump Shift non-forcing

Double Jump = Splinter / 2NT = limit raise or better

## Leads and Signals

### Opening Leads - style

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th	4th
Subseq	Low encourages	
Other	top from 4 small	

### Leads

Lead	Vs. Suit	Vs. NT
Ace	AKv; Avvv(+)	AK; AKv(+)
King	KQ; AK; KQ109x	KQ; AKJ10(x);
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+);
Jack	J10; J10x(+); KJ10x(+)	
10	109; 109x(+); H109x(+); 10x	
9	9x; 98x(+)	98x(+)
Hi-x	Sx; xxS	Sx; Sxx; Sxxx
Lo-x	HxS; HxSx(+); xSxx(+)	HxS;

### Signals in order of Priority

Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = O	Same Same
2	Lo=encouraging	
3	S/P	
1	Hi/lo = O	Same Same
2	Lo = encouraging	
3	S/P	

### Signals (including trumps):

Echo in trump suit is suit preference

### Takeout Doubles (Style; responses reopening)

May be light with classic shape

Cue = F until a suit is bid twice:

New suit = one=round force

Reopen: same as above

### Special, artificial and competitive

Responsive Dbl: After T/O Dble thru 3 level

Over any one-level rebid, 2C forces 2D, 2D artificial game force, 2N forces 3C [Note 4]

Over minor Michaels: Lo/Hi cue=force in C/D

Over Major Michaels: cue bid in opponents' major = limit raise; 2N either m, competitive



## Standard 2/1

## United States

Bill Hall - Joe Viola

### System Summary

#### General approach and Style

Natural, 5-card Majors

Minors 3+ - Clubs if 3.3, Diamonds if 4,4

Limit jump raises over majors

1NT response = forcing over first or second seat 1M

Simple raise forcing over minors

INV+ fit jumps in comp and by passed hand

1NT Opening: 14+ - 17

2 over 1 response: natural, forcing to 3N or 4 level

#### Special Bids that may require defence

2C Opening = strong, near Game Force - any suit(s) any sha

2D Opening = Weak { 6+ (5-10 HCP)

2H Opening = Weak Major 6+ (5-10 HCP)

2S Opening = Weak Major 6+ ( 5-10 HCP)

3NT Opening = Gambling in first or second seatS

2NT Overcall = two lower unbid suits

Michaels Cue-bids (Note 1)

Lebensohl after 2-level overcall of 1NT (Note 2)

Negative Doubles to 3S

2C response over 3<sup>rd</sup>/4<sup>th</sup> 1M is limit raise [Note 5]

#### Special Forcing Pass Sequences

#### Important notes that don't fit elsewhere

Double Jump in new suit = Splinter

1H-3S, 1S-3N any splinter, less than opening values

Jump Cue Bid by Opener = Splinter raise

#### Psychics:

Rare

Opening	Tick if Artificial	Min. No. Cards	Neg. Dbl.	Description	Responses	Subsequent Auction	Modifications over Competition and with Passed Partner
Pass				Not an Opening Bid			
1C		3	3S	11 - 21 HCP	Single raise forcing, double raise pre-emptive  Strong jump shift	4th suit forcing to game or 2N; Reverses by opener forcing; by responder = Game forcing; 2 way minor forcing over 1-level rebid [Note 4]	Jump Cue-bid over overcall = Splinter Cue bid for overcall = asks for a stopper Jump shift fit showing over overcalls
1D		3	3S	11 - 21 HCP	As above	As above -	As above
1H		5	3S	11 - 21 HCP	1NT forcing/1&2 Raises = limit. 2NT = FG with trump support	Raises = limit. Re-raise = Pre-emptive; Note 4/1N rebid	As above
1S		5	3S	11 - 21 HCP	As for 1H	As for 1H	As for 1H
1NT				15 - 17 balanced	Jacoby Transfers: Note 9	Over Stayman: 2-level rebids weak, 3 of minor forcing	Dble at 3-level shows values. Dbl at 2-level is T/O
2C	☐			Artificial, strong - near Game Force, any suit,(s) any shape	Natural; positive requires good suit; 2D waiting 2{ = neutral	Cheaper minor = second negative 2C-2D-2H relay to 2S; either GF NT or hearts	X shows values in the overcalled suit Natural
2D		6		5 - 10 HCP	New suit forcing 2NT asks feature if maximum	3NT = AKQxxx	May be 5 cards in 3 <sup>rd</sup> seat
2H		6		5 - 10 HCP	As for 2D opener	3NT = AKQxxx	As above
2S		6		5 - 10 HCP	As for 2H opener	As for 2] opener	As above
2NT			3S	20 - 21 balanced	Jacoby Transfers; Stayman 3S relay to 3N	2N=3S-3N-4m is slam try in other minor; 4M short w both	Natural
3C		6		Pre-emptive	New Suit forcing	Slam Approach and Conventions (including all Slam-Interest Bids)  RKC 1430, Exclusion, Cue Bids up the line One above agreed minor at 4 level is 1430 RKC, 4N is cue of RKC suit Splinters GSF  No Changes Allowed:	
3D		6	Pre-emptive	New Suit forcing			
3H		6	Pre-emptive	3[ Natural. Minors = cue-bid			
3S		6	Pre-emptive	4] Natural. Minors = cue-bid			
3NT		7	Gambling	Natural			
4C		7	Pre-emptive	Natural			
4D		7	Pre-emptive	Natural			
4NT			Blackwood				



## Standard 2/1 Card

### Supplementary Sheet

#### Note 1: Michaels Cue Bids:

(1C) – 2C

(1D) – 2D

Both majors 5(+) / 5(+)

(1H) – 2H = 5S + 5 minor

(1S) – 2S = 5H + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

#### Note 2: Lebensohl:

2NT forces 3C. Responder may now pass or make a minimum bid in a suit, NF  
2-level new suit bids are not encouraging. 3-level new-suit bids are forcing

1NT (2x) 2NT (p)

3C (p) 3x = GF with Stopper

#### Note 3: Landy: vs Weak No Trump; Suited (one or two) vs strong NT

##### Landy

Penalty Double

2C shows at least four cards in each major suit

2D/H/S = Natural

1NT – 2C - ?

2D = relay to play the better major

2NT = strong inquiry (cue-bid!)

##### Suited

Double is a Club overcall or both majors, requests 2C response

2C is a Diamond overcall or Clubs + a major, requests a 2D response

2D shows Diamonds plus a major

2M is natural, may have second suit

2N is minors

#### Note 4: Responses after any one-level rebid

2C forces 2D, invitational or to play

2D is game forcing

2M is not invitational

2N forces 3C

3 of any suit is a natural slam invitation+

4th suit: one round force but 3 level responses or further bids by responder above 2N are game forcing

## Note 5: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣ shows 9/11 HCP and 3/4 card support.

Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign off

2♥ (after a 1♠ opening bid) is natural with ♥