

# COSL Precision Bidding System

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## 1 Opening bids

All strong hands (with one exception<sup>1</sup>) are opened  $1\clubsuit$  which is forcing for one round. In general, a major suit opening shows  $5^+$ -cards and the higher ranking suit is opened with suits of equal length. A no-trump opening shows a balanced hand with a possible 5-card minor. A  $1\diamondsuit$  opening normally shows a 3-card holding but could sometimes be made with a doubleton when bidding 1NT or  $2\clubsuit$  is unattractive e.g.,  $\spadesuit\text{AQJ10 } \heartsuit\text{KQ } \diamondsuit\text{76 } \clubsuit\text{J7642}$  or  $\spadesuit\text{AK109 } \heartsuit\text{AK98 } \diamondsuit\text{32 } \clubsuit\text{432}$ .

$1\clubsuit$	$16^+\text{HCP}$ (unbalanced) or $17^+\text{HCP}$ (balanced) <span style="border: 1px solid black;">forcing.</span> Hands with a powerful $6^+$ -card suit that can play opposite a singleton and have $15\text{HCP}$ with a void or singleton should also be opened with $1\clubsuit$ , e.g., $\spadesuit\text{AQJ1098 } \heartsuit\text{8 } \diamondsuit\text{KQ7 } \clubsuit\text{QJ10}$ . ♠
$1\diamondsuit$	$11\text{--}15\text{HCP}$ , at least 2 cards in $\diamondsuit$ , no 5-card major and less than 6 clubs. ♠
$1\heartsuit/\spadesuit$	$11\text{--}15\text{HCP}$ , $5^+$ -cards in suit bid. ♠
1NT	$14\text{--}16\text{HCP}$ in $1^{\text{st}}/2^{\text{nd}}$ positions and $15\text{--}17\text{HCP}$ in $3^{\text{rd}}/4^{\text{th}}$ position, balanced. May have a five-card minor (even a 5-4-2-2 distribution with a five-card minor is acceptable with stoppers in the doubletons). ♠
$2\clubsuit$	$11\text{--}15\text{HCP}$ , $6^+$ -card club suit (7SQ hand), may have a 4 or 5-card major. ♠
$2\diamondsuit$	$11\text{--}15\text{HCP}$ , 5-4-3-1, 4-4-4-1 or 5-4-4-0 shape with short $\diamondsuit$ (5-card suit if present is $\clubsuit$ ), <span style="border: 1px solid black;">forcing</span> ♠
$2\heartsuit/\spadesuit$	$5\text{--}10\text{HCP}$ , $6^+$ -card suit (SQ of 8 when vulnerable and 7 non-vulnerable). With 6 or less losers, open $1\spadesuit/\heartsuit/\diamondsuit$ . ♠
2NT	$22\text{--}23\text{HCP}$ , balanced hand, may have a 5-card major. ♠
3 of suit	Pre-emptive, $< 10\text{HCP}$ , $7^+$ -card suit (SQ of 9 when vulnerable and 8 non-vulnerable). Apply rule of 2/3/4. ♠
3NT	“Gambling”, solid $7^+$ -card minor suit ( $AKQ$ or better) with no outside ace or king. ♠
$4\clubsuit/\diamondsuit$	<i>Namyats</i> —long semi-solid major suit (usually $8^+$ -cards) with 8 or more tricks. Used in $1^{\text{st}}$ or $2^{\text{nd}}$ seat only. ♠
$4\heartsuit/\spadesuit$	Pre-emptive with $7\frac{1}{2}$ tricks.

## 2 Responses to $1\clubsuit$

The responses to  $1\clubsuit$  can be negative, constructive or positive. All positive responses are forcing to game unless both hands are minimum and no fit is found. There is no response to  $1\clubsuit$  above  $4\diamondsuit$ .

### Negative Response

$1\diamondsuit$	$0\text{--}7\text{HCP}$ , <span style="border: 1px solid black;">forcing.</span> Note that with an ace and a king (3 controls) either in the same suit or two different $4^+$ -card suits, a positive response should be made. ♠
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<sup>1</sup>Balanced 22-23 point hands are opened 2NT.

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### Constructive Responses

2♥/♠ 4-7HCP, 6<sup>+</sup>-card suit with two of the top four honours but not AK. ♠

### Positive Responses forcing to game

1♥/♠, 8<sup>+</sup>HCP, 5<sup>+</sup>-cards in suit. There are no restrictions on suit quality. ♠

2♣/♦ 8-13HCP, balanced hand with no five-card suit. ♠

1NT 14<sup>+</sup>HCP, balanced hand. forcing to 4NT ♠

3♠ A solid 7 or 8 card suit (with or without side controls) that will play for no losers opposite a singleton, e.g., *AKQJxxx* or *AKQxxxx*. ♠

### Unusual Positive—Three-suited hands forcing to game

3♣ 8-11HCP or < 4 controls, 4-4-4-1 shape with a black singleton (♠ or ♣). ♠

3♦ 8-11HCP or < 4 controls, 4-4-4-1 shape with a red singleton (♥ or ♦). ♠

3♥, 3NT, 12<sup>+</sup>HCP and 4<sup>+</sup>-controls, 4-4-4-1 shape with singleton in suit  
4♣/♦ above the one bid (♠, ♣, ♦, ♥ respectively). ♠

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## 2.1 Bidding after a negative response 1♣–1♦

Opener rebids 1, 2 or 3NT with balanced hands (17-19, 20-21 or 24-26HCP respectively), a non-jump in a suit with 16-21HCP and a jump in a suit with powerful hands (22<sup>+</sup>HCP). The jump rebid may be made with a lower point-count with greater playing strength.

Bidding Examples ♠

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### Balanced Hands

1NT 17-19HCP, balanced hand, no 5-card major. Responder's rebids are:

*Pass* 0-5HCP, no major suit to escape to.

2♣ 6-7HCP, *Stayman*. ♠

2♦/♥ 0-7HCP, transfer to 2♥/2♠ respectively. Responder will invite with 7HCP and pass with 0-6HCP unless opener *super-accepts*. ♠

4♦/♥ *Texas* transfers to 4♥/♠ respectively.

2NT 20-21HCP, balanced hand, may have a 5-card major. Responder's rebids are:

*Pass* 0-3HCP.

3♣ 4-7HCP, *Puppet Stayman* asking for 5-card majors if any. ♠

3♦/♥ Weak, transfer to 3♥/♠ respectively.

3NT 4-5HCP, sign-off.

4♦/♥ *Texas* transfers to 4♥/♠ respectively.

3NT 24-26HCP, balanced hand, may have a 5-card major. Responder's rebids are:

	<i>Pass</i>	0-4HCP, balanced.
	<i>4 of suit</i>	5-7HCP, 5 <sup>+</sup> -cards. Opener bids one above suit (4♦/4♥/♠ or 4NT) to show fit and start <i>Roman key-card Blackwood</i> . ♣
	4NT	5-7HCP, no 5-card suit, quantitative.
<u>Unbalanced Hands</u>		
1♥/♠		5 <sup>+</sup> -card suit, non-forcing. Can be only four cards if opener started with a 4-4-4-1 shape (with a singleton minor, opener will rebid 1♥).
	<i>Pass</i>	0-4HCP, especially when balanced.
	1♠	4-7HCP, 4 <sup>+</sup> -cards, may have three hearts. It is important to bid the spades before supporting hearts since opener may have bid 1♥ holding a 4-4-4-1 distribution with both majors.
	1NT	5-7HCP, no 5-card suit, no 4-card spade after 1♥. May have 3-card support. This bid should be avoided as far as possible to prevent the strong hand from coming down.
	2♣/♦	5-7HCP, 5-card suit, denies 3-card support.
	<i>Single raise</i>	4-5HCP with 3 <sup>+</sup> -card support.
	<i>Double raise</i>	6-7HCP with 3 <sup>+</sup> -card support.
	<i>Jump shift</i>	<i>Splinter</i> with 4 <sup>+</sup> -card support showing slam interest. E.g., bid 4♣ when holding ♠J1098 ♥93 ♦AJ10987 ♣5 after opener rebids 1♠. A splinter of 3♣ would be slightly weaker showing a game-going hand.
2♣/♦		5 <sup>+</sup> -card suit, may have a 4-card major, non-forcing. Responses have the same structure as over 1♥ and 1♠.
2♥/♠		Powerful hand with 22 <sup>+</sup> HCP and 5 <sup>+</sup> -card suit, equivalent of a Standard 2♣ bid. Responder's rebids are:
	2NT	0-3HCP, minimum, no support.
	3NT	4-7HCP maximum, spread values, no support.
	<i>Raise</i>	0-3HCP, minimum, 3 <sup>+</sup> -card support.
	<i>Jump raise</i>	4-7HCP, maximum, 3 <sup>+</sup> -card support, no specific values in other suits.
	<i>New suit</i>	4-7HCP, values in suit, does not deny support for partner's suit. <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
3♣/♦		Very strong unbalanced hand with a long minor and good playing strength that is too strong for 2♣/♦. E.g., ♠A ♥AK ♦KQJ10876 ♣QJ5 or ♠KQJ5 ♥6 ♦A ♣AKQ10964. <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
3♥/♠		Extremely powerful hand with a solid suit and at least nine tricks. This bid sets trumps and asks responder to cue bid an ace or void. E.g., ♠AKQJ1098 ♥4 ♦KJ3 ♣AK or ♠65 ♥AKQ107543 ♦AKJ ♣— where a slam is on if responder can cue bid. <span style="border: 1px solid black; padding: 0 2px;">forcing</span> Responder bids:

<i>Suit</i>	First-round control—ace or void in suit.
3NT	No first round control but has a king or singleton in a non-trump suit. Opener rebids 4♣ to ask which suit.
<i>Game raise</i>	Denies ace, king, singleton or void.

## 2.2 Bidding after a constructive response 1♣–2♥/2♠

Since responder is showing a strictly limited hand with a long suit, the opener needs to decide the best contract. If there is no chance for game or slam, he should pass with a tolerance for responder's suit.

<i>Pass</i>	Game unlikely.
4♥/♠	Raise to game is a sign-off.
<i>New suit</i>	Natural, <span style="border: 1px solid black;">forcing.</span> Responder's rebids are: <ul style="list-style-type: none"> <li><i>Raise</i> 3<sup>+</sup>-card support (or <i>Qx</i>).</li> <li><i>Rebid</i> ♥/♠ Minimum, no support.</li> <li>3NT Maximum, no support.</li> <li><i>Cue bid under</i> 3NT Maximum with support, singleton or void in suit bid.</li> </ul>
2NT	Support for suit, asking for shortness <span style="border: 1px solid black;">forcing to game.</span> Responders's rebids are: <ul style="list-style-type: none"> <li><i>Rebid</i> ♥/♠ Minimum.</li> <li><i>New suit</i> Singleton or void in bid suit.</li> </ul>
3NT	AQ or KQ in suit.
4NT	<i>Roman key-card Blackwood.</i> ♠

## 2.3 Bidding after a positive no-trump response 1♣–1NT/2NT

Responder is showing a balanced hand with 8-13HCP (1NT) or 14<sup>+</sup>HCP (2NT). Opener can either (a) bid his own suit at the 2-level showing a 5-carder, (b) bid his own suit at the 3-level showing a very strong hand with slam interest, (c) bid 2♣ (*Stayman*) or (d) raise no-trumps.

Bidding Examples ♠

### 1♣–1NT–2♣

A 2♣ rebid after a response of 1NT is *Transfer Stayman* (other rebids are shown subsequently) and responder rebids as below:

2♦	8-10HCP, 4 card ♥, may have 4 card ♠. Opener's rebids are: <ul style="list-style-type: none"> <li>2♥ ♥ fit assured; responder should then bid 2NT with 4-3-3-3 or a second suit at 3-level.</li> <li>2♠ 4-card ♠, no 4-card ♥.</li> <li>2NT No 4-card major.</li> </ul>
2♥	8-10HCP, 4 card ♠, denies 4-card ♥. <ul style="list-style-type: none"> <li>2♠ Spade fit confirmed, relay; responder bids 2NT with 4-3-3-3 else second suit at 3-level.</li> <li>2NT No 4-card ♠, may have 4-card ♥.</li> </ul>

2♠	8-10HCP, no 4 card major. Opener then bids 2NT to ask for a further description. Responder's rebids are: 3♣/♦ 4-3-3-3 with 4-card ♣/♦. 3♥ 4-4 in minors with three hearts. 3♠ 4-4 in minors with three spades. 3NT 5-card minor.
2NT	11-13HCP, 4-3-3-3 shape with a 4-card minor. 3♣ by opener is then a relay asking responder to bid his suit or 3NT with clubs.
3♣	11-13HCP, 4-4-3-2 shape with 4 clubs. Opener bids 3♦ as a relay and responder bids 3♥ with spades, 3♠ with hearts and 3NT with diamonds.
3♦	11-13HCP, 4-4-3-2 shape with ♦ and ♥.
3♥	11-13HCP, 4-4-3-2 shape with ♥ and ♠.
3♠	11-13HCP, 4-4-3-2 shape with ♠ and ♦.
3NT	11-13HCP, poor 5-card minor suit. 4♣ by opener is then a relay asking responder to bid his suit.

### Suit bid after 1♣–1NT

A bid of 2♦/♥/♠ or 2NT (for ♣s) over a response of 1NT shows a 5<sup>+</sup>-card suit and asks responder to show strength and fit in steps as below. This is a *support asking bid* and in this context, a minimum is 8-10HCP a maximum is 11-13HCP and support is *Hxx, xxxx* or better.

1 step	Minimum and no support.
2 steps	Minimum with support.
3 steps	Maximum and no support.
4 steps	Maximum with support.

A jump rebid in a suit, e.g., 1♣–1NT–3♣ shows a very strong hand with slam interest, sets trumps and asks for responder's holding in that suit. Responses are in steps as below:

1 step	Two or three spot cards.
2 steps	Doubleton honour.
3 steps	Tripleton honour.
4 steps	Two honours doubleton.
5 steps	Two honours tripleton.
6 steps	Four card support.

Any suit bid after a support asking bid would be an  $\epsilon$  control asking bid in that suit. 🐼

### No-Trump raise after 1♣–1NT

Since a raise to 2NT shows a club suit (see above), there are only two possible raises in no-trumps—3NT and 4NT.

3NT	Minimum balanced hand with no four-card major or interest in slam.
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4NT	Quantitative raise with a balanced hand and no four-card major inviting slam.
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### Bidding after 1♣–2NT

A 2NT response shows 14<sup>+</sup>HCP and immediately puts the partnership in slam range. It is, therefore, forcing to 4NT. Responses are:

3♣	<i>Baron</i> : asking responder to show 4-card suits upwards (3NT after 3♣ shows 4-3-3-3 with four cards in ♣).
3♦/♥/♠ or 4♣	5 <sup>+</sup> -card suit. Subsequent bidding is natural.
3NT	Asks responder to clarify his point range as follows:
4♣	14-15HCP.
4♦	16-17HCP.
4♥	18-19HCP.
4♠	20-21HCP.
4NT	22 <sup>+</sup> HCP.

### 2.4 Bidding after a positive suit response 1♣–1♥/1♠/2♣/2♦

Opener rebids no-trumps with a balanced hand. With support for responder's suit he has the option of initiating a series of *asking bids*.<sup>2</sup> With an unbalanced hand and no support for responder's suit, opener bids his suit and further bidding is natural. All bids short of game are forcing.

With a 4-4-4-1 distribution, if responder bids the singleton suit, opener should rebid no-trumps. E.g., 1NT over 1♥ or 2NT over 2♦. If responder rebids his suit, opener should rebid NT. Partner should cater to this possibility and insist on his suit as trumps only with a 6<sup>+</sup>-card suit.

Bidding Examples ♣

<i>New suit</i>	5 <sup>+</sup> -card suit, denies 3-card support for responder's suit. Subsequent bids are natural to find the correct game contract. Responses are:
	<i>New suit</i> 4-card suit.
	<i>Raise</i> 3 <sup>+</sup> -card support.
	<i>Rebid suit</i> 6 <sup>+</sup> -card suit, semi-solid if minor.
	<i>Lowest NT</i> 5-3-3-2 shape, values in unbid suits.
1NT	17-19HCP, balanced (2NT over 2♣/2♦). No 5-card major, may have 3-card support (shows shape first).
2NT	20-21HCP, balanced (3NT over 2♣/2♦). No 5-card major, may have 3-card support.
<i>Single raise</i>	<i>γ-trump asking bid</i> —shows an extremely powerful hand with distinct slam possibilities. ♣ Any further new suits bid by opener after the <i>γ</i> response will be <i>ε-control asking bids</i> . ♣

<sup>2</sup>As a rule of thumb, asking bids should not be used if two of the outside suits are missing first-round controls. This is because once asking bids are triggered, there is no way to return to natural bidding.



<i>Double raise</i>	Minimum balanced hand, 4-card fit with good controls. Avoids $\gamma$ sequences.
<i>Game raise</i>	Minimum balanced hand, 4-card fit with poor controls.
$3\spadesuit, 4\clubsuit/\diamond/\heartsuit$	<i>Splinter</i> bid 4-card fit promised.
4NT	<i>Roman key-card Blackwood</i> . ♣

In general, over a minor suit positive response, an NT bid by opener is preferred if it is likely that the final contract will be 3NT. This will ensure that the strong hand is declarer. Similarly, with a 5-card minor suit, opener should consider rebidding NT rather than his suit since, in most cases, 3NT is preferable to 5 in a minor.

## 2.5 Bidding after a $3\spadesuit$ response

A  $3\spadesuit$  response places responder with a minimum 7-card suit headed by  $AKQ$  with or without outside controls. The suit should be obvious on most occasions. Opener's rebids are:

3NT	To play. Responder should pass unless he has many outside controls.
$4\clubsuit$	$\beta$ -ask for <i>outside controls</i> —responses are in the lower (0-3) scale. ♣ Any following suit bid that is not the trump suit is an $\epsilon$ control ask. ♣
$4\diamond$	When opener cannot identify the suit—asks responder to bid his suit. Diamonds are indicated by a 4NT response. A subsequent suit bid would be an $\epsilon$ -ask. ♣
$4\heartsuit/\spadesuit$	$5^+$ -card suit, to play. Responder should pass with 3-card support or doubleton honour.

Bidding Examples ♣

## 2.6 Bidding after an *unusual positive* response

An unusual positive response shows a 4-4-4-1 distribution. With less than 4 controls (typically, 8-13HCP), the singleton is not shown directly— $3\clubsuit$  is bid with a black singleton and  $3\diamond$  is bid with a red singleton. With more than 4 controls (typically  $12^+$ HCP), the singleton is immediately known since responder bids the suit below the singleton.

After  $3\clubsuit$  or  $3\diamond$ , opener bids the next higher suit to ask responder to clarify where his singleton lies. Responder bids one step above the relay to show the lower ranking suit and two steps above to show the higher ranking suit.

*Possible sequences after an unusual positive*

$1\clubsuit-3\clubsuit-3\diamond-3\heartsuit$	4-4-4-1 ( $\clubsuit$ singleton)
$1\clubsuit-3\clubsuit-3\diamond-3\spadesuit$	1-4-4-4 ( $\spadesuit$ singleton)
$1\clubsuit-3\diamond-3\heartsuit-3\spadesuit$	4-4-1-4 ( $\diamond$ singleton)
$1\clubsuit-3\diamond-3\heartsuit-3NT$	4-1-4-4 ( $\heartsuit$ singleton)

Once the singleton is known, a bid by opener in the singleton suit is  $\beta$  and

asks responder for the number of controls held (the lower scale is used after  $3\clubsuit/\diamond$  and the upper scale is used after the stronger responses). ♣

Bidding Examples ♣

## 2.7 Handling intervention over $1\clubsuit$

Over a double of  $1\clubsuit$ , the additional bids of *Redouble* and *Pass* are used to provide more information. When the double is conventional (e.g., shows both majors), the bidding is the same except that a bid of 1NT would also confirm stoppers in both majors. All other bids retain their normal meaning.

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<i>After <math>1\clubsuit</math>-(Double)</i>	
<i>Pass</i>	0-4HCP.
$1\diamond$	5-7HCP, artificial. <span style="border: 1px solid black; padding: 0 5px;">forcing</span>
<i>Redouble</i>	$8^+$ HCP, usually balanced. <span style="border: 1px solid black; padding: 0 5px;">forcing to game</span> .
1NT	Normal 8-13HCP, but if the double shows a two-suited hand, shows stoppers in both implied suits.
<i>Others</i>	Same as over $1\clubsuit$ without intervention.

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After an overcall in a suit at the one-level, any suit or no-trump bid is a positive response forcing to game. A *trap pass* can be made when responder wants to double for penalties—in this case, he will pass a re-opening double by opener.

When opponents overcall with 1NT, the responses are different depending on whether the overcall is a genuine strong hand or conventional showing a two-suiter (the *unusual no-trump*). In the latter case, the *unusual over unusual* approach repurposes the  $2\clubsuit$  and  $2\diamond$  bids to show a game-going hand with a major suit.

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<i>After a one-level suit overcall <math>1\clubsuit</math>-(<math>1\diamond/1\heartsuit/1\spadesuit</math>)</i>	
<i>Pass</i>	0-4HCP or a <i>trap pass</i> .
<i>Double</i>	5-8HCP unbalanced or $5^+$ HCP, balanced.
<i>Suit</i>	Natural, $5^+$ -card suit. <span style="border: 1px solid black; padding: 0 5px;">forcing to game</span>
<i>Jump to <math>3\clubsuit/3\diamond</math></i>	Unusual positive with 4-4-4-1.
<i>Cue Bid</i>	Balanced hand with <i>no stopper</i> in opponent's suit, <span style="border: 1px solid black; padding: 0 5px;">forcing to game</span>
NT	Usual meaning and promises a stopper in opponent's suit.
<i>After a no-trump overcall <math>1\clubsuit</math>-(1NT) showing minors</i>	
<i>Double</i>	Modest high-card points, suitable for penalising one of opponent's suits, usually no 5-card major.
$2\clubsuit$	$5^+$ -card heart suit, <span style="border: 1px solid black; padding: 0 5px;">forcing to game</span> .
$2\diamond$	$5^+$ -card spade suit, <span style="border: 1px solid black; padding: 0 5px;">forcing to game</span> .
	The above two bids are the so-called <i>unusual over unusual</i> responses in which cue bids of known suits correspond to forcing bids in the unbid suits.
$2\heartsuit/\spadesuit$	Natural, non-forcing.
<i>After a genuine no-trump overcall of <math>1\clubsuit</math>-(1NT)</i>	

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<i>Pass</i>	0-4HCP.
<i>Double</i>	5 <sup>+</sup> HCP, balanced—for penalties.
<i>Suit</i>	5-8HCP, 5 <sup>+</sup> -card suit.

Over higher level overcalls, bidding is largely natural but responses over an unusual 2NT are still *unusual over unusual* and not specifically mentioned in the table below.

<i>After an overcall at 2-level</i>	
<i>Double</i>	6-8HCP, any shape. Any suit rebid by opener would be a one-round force.
<i>Suit</i>	Natural and <span style="border: 1px solid black; padding: 0 2px;">forcing to game.</span> Note that a jump to 3♦ over 2♣ would be an unusual positive.
2NT	8-10 or 14 <sup>+</sup> HCP, with stoppers.
3NT	11-13HCP with stoppers.
<i>Cue bid</i>	Values to be in game but no clear-cut action—no long suit, no stopper in overcaller's suit.
<i>After an overcall at 3-level</i>	
<i>Double</i>	Balanced hand with 8 <sup>+</sup> HCP.
<i>Suit</i>	Positive, natural, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
3NT	8-11HCP with stoppers.
<i>After an overcall at 4-level</i>	
<i>Double</i>	Shows values—support for partner if he bids and provides defence if he passes.
<i>Suit</i>	Natural.

If the intervention occurs after responder bids, e.g., 1♣-(*Pass*)-1♦-(*RHO bids*), opener should rebid as follows:

<i>After 1♣-(Pass)-1♦-(1♥/1♠)</i>	
<i>Pass</i>	Balanced minimum (no 5-card suit).
<i>Double</i>	Takeout with support for other suits.
<i>Suit</i>	Natural, at least 5-cards, non-forcing.
1NT	Upper end of the range with stopper.
2NT	Same as 2NT without interference but promises stopper.
<i>Cue bid</i>	Strong hand, lacking stopper in overcalled suit.
<i>After 1♣-(Pass)-1♦-(1NT showing minors)</i>	
<i>Pass</i>	Balanced minimum (no 5-card suit).
<i>Double</i>	Penalty oriented.
2♣	Heart suit with extra values ( <i>unusual over unusual</i> ).
2♦	Spade suit with extra values ( <i>unusual over unusual</i> ).
2♥/♠	Natural, non-forcing.
2NT	Upper-end of the 1NT rebid range with stoppers.
<i>After 1♣-(Pass)-1♦-(Double—usually shows diamonds)</i>	
<i>Pass</i>	Balanced minimum (no 5-card suit).
1NT	Upper end of range with diamond stopper.
<i>Suit</i>	Same meaning as without the double.
<i>After an intervention above 1-level</i>	
<i>Pass</i>	Balanced minimum (no 5-card suit).

<i>Others</i>	Little extra weight as compared to without the intervention. <i>Unusual/unusual</i> applies over a 2NT overcall.
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## Bidding Examples

### 3 Responses to 1♦

A 1♦ opening shows either a balanced hand of 11-13HCP or a genuine diamond suit opening with 11-15HCP. Although a 1♦ opening may be made on a doubleton diamond, it is non-forcing and partner can pass with a weak hand.

<i>Pass</i>	0-7HCP and usually, no 4-card major.
<i>New Suit</i>	
1♥/♠	Usually <sup>3</sup> 6 <sup>+</sup> HCP, 4 <sup>+</sup> -card suit. 1♠ denies four cards in hearts but responder will bid 1♥ with both majors. <span style="border: 1px solid black; padding: 0 2px;">forcing</span> Opener rebids:
1♠	4-card ♠, denies 4-card ♥. Responder rebids:
	1NT Sign-off.
	2♣ 4th-suit- <span style="border: 1px solid black; padding: 0 2px;">forcing</span> (“do something clever”).
	2♠ 8-9HCP, 4-card ♠.
1NT	11-14HCP, balanced, denies 4-card fit. Can be 3-3-2-5 shape. Responder can rebid
	2♣ New minor— <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
	2♦ 8-9HCP, 4-card ♠ (after initial 1♥).
2♣	Unbalanced, usually 5-4 in minors and no 4-card major. Responder can rebid
	2♦ Weak hand, to play.
	2♥/♠ 6 <sup>+</sup> -card suit, to play.
	3♣ 8-9HCP, keep bidding alive.
	3NT To play.
2♦	6 <sup>+</sup> -card ♦ suit, non-forcing.
2♥/♠	Raise of responder’s suit shows 3-4 card support (if 3-card, it promises a singleton in a side suit).
	A <i>reverse</i> (bidding the other major) shows 14-15HCP, 6 <sup>+</sup> -♦ and 4 <sup>+</sup> -cards in the suit bid.
2NT	14-15HCP, good diamonds and stoppers in the unbid major and clubs.
3♥/♠	A double raise shows a maximum 14-15HCP, 4-card support and distributional values.
3♦	14-15HCP, 6 <sup>+</sup> -card ♦ suit, no 4-card major.
3♣	14-15HCP, at least 5-5 in minors with points concentrated in the two suits.
2♣	10 <sup>+</sup> HCP, 5 <sup>+</sup> -card suit, no 4-card major, <span style="border: 1px solid black; padding: 0 2px;">forcing</span> . Opener’s rebids are:

<sup>3</sup>Sometimes, with favourable vulnerability and an extremely weak hand, a tactical bid may be made to stop opponent’s game. E.g., holding ♠754 ♥J852 ♦985 ♣654, you could bid 1♥ planning to pass any rebid by opener.

2♥	11-14HCP, ♥ stopper, no ♠ stopper.
2♠	11-14HCP, ♠ stopper, no ♥ stopper.
2NT	11-14HCP, stopper in both majors.
2♦/3♦	No stopper in majors, genuine ♦ suit.
3♥	15HCP, <span style="border: 1px solid black;">forcing to game</span> ♥ stopper, no ♠ stopper.
3♠	15HCP, <span style="border: 1px solid black;">forcing to game</span> ♠ stopper, no ♥ stopper.
3NT	15HCP, stopper in both majors.
3♣	No stopper in majors.

#### Balanced Hands

1NT	8-10HCP, balanced, no 4-card major.
2NT	11-12HCP, balanced, no 4-card major. Could be a 4-3-3-3 shape with a weak four card major and tenaces that would play better as declarer in NT. E.g., ♠AQ10 ♥10642 ♦Q109 ♣K107 or ♠9843 ♥KJ10 ♦AQ7 ♣J105
3NT	13-15HCP, balanced, no 4-card major.

#### Inverted Raises with Diamond Support

2♦	10-12HCP, 5 <sup>+</sup> -card diamond suit. <span style="border: 1px solid black;">forcing to 2NT or 3♦</span>
3♦	< 10HCP, 5 <sup>+</sup> -cards in ♦, usually with a singleton or void.
4♦	Pre-emptive, with more shape and trumps than for 3♦, i.e., 6 or 7-card diamond suit.

#### Unbalanced Hands

2♥/♠	Weak jump shift (0-7HCP) with a long suit, non-forcing. Opener's rebids are: 2NT 11-12HCP, no 4-card major. 3♣ Shows both minors and asks responder to choose between 3♣, 3♦ and 3NT.
3♣	Invitational, with a long club suit. E.g., ♠Q4 ♥75 ♦97 ♣AQJ8654
3♥/♠/4♣	<i>Splinter</i> bid with 5 <sup>+</sup> -card diamond support and no 4-card major.
4♥/♠	Single-suited hand with 7 <sup>+</sup> -cards and no slam interest.

### Bidding Examples ♣

#### 3.1 Intervention after a 1♦ opening

If opponent doubles 1♦, the responses are:

<i>Pass</i>	0-4HCP or 9-10HCP.
<i>New suit</i>	5-8HCP.
1NT	6-8HCP, balanced.
2♦, 3♦	<8HCP, 4+-card support, pre-emptive.
<i>Redouble</i>	11 <sup>+</sup> HCP.

After an overcall by opponent up to the 2♠ level, the responses are:

<i>Double</i>	8-10HCP, 4 <sup>+</sup> -cards in other major, negative.
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<i>New suit</i>	5-card suit if major, 4-card otherwise.
2♦	6-9HCP, support for major.
3♦	10-11HCP.
1NT	8-10HCP, stopper in opponent's suit, balanced.
2NT	11-13HCP, stopper in opponent's suit, balanced.

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## 4 Responses to 1♥ or 1♠

Responses to a major opening include *Bergen* raises, *Splinter* bids, a forcing 1NT and 2/1 game force.

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<i>Pass</i>	0-7HCP and poor support.
<u><i>Direct and Bergen Raises</i></u>	
<i>Single raise</i>	7-10HCP with 3-card support, constructive.
<i>Double raise</i>	0-6HCP with 4-card support (pre-emptive <i>Bergen</i> raise). ♠
3♣	7-10HCP with 4-card support (constructive <i>Bergen</i> raise). ♠
3♦	10-12HCP with 4-card support (limited <i>Bergen</i> raise). ♠
<i>Game raise</i>	Wide variety of hands where responder is fairly sure there is no play for slam. E.g., raise to 4♠ with ♠K65 ♥AQ ♦K82 ♣J9876 or with ♠98732 ♥A5 ♦Q ♣109743.
<u><i>One-Over-One Response</i></u>	
1♠	8 <sup>+</sup> HCP, 4 <sup>+</sup> -card suit, <span style="border: 1px solid black;">forcing.</span> See below for detailed treatment.
1NT	8-15HCP, balanced hand with mild support for opener's suit or unbalanced hand with insufficient HCP to justify a 2-over-1 response. <span style="border: 1px solid black;">forcing</span> Opener's rebids are: <u><i>With 11-13HCP</i></u> 2♣/♦/♥ 11-13HCP, 4-card suit (or 3-card better minor). <i>Rebid of suit</i> 11-13HCP, 6-card suit. <u><i>With a maximum 14-15HCP</i></u> <i>Jump rebid of suit</i> 14-15HCP, 6-card solid suit. The jump rebid should be made on the basis of playing strength rather than HCP. 2NT 5-3-3-2 distribution. <i>Jump in new suit</i> 5-5 distribution. A <i>reverse</i> , e.g., 1♥-1NT-2♠ would show shape rather than HCP (typically 14-15) and indicate a 6-5 distribution (or 6-4 with a very strong spade holding such as <i>AKQx</i> )
<u><i>Two-Over-One Game Force</i></u>	
2♣/♦/♥	12 <sup>+</sup> HCP, 4 <sup>+</sup> -card minor or 5-card heart suit (over 1♠). Unless the suit is rebid at the three level, all 2-over-1 responses are <span style="border: 1px solid black;">forcing to game.</span> Opener's rebids are:

	2♥ (following 1♠)	Natural, 4 <sup>+</sup> -card suit.
	2♠ (following 1♥)	14-15HCP, reverse.
	<i>Rebid suit</i>	Minimum, not necessarily a 6-carder.
	2NT	11-13HCP, stoppers in unbid suits
	<i>Raise</i>	11-13HCP, good support, non-forcing.
	<i>Jump in new suit</i>	14-15HCP, good support, control in bid suit.
	<i>Jump rebid of suit</i>	14-15HCP, very good 6-card suit. The jump rebid should be made on the basis of playing strength rather than HCP.
	3NT	15HCP, stoppers in unbid suits.
2NT	12 <sup>+</sup> HCP, 4-card support,	<div>forcing to game</div> <i>Jacoby 2NT</i> . ♣.
<u>Other Bids at 3-level and Above</u>		
<i>Double jump shift</i>	<i>Splinter</i> bid, singleton or void in bid suit, 4 <sup>+</sup> -card support.	<div>forcing to game</div>
3NT	14-15HCP, usually 4-card support for opener's major, responder lacks a void or singleton, minimum 4 controls.	

A response of 1♠ over 1♥ shows 8<sup>+</sup>HCP with a 4-card suit and is forcing for one round. Opener's rebids are:

1NT	11-13HCP, minimum.
2♣/♦	11-15HCP, 4 <sup>+</sup> -card suit, non-forcing.
2♠	11-13HCP, 4-card support.
2NT	14-15HCP, balanced, stoppers in both minors.
3♣/♦	13-15HCP, 5-card suit.
3♥	13-15HCP, 6 <sup>+</sup> -card suit.
3♠	13-15HCP, 4-card spade support.
3NT	To play with running suit.
4♣/♦	<i>Splinter</i> bids, <div>forcing to game</div>
4♥	To play—distributional hand.
4♠	To play—maximum hand with 13-15HCP and distributional values.
4NT	<i>Roman key-card Blackwood</i> ♣ with agreement in ♠.

## Bidding Examples ♣

### 4.1 Intervention after a major suit opening

If an opponent doubles, responder can bid:

<i>Pass</i>	0-4HCP or 9-10HCP.
<i>Raise</i>	<8HCP, pre-emptive, 3 <sup>+</sup> -card support following the <i>Law of Total Tricks</i> .
<i>New suit</i>	5-8HCP, 5 <sup>+</sup> -card suit.
1NT	6-8HCP, balanced.

2NT	<i>Jacoby</i> 2NT. ♣
<i>Redouble</i>	12 <sup>+</sup> HCP, support for opener's suit.

If an opponent overcalls:

<i>Pass</i>	0-7HCP or 8 <sup>+</sup> HCP and waiting for penalty if opener reopens with a double.
<i>Double</i>	7-9HCP, 4-card suit in other major.
1NT	8-10HCP with stopper in opponent's suit.
2NT	11-12HCP with stopper in opponent's suit.
<i>Cue bid</i>	15 <sup>+</sup> HCP with singleton or void in opponent's suit. <span style="border: 1px solid black; padding: 0 5px;">forcing</span>

## 5 Responses to 1NT

A 1NT opening shows a 14-16HCP balanced hand (15-17HCP in 3<sup>rd</sup> or 4<sup>th</sup> seat) without a 5-card major suit (a 5-card minor is possible). Simple arithmetic will almost always tell responder how high to place the contract. E.g., 0-8HCP: 1NT or 2 of suit, 9-10HCP: game invite, 11-17: game force, 18+: slam. The response structure below is applicable when 1NT is opened in 1<sup>st</sup> or 2<sup>nd</sup> seat since otherwise, responder is already limited to < 10HCP by virtue of being a passed hand.

<i>Pass</i>	0-8HCP, balanced hand (or 5-card minor).
2NT	9-10HCP, balanced hand—invitation to 3NT.
3NT	11-15HCP, balanced hand, sign-off.
4NT	16-17HCP, balanced hand, invites slam with a maximum.
5NT	20-22HCP, balanced—partner to choose between 6NT/7NT.
6NT	18-19HCP, balanced, sign-off.
2♣	<i>Stayman</i> . ♣ This can be used on both weak and strong hands. <div style="display: flex; justify-content: space-between; margin-top: 10px;"> <div style="width: 30%;"> <p><i>Weak hand with both majors</i></p> <p><i>Invitational or game-forcing hands</i></p> </div> <div style="width: 65%;"> <p>When 2♥ or 2♠ is preferable to 1NT, responder bids 2♣ and passes any major suit response. If opener denies majors with 2♦, responder rebids 2♥ asking opener to pass or correct to 2♠.</p> <p>To find a 4-4 major suit fit (implies one 4-card major). With 5-4 in the majors and a game-going hand, if opener denies majors with 2♦, responder jumps in the 4-card suit to 3♥/♠ which shows 5-cards in the other major (<i>Smolen</i> convention). Opener can then bid 3NT with a doubleton or 4♥/♠ with 3-card support.</p> </div> </div>
2♦/♥	<i>Jacoby</i> transfers to ♥ and ♠ respectively. ♣
2♠	Minor suit <i>Stayman</i> —shows a minor 2-suiter (5-4 or better) and asks opener to bid his 4-card minor. This is used with either very weak hands or strong slam-invitational hands. With intermediate hands, you will want to play 3NT so asking for minors is not helpful. Opener responds:



	3♣/♦	4-card suit. Responder will pass with a weak hand or bid on with slam interest.
	2NT	No four card minor. Responder rebids 3♣ with a weak hand asking opener to pass or correct to 3♦. With a strong hand, responder bids 3♥ or 3♠ to show a singleton.
3 of suit	10 <sup>+</sup> HCP, good suit.	<div>forcing to game</div>
4♣		Gerber ace-asking. ♠
4♦/♥		Texas transfers to 4♥ and 4♠ respectively. Denies slam values.

## 5.1 Intervention after opening 1NT

If an opponent doubles 1NT, responder can bid:

Pass	Weak or 5-10HCP, balanced.
Redouble	SOS with 5 <sup>+</sup> -card suit, asking partner to bid 2♣ and then pass or rectify.
2♣	4-card suit (or good 3-card clubs).
2♦	Short in clubs.
2♥	Tolerance for majors (at least 4-3).
2♠	12 <sup>+</sup> HCP, <div>forcing to game</div>
3 of suit	6 <sup>+</sup> -card suit, invitational.

After an opponent's overcall, responder has the following choices:

Double	Penalty double.
Suit at 2-level	0-6HCP, natural and non-forcing.
2NT	<i>lebensohl</i> —partner must bid 3♣. ♠
Suit at 3-level	Natural, <div>forcing to game</div>
Cue bid	Asks opener to bid a 4-card major if he has one, denies a stopper in opponent's suit.
3NT	<i>lebensohl</i> —denies stopper in opponent's suit. ♠

## 6 Responses to 2♣

Bidding after a 2♣ opening (showing a 6<sup>+</sup>-card club suit) is largely natural except for the conventional 2♦ response that asks opener to further describe his hand.

Pass	0-7HCP, poor hand.
2♦	11+HCP, conventional and <div>forcing</div> (with club fit, may be made with only 8HCP). Opener's rebids are:

2♥/♠	11-13HCP, 4-card suit.
2NT	11-13HCP, 6-3-2-2 balanced hand with stoppers in two suits. Responder then bids 3♦ to enquire about stoppers and opener's rebids are: 3♥ ♥ and ♦ stoppers. 3♠ ♠ and ♦ stoppers. 3NT ♥ and ♠ stoppers.
3♣	11-13HCP, 6 clubs with 1 outside stopper. Responder bids 3♦ to enquire about the stopper and opener's rebids are: 3♥ ♥ stopper. 3♠ ♠ stopper. 3NT ♦ stopper. 4♦ 5-card suit (6-5 in ♣ and ♦)
3NT	14-15HCP, 6-3-3-2 balanced hand, good club suit.
3♥/♠	14-15HCP, 4-card suit.
2♥/♠	8-10HCP, non-forcing, invitational. Opener may pass with a minimum and mild support.
2NT	10-11HCP, invitation to 3NT. Any rebid other than 3♣ (sign-off) by opener commits to game.
3♣	Pre-emptive raise based on a club fit. Not forward-going.
3♦/♥/♠	6+-card suit with game-forcing values (12+HCP). Opener's rebids are: 3NT Less than 2-card support. <i>Raise</i> Minimum, 3-card support. <i>New suit</i> Maximum, 3+-card support, cue bid ace.
3NT	13-15HCP, balanced hand with stoppers in the unbid suits and no interest in the majors.
4♣	Pre-emptive raise with extra club support or distributional values as compared to a raise to 3♣.
4♥/♠	Very long suit with no interest in slam, to play.

## Bidding Examples ♣

### 6.1 Intervention after a 2♣ opening

<i>Negative double</i>	Through 3♠.
<i>Redouble</i>	10+HCP.
<i>Cue bid</i>	12+HCP, singleton or void in opponent's suit.
<i>New Suit</i>	Any new suit bid is <span style="border: 1px solid black; padding: 0 2px;">forcing</span> .

## 7 Responses to 2♦

A 2♦ opening describes a three suited hand with shortness in diamonds and the responder can place the contract fairly easily in most cases. The only positive response is 2NT which is forcing to game.

<i>Pass</i>	6+ diamonds, no interest in other suits or bidding higher.
2♥/♠, 3♣	Natural, sign-off.

2NT	11+HCP, artificial <span style="border: 1px solid black;">forcing to game</span> asks opener to further describe his hand. Opener's rebids are:
3♣/♦	3=4=1=5 or 4=3=1=5 shape respectively.
3♥	11-13HCP and 4=4=1=4 shape.
3♠	14-15HCP and 4=4=1=4 shape.
3NT	14-15HCP, 4=4=1=4 shape and ♦A or ♦K.
4♣	11-13HCP, 4=4=0=5 shape.
4♦	14-15HCP, 4=4=0=5 shape.
	A further rebid in diamonds (the singleton suit) by opener would be $\beta$ asking for controls. ♠
3♦	$\beta$ control asking bid.
3♥/♠	7-9HCP, pre-emptive, 5 <sup>+</sup> -card suit.
4♥/♠, 5♣	Sign-off, to play.

## Bidding Examples ♠

### 7.1 Intervention after a 2♦ opening

When opponents overcall, all doubles are for penalties. If the overcall is at the two-level, a response of 2NT has the same meaning as if there was no overcall. If the overcall is at the three-level, bidding is as per competitive judgment and vulnerability.

When opponents double 2♦ (possibly showing values in diamonds), a *Redouble* shows a desire to play in diamonds. You have a surprise holding in diamonds and are prepared to punish the opponents when they run from the redouble. A *Pass* is a waiting action for partner to clarify his shape. Partner will do this by either *Redoubling* with a 4-4-1-4 or 4-4-0-5 minimum, bidding 2♥ with a 3-4-1-5 distribution or 2♠ with 4-3-1-5. All bids other than *Pass* and *Redouble* retain the same meaning as without the double.

## 8 Responses to 2♥ or 2♠

Opener shows a 6+-card major with 8-10HCP and a good suit with a minimum suit quality of 8 when vulnerable or 7 when non-vulnerable.

<i>Pass</i>	No game, no fit.
<i>Raise to 3 or 4</i>	Natural, sign-off.
<i>New suit</i>	Natural, <span style="border: 1px solid black;">forcing</span> . Opener's rebids are:
	<i>Raise</i> 3-card support.
	<i>Rebid own suit</i> <span style="border: 1px solid black;">forcing</span>
2NT	<span style="border: 1px solid black;">forcing</span> Opener is asked to bid suit where he has a singleton or void or rebid his own suit lacking either.

## 9 Responses to 2NT

Opener is showing a balanced hand with 22-23HCP and no 5-card suit—this is the only 16<sup>+</sup>HCP hand that is not opened with 1♣. Responses are:

<i>Pass</i>	Very weak, no suit to escape to.																		
3♦/♥	Weak hand that doesn't want to play in no-trumps. <i>Flint</i> convention—asks for a transfer to ♥/♠ respectively.																		
4♦/♥	Transfer to 4♥/♠ respectively. 6 <sup>+</sup> -card suit, to play.																		
3NT	To play.																		
3♣	<i>Smolen Stayman</i> —asking for majors. Game-going with slam interest. Responses are: <table> <tr> <td>3♦</td><td>No 4-card major—responder can now rebid:               <table> <tr> <td>3♥</td><td>4-card ♥ and 5-card ♠ (allows for 5-3 fit).</td></tr> <tr> <td>3♠</td><td>4-card ♠ and 5-card ♥ (allows for 5-3 fit).</td></tr> <tr> <td>3NT</td><td>To play.</td></tr> <tr> <td>4♣</td><td>Transfer to diamonds.</td></tr> </table> </td></tr> <tr> <td>3♥/♠</td><td>4-card major.</td></tr> <tr> <td>3NT</td><td>4 cards in both majors. Responder bids:               <table> <tr> <td><i>Pass</i></td><td>To play.</td></tr> <tr> <td>4♣/♦/♥</td><td>Transfer to ♦/♥/♠ respectively.</td></tr> </table> </td></tr> </table>	3♦	No 4-card major—responder can now rebid: <table> <tr> <td>3♥</td><td>4-card ♥ and 5-card ♠ (allows for 5-3 fit).</td></tr> <tr> <td>3♠</td><td>4-card ♠ and 5-card ♥ (allows for 5-3 fit).</td></tr> <tr> <td>3NT</td><td>To play.</td></tr> <tr> <td>4♣</td><td>Transfer to diamonds.</td></tr> </table>	3♥	4-card ♥ and 5-card ♠ (allows for 5-3 fit).	3♠	4-card ♠ and 5-card ♥ (allows for 5-3 fit).	3NT	To play.	4♣	Transfer to diamonds.	3♥/♠	4-card major.	3NT	4 cards in both majors. Responder bids: <table> <tr> <td><i>Pass</i></td><td>To play.</td></tr> <tr> <td>4♣/♦/♥</td><td>Transfer to ♦/♥/♠ respectively.</td></tr> </table>	<i>Pass</i>	To play.	4♣/♦/♥	Transfer to ♦/♥/♠ respectively.
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3♥/♠	4-card major.																		
3NT	4 cards in both majors. Responder bids: <table> <tr> <td><i>Pass</i></td><td>To play.</td></tr> <tr> <td>4♣/♦/♥</td><td>Transfer to ♦/♥/♠ respectively.</td></tr> </table>	<i>Pass</i>	To play.	4♣/♦/♥	Transfer to ♦/♥/♠ respectively.														
<i>Pass</i>	To play.																		
4♣/♦/♥	Transfer to ♦/♥/♠ respectively.																		
3♠	Transfer to clubs with a correction to diamonds. <i>Minor suit slam try</i> .																		

## 10 Responses to 3♣/3♦/3♥/3♠

After a pre-emptive opening of three of a suit, responder's rebids are:

<i>Raise</i>	Pre-emptive.
<i>New suit</i>	Natural, <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
<i>Others</i>	Natural.

## 11 Responses to 3NT

The “gambling” 3NT bid shows a solid 7<sup>+</sup>-card minor suit with *AKQ* or better and no outside ace or king. Responses are:

<i>Pass</i>	To play, stoppers in side suits.						
4♣	Escape—asks opener to pass or bid 4♦ if that is his suit.						
4♦	Asks opener to bid a singleton or void if he has one. Responses: <table> <tr> <td>4♥/♠</td><td>Singleton or void in the bid suit.</td></tr> <tr> <td>4NT</td><td>Singleton or void in the other minor.</td></tr> <tr> <td>5♣/♦</td><td>Shows that minor and denies a singleton or void.</td></tr> </table>	4♥/♠	Singleton or void in the bid suit.	4NT	Singleton or void in the other minor.	5♣/♦	Shows that minor and denies a singleton or void.
4♥/♠	Singleton or void in the bid suit.						
4NT	Singleton or void in the other minor.						
5♣/♦	Shows that minor and denies a singleton or void.						
4♥/♠	Natural, to play.						
4NT	Quantitative, asking opener to bid 6NT with extra length or an extra trick outside (such as <i>Qxx</i> ).						
5♣	Sign-off and weak. Opener should correct to 5♦ if that is his suit.						
5♦	Also a sign-off but responder indicates he knows opener's suit is diamonds and it would be advantageous to play from his side.						

5NT	Grand Slam try showing no losers outside the trump suit but indicating a void in opener's suit. If opener is completely solid (e.g., <i>AKQJ</i> to seven card), he bids 7 otherwise he bids 6.
6♣	Asks opener to pass or correct. This could also be a tactical bid.

Bidding Examples ♣

## 12 Responses to 4♣/4♦ (Namyats)

The *Namyats* convention (*Stayman* spelt backwards) shows a long (normally eight cards) semi-solid (not missing both ace and king) major suit with eight or more playing tricks with playing strength mainly in the trump suit (4♣ shows hearts and 4♦ shows spades). The bid is meant to be constructive rather than pre-emptive and allows you to distinguish hands that are close to game versus purely pre-emptive openings. Responses are:

4♥/♠	Bidding game in partner's suit is a sign-off with no slam interest (responder wants to be declarer).
4♦/♥	The next step above opener's bid is a relay asking him to bid his suit (♥ or ♠). After opener bids his suit, any new suit bid by responder is a cue bid. Responder passes if he does not have slam interest but wants his hand to be dummy.
4NT	<i>Roman key-card Blackwood</i> . ♣
<i>Suit</i>	<p>ε asking bid. A compressed scale of responses is used (note that the steps skip over NT because that has a special meaning):</p> <p><i>Cheapest NT</i> Guarded king in suit. When you have ample tricks elsewhere, this allows you to declare an NT contract from the correct side.</p> <p><i>1 step</i> No control.</p> <p><i>2 steps</i> Second round control—any singleton.</p> <p><i>3 steps</i> First round control—void or ace.</p> <p>A repeat ask is for third round control—a doubleton or guarded queen and responses are (a) No third round control: 1<sup>st</sup> step, (b) Doubleton: 2<sup>nd</sup> step and (c) Guarded Queen: 3<sup>rd</sup> step.</p>

Bidding Examples ♣

## 13 Competitive Bidding

### 13.1 Overcalls

At the one level, overcall with a 5-card suit and 8-15HCP. At the two-level, overcall with at least 11-15HCP. Responses to a suit overcall are:

<i>Pass</i>	<8HCP.
<i>Raise</i>	9-10HCP with 3-card support.

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1NT	9-10HCP, balanced with a stopper in opponent's suit.
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A 1NT overcall should be 13-15HCP with a stopper in the opponent's suit.

A jump suit overcall is a weak pre-emptive bid with a 6<sup>+</sup>-card suit.

A cue bid is *Michael's* showing a 2-suiter in the highest unbid suit and another.

## 13.2 Doubles

A direct double over opponent's opening is either 13-15HCP (takeout) or a power double with 16<sup>+</sup>HCP.

A *takeout* double over opponent's minor opening bid usually promises a 4-card suit in both majors. Over a major suit opening, it promises a 4-card suit in the other major. A response is requested even with a blank hand unless the other opponent bids.

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<i>Pass</i>	Long and solid holding in opponent's suit
<i>1-level</i>	5-8HCP.
<i>2-level</i>	7-11HCP.
<i>3-level</i>	9-13HCP.
1NT	8-10HCP with stopper in opponent's suit.
<i>Jump</i>	9 <sup>+</sup> HCP.

---

If the doubler rebids or raises, it indicates a power hand of 16<sup>+</sup>HCP.

Doubles of an opponent's overcall are *negative* doubles indicating a lack of a biddable 5-card suit and no fit with partner's bid suit. Interest in one of the unbid suits is strongly indicated.

At the one-level, the *negative* double shows 8-15HCP; at the two-level, it shows 11-15HCP. Over an opponent's overcall in a major, it promises a 4-card holding in the other major.

A double in a competitive auction is a *responsive* double indicating 3-card support in partner's suit.

A double of a slam contract is a *Lightner* double requesting an unusual lead from partner.

## 14 Gadgets and Conventions

### 14.1 $\beta$ control asking bid

A  $\beta$  control asking bid can occur either after a 1NT rebid by the 1♣ opener over a positive suit response or by cue bidding a singleton suit after a positive response of 3♣, 3♦, 3♥, 3♠, 4♣ or 4♦ over 1♣.

The number of controls held ( $A=2$ ,  $K=1$ ) are shown in steps as below:

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<i>1 step</i>	0-2 controls. A relay bid by opener in the cheapest suit over the 1-step response will then ask for clarification and again the responses are in steps:
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	<i>1 step</i>	No controls.
	<i>2 steps</i>	1 control.
	<i>3 steps</i>	2 controls.
<i>2 steps</i>		3 controls.
<i>3 steps</i>		4 controls.
<i>4 steps</i>		5 controls.

When responder has already shown controls as less than four or at least four, e.g., after an unusual positive, a modified scale of responses is used as follows:

<i>Known to have</i>	<i>0-3 controls</i>	<i>4+ controls</i>
<i>1 step</i>	No controls.	4 controls.
<i>2 steps</i>	1 control.	5 controls.
<i>3 steps</i>	2 controls.	6 controls.
<i>4 steps</i>	3 controls.	7 controls.
<i>5 steps</i>		8 controls.

## 14.2 $\gamma$ trump asking bid

The  $\gamma$ -asking bid is used to find out the quality of responder's suit. It is typically used to find out whether the suit will provide enough tricks in no-trumps or as a trump suit.

<i>Responses to a <math>\gamma</math>-suit asking bid</i>	
<i>1 step</i>	No top honour, 5 <sup>+</sup> -card suit.
<i>2 steps</i>	5-card suit, 1 honour.
<i>3 steps</i>	5-card suit, 2 honours.
<i>4 steps</i>	6-card suit, 1 honour.
<i>5 steps</i>	6-card suit, 2 honours.
<i>6 steps</i>	AKQ of suit, 5 <sup>+</sup> -card suit.

The  $\gamma$  bid may be repeated to get clarification on the first response.

<i>Honours shown</i>	<i>Responses to repeat <math>\gamma</math>-ask</i>	
<i>Zero or AKQ</i>	<i>1 step</i>	7 <sup>+</sup> -card suit
	<i>2 steps</i>	6-card suit
	<i>3 steps</i>	5-card suit
<i>One</i>	<i>1 step</i>	<i>Ace</i>
	<i>2 steps</i>	<i>King</i>
	<i>3 steps</i>	<i>Queen</i>
<i>Two</i>	<i>1 step</i>	<i>AK</i>
	<i>2 steps</i>	<i>AQ</i>
	<i>3 steps</i>	<i>KQ</i>

## 14.3 $\epsilon$ control asking bid

The  $\epsilon$ -asking bid is used to find out what controls the responder holds in a specific suit. It follows a  $\gamma$  asking bid and terminates only when trumps or

no-trumps is bid, i.e., any other suit bid is an  $\epsilon$ -ask in that suit. Responses are in steps:

<i>Responses to a epsilon-suit asking bid</i>	
<i>1 step</i>	No control— <i>Jxx</i> or worse.
<i>2 steps</i>	Third round control— <i>Q</i> or doubleton.
<i>3 steps</i>	Second round control— <i>K</i> or singleton.
<i>4 steps</i>	First round control— <i>A</i> or void.
<i>5 steps</i>	<i>AK</i> or <i>AQ</i> .

The  $\epsilon$ -ask can be repeated if it is important to know whether the control is based on shortness or strength. The response is again in steps—the first step showing that the previous response was based on *shortness* and the second step showing *strength*.

If the first  $\epsilon$  bid is at the level of 5♣ or higher, a compressed scale of responses is used where the first step shows no control, second step shows second-round control and the third step shows first-round control.

#### 14.4 Bergen raises

After a 1♥ or 1♠ opening, responses of 3♣, 3♦, 3♥ and 3♠ show different types of 4-card support. The mnemonic *CLAP* (Constructive, Limited and Pre-emptive) helps to remember the order of the bids.

1♥–3♣	Constructive, 7-10HCP, 4-card ♥.
1♥–3♦	Limited, 10-12HCP, 4-card ♥.
1♥–3♥	Pre-emptive, 0-6HCP, 4-card ♥.
1♠–3♣	Constructive, 7-10HCP, 4-card ♠.
1♠–3♦	Limited, 10-12HCP, 4-card ♠.
1♠–3♥	<i>Spare bid</i> —used to show a strong 12 <sup>+</sup> HCP hand with 4-card support and an undisclosed singleton/void.
1♠–3♠	Pre-emptive, 0-6HCP, 4-card ♠.

#### 14.5 Gerber ace-asking convention

An immediate response of 4♣ to any no-trump bid (or overcall) is the *Gerber* ace-asking convention. A jump rebid of 4♣ in response to a natural no-trump bid is *Gerber* as also when a trump suit has not been identified and no-trumps has been rebid. Gerber should not be used holding a void.

Opener shows number of aces in steps as follows:

4♦	Zero or four aces.
4♥	One ace.
4♠	Two aces.
4NT	Three aces.

#### 14.6 Jacoby transfers

After a 1NT opening, responder bids 2♦ with a 5-card or better heart suit and 2♥ with spades. Opener will bid 2♥ or 2♠ so that the strong hand becomes



declarer. Responder's rebids are:

<i>Pass</i>	A weak hand with 5 <sup>+</sup> -card ♡ or ♠.
2♠	Invitational with 5-5 in the majors after 1NT-2♦-2♡.
2NT	Balanced or semi-balanced hand with 5-card ♡ or ♠. Invitational—partner can pass or sign-off in 3 of a major or bid 3NT.
3♣/♦	4-card suit in addition to 5-card major, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
<i>Raise</i>	6-card suit, invitational.
3♡	(After 2♠) 5-5 in the majors with slam interest. Stronger than an immediate jump to 4♡.
3♠	(After 2♡) Singleton or void with slam interest.
3NT	Balanced or semi-balanced hand. Partner can pass or correct to 4 of major.
4♡	(After 2♠) 5-5 in majors with no slam interest. Partner can pass or correct to 4♠.
<i>Double raise</i>	6 <sup>+</sup> -card major, sign-off.
4NT	Quantitative, inviting slam in major or no-trumps.

### Super-acceptance of a transfer

Opener could *super-accept* the transfer with a 4<sup>+</sup>-card holding in the transfer suit. In this case, he can break the transfer and show any doubletons. For example, after 1NT-2♡ (transfer to 2♠), opener with a 4-card spade suit could bid:

2NT	4=3=3=3 shape.
3♣	4=x=x=2 (doubleton club).
3♦	4=x=2=x (doubleton diamond).
3♡	4=2=x=x (doubleton heart).
3♠	4 spades, any other distribution.

## 14.7 Jacoby 2NT

A 2NT response over an opening of 1♡ or 1♠ is conventional and shows 12<sup>+</sup>HCP with 4<sup>+</sup>-card support of partner's suit. It is forcing to game. Opener's rebids are:

<i>New suit</i>	Singleton or void in suit bid.
<i>Rebid of suit at 3-level</i>	Maximum strength hand.
<i>Jump shift</i>	Good 5 <sup>+</sup> -card side suit.
<i>Game in original suit</i>	Minimum opening, sign-off.
3NT	12-13 HCP, medium strength hand.

## 14.8 lebensohl convention

The *lebensohl* convention is used by responder after an opponent overcalls partner's opening 1NT bid in order to compete further without necessarily committing to game. It is initiated after the right-hand opponent makes a suit overcall at the two-level.

<i>2 in new suit</i>	Natural and non-forcing.
2NT	A puppet bid requiring opener to bid 3♣. After opener's forced 3♣ bid, <ul style="list-style-type: none"> <li>— 3 of a lower ranking suit than overcaller's is natural, to play.</li> <li>— 3 of a higher ranking suit than overcaller's is natural and invitational.</li> <li>— 3 of the opponent's suit is artificial asking opener to bid a 4-card major and showing a stopper in opponent's suit.</li> <li>— 3NT is natural, to play, and shows a stopper in the opponent's suit.</li> </ul>
<i>3 in new suit</i>	Natural, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
<i>Cue bid</i>	Artificial—asks opener to bid a 4-card major and denies a stopper in opponent's suit.
3NT	Natural, to play, and denies a stopper in opponent's suit.

## 14.9 Roman key-card Blackwood

A *Roman key-card Blackwood* bid of 4NT is used to enquire about the number of key cards (any ace or the trump suit king) in partner's hand. It should not be used when you have a void or two fast losers.

Responses are in steps and differ slightly (when holding all five key cards) depending on whether opponents have doubled or overcalled over 4NT.

<i>Holding</i>	<i>Silent</i>	<i>Double (R0P1)</i>	<i>Overcall (D0P1)</i>
<i>1/4 key cards</i>	5♣	<i>Redouble</i>	<i>Double</i>
<i>0/3 key cards</i>	5♦	<i>Pass</i> (0/3/5 key cards)	<i>Pass</i> (0/3/5 key cards)
<i>2/5 key cards without queen of trumps</i>	5♥	5♣ (two key cards)	<i>Cheapest suit</i> (two key cards)
<i>2/5 key cards and queen of trumps</i>	5♠	5♦ (two key cards)	<i>Second-cheapest suit</i> (two key cards)

When holding a void, after a trump suit is agreed, jumping to another suit at the 4 or 5 level in the void suit initiates a *key card exclusion* asking bid. Partner shows his key cards *excluding* any in the void suit in steps.

<i>1 step</i>	1 or 4 key cards.
<i>2 steps</i>	0 or 3 key cards.
<i>3 steps</i>	2 or 5 key cards without trump Q.
<i>4 steps</i>	2 or 5 key cards with trump Q.

## 14.10 Stayman convention

The *Stayman* convention is used to find a 4-4 major suit fit after a 1NT opening by bidding 2♣. Opener responds with one of:

2♦	No four card major.
2♥	4-card heart suit, may have 4-card spades.
2♠	4-card spade suit, no 4-card heart suit.

### Puppet Stayman

Used over a 2NT bid that may be made with a 5-card major, 3♣ is a conventional bid that endeavours to find a major suit fit. Responses are:

3♦	No five card major but at least one four card major. Responder with one four card major should bid the major that he <i>does not have</i> and if there is a 4-4 fit, opener will bid it.
3♥	5-card heart suit.
3♠	5-card spade suit.
3NT	No 4 or 5-card major. Responder can bid 4♣ or 4♦ to transfer to 4♥ or 4♠ respectively when he has a six-card major.

## 15 Miscellaneous

*High-card Points* (HCP) are assigned as follows—Ace=4, King=3, Queen=2 and Jack=1. Once a trump-fit has been found, distribution points can be assigned—Void=3, Singleton=2, Doubleton=1.

Singleton honours should be counted only once (either HCP or shortness).

*Suit Quality* (SQ) is calculated as suit length plus number of honours in the suit. The Jack or Ten should be counted only if a higher ranking honour is held. For example, a holding of K-J-9-5-4 would have 7SQ but J-10-9-5-4 would have 5SQ.

For an overcall, the SQ should equal or exceed the number of tricks bid (e.g., SQ of 8 for a 2-level overcall).

When pre-empting, the SQ should equal the level of pre-empt when vulnerable and can be one less when non-vulnerable.

The *Losing Trick Count* (LTC) is used only once a trump suit has been established. Count losers only in the top three cards of the suit holding—there are never more than 3 losers in a suit. With three or more cards, A/K/Q are not losers but any lower card is a loser. With two cards, only A or K are not losers.

Add your and partner's loser count and subtract from 24 to estimate the number of tricks that can be won. You can estimate your partner's LTC as follows:

HCP	<i>Expected Losers</i>
7-9	8-9 losers (9)
10-12	7-8 losers (8)
13-15	6-7 losers (7)
16-18	5-6 losers (6)
19-21	4-5 losers (5)
22 <sup>+</sup>	4 losers or less

## 16 Bidding Examples

### 16.1 Negative response to 1♣

After a 1♦ response, there is no temptation to get too high on misfitting hands. For example,

West	East	West	East
♠ 4	♠ K J 10 7 5 3	1♣	1♦
♥ A K 9 5 4	♥ 6 2	1♥	1♠(1)
♦ A J 4	♦ 7 5 3	2♣(2)	2♠(3)
♣ K Q 10 9	♣ 5 4		

- (1) 4-7HCP, 4+-card suit.
- (2) Shows minimum with second 4-card suit (implies 5 hearts).
- (3) 6-card suit, no fit.

Opener shows discipline and passes recognising misfit and no chance for game.

A 1♦ response does not rule out game. With a 2-suited hand, it is easy to find a game contract when the fit is in the second bid suit.

West	East	West	East
♠ A K 7 5 2	♠ 4	1♣	1♦
♥ A Q 10 4 3	♥ K 8 5 2	1♠	1NT(1)
♦ A 5	♦ 9 6 4 2	2♥	3♥
♣ 2	♣ J 7 5 4	4♥	

- (1) As he has already limited his hand, East is not afraid to improve the contract. After that, all goes smoothly.

Suppose the lead against 4♥ is a low diamond. The best technique for declarer is to win with the Ace, cash ♠A and ruff a spade with a low trump. Then he plays a club to establish communication between the two hands.

The opponents will probably continue diamonds. West ruffs the third round and leads another low spade, ruffing with the ♥8. If, at worst, spades are 5-2 and South overruffs, declarer retains the possibility of ruffing the other spade loser with the ♥K. The contract will fail only against very unlucky distribution.

With a powerful hand, opener would jump rebid his suit and responder would know there is a game or slam on if he is in the upper range. For example,

West	East	West	East
♠ A K J 8 7 5 3	♠ 6 4 2	1♣	1♦
♥ A	♥ J 7 3	2♠(1)	3♦(2)
♦ K 7 2	♦ A J 5 4	3♠(3)	4♠
♣ A Q	♣ 8 6 5	4NT	5♣(4)
		6♠	

- (1) 22+HCP, 5-card suit.
- (2) 4-7HCP, showing side-suit before showing fit in spades.
- (3) After the new suit bid at the 3-level, opener knows he will not be left in 3♠.
- (4) One key card.

After a heart lead and assuming trumps don't break worse than 2-1, the contract can be made without the club finesse by playing A and K of diamonds followed by a low diamond towards the J. This works whenever diamonds break 3-3, ♦Q is held by North or is a doubleton with South.

With a balanced hand, opener will rebid NT. For example,

West	East	West	East
♠ K 6 3	♠ A J 7 4 2	1♣	1♦
♥ K J 10	♥ 7 5 4	1NT(1)	2♥(2)
♦ A 8 6 2	♦ J 9 5	2♠	2NT(3)
♣ A K 3	♣ 10 4	3NT(4)	

- (1) 17-19HCP, balanced.
- (2) Weak transfer to 2♠.
- (3) Balanced hand, invitational.
- (4) With 18HCP and three cards in spades, East tries for game in no trumps.

North leads the ♥3, South plays the Queen and West the King. After this favourable opening, West can afford to make a safety play in spades. He plays King and another, North following suit with low cards. To make absolutely sure of four tricks, even when North holds Q10xx, declarer ducks in dummy. He makes game with four spades, two hearts and three top tricks in the minors.

Even with a weak two-suiter, Precision enables finding slams with relatively low point counts following a negative response. For example,

West	East	West	East
♠ A 8 5 4	♠ 6	1♣	1♦
♥ A K 9 4 3	♥ J 8 7 6 5 2	1♥	3♠(1)
♦ A K J 8	♦ Q 9 7 6	4♣	4♥(2)
♣ —	♣ 6 4	6♥	

- (1) Splinter showing 4-card or better support in hearts and a singleton or void in spades.
- (2) Responder could conceivably also bid 5♥ with the 6-card suit.

With a combined total of 22 points, although 13 tricks are available if the opening lead is not ruffed, most pairs will probably stop in 6♥ after the splinter bid using a sequence similar to the one above.

## 16.2 Positive response in a suit over 1♣

Using Precision, game is always reached after a positive response to a 1♣ opening. The partnership will have a minimum of 24 points if opener is unbalanced (16 vs 8) or 25 points if he is balanced (17 vs 8). This works well in practice, for example:

West	East	West	East
♠ A K J 8 6	♠ Q 9 2	1♣	1NT
♥ 6 4	♥ 8 7 5	2♠	3♠
♦ K Q 10 9	♦ A 5 4 3	4♠	
♣ K 6	♣ Q 9 4		

A dull 16HCP 1♣ opening against an equally dull 8HCP but still 4♠ is an odds-on favourite to make.

Game contracts can be reached on smaller point counts if there are distributional features. For example,

West	East	West	East
♠ A K J 10 9 6	♠ Q 8 2	1♣(1)	1♦
♥ A	♥ 9 6 5	1♠	3♠(2)
♦ Q J 10 9	♦ K 7 4 3	4♠	
♣ 6 5	♣ 7 4 3		

- (1) A strong 15HCP with a good suit should be opened with 1♣.  
(2) As he has already limited his hand, East is not shy in raising partner's suit with 5HCP and inviting game.

As compared to the previous deal, this is a 15HCP vs 5HCP hand that may be passed out after 1♠ in standard systems. However, the game contract is virtually lay-down.

With a balanced hand, opener will rebid NT over a positive suit response. Even with 3-card support for partner's suit, it is sometimes correct to first bid NT and only later raise partner's suit. For example, with ♠ A J 10 ♥ K Q 10 9 ♦ Q J 4 ♣ K J 7, if responder bids 1♠, it is correct to rebid 1NT showing a balanced minimum before raising spades. However, with a slightly different hand such as ♠ A J 10 7 ♥ K Q 10 ♦ Q J 4 ♣ K J 7, the rebid could be 3♠ or 4♠ showing a minimum hand, probably balanced, with 4-card support.

Alternative sequences showing support have slightly different meanings. For example, whereas the sequence 1♣–1♠–4♠ would show a minimum hand with poor controls, the sequence 1♣–1♠–1NT–any–4♠ would show a balanced minimum with good controls.

The intermediate 1NT rebid can also be made when you want to find out if responder has a distributional hand. For example, when holding ♠ A K 8 7 ♥ A 7 5 3 ♦ K Q 4 ♣ A 6, after partner's positive response of 1♠, rebid 1NT and if partner rebids 2♣ (four-card suit), you may have very good play for 7♠ if partner is holding something like ♠ Q J 5 4 3 ♥ 8 2 ♦ A 8 ♣ K 9 5 4. However, you need to know about the four clubs first.

With a distributional hand where you have strong support for partner's suit and the only question for slam is whether his suit has good quality, *asking bids* ( $\gamma$  and  $\epsilon$ ) can be used to good effect. For example,

West	East	West	East
♠ Q J 6 3 2	♠ A K 10 5 4	1♣	1♠
♥ 5	♥ 9 8 7	2♠(1)	3♥(2)
♦ A K Q 8	♦ 10 4	4♣(*)	4NT(3)
♣ K J 9	♣ A 5 3	5♥(*)	5♠(4)
		6♠	

- (1)  $\gamma$  trump asking bid (possible slam if trumps are strong).  
(2) 2 honours, 5-card suit.  
(\*)  $\epsilon$  control asking bid in clubs and hearts.  
(3) Ace or void.  
(4) No control.

With a sure loser in hearts, opener stops in the small slam.

### 16.3 Positive no-trump response to 1♣

With both majors, it is sometimes correct to use *Stayman* even when holding a 5-card suit. For example, holding ♠ A K Q 6 4 ♥ K Q 8 7 ♦ A 5 ♣ 9 5, it

is better to bid  $2\clubsuit$  over a 1NT response rather than bidding  $2\spadesuit$ . If responder holds something like  $\spadesuit J 10 2 \heartsuit A J 9 4 \diamond 5 4 3 \clubsuit Q 4 3$ , he will certainly raise spades after  $2\spadesuit$  and the 4-4 heart fit will not be discovered. In this case although there are 10 tricks in spades and 11 in hearts (given normal breaks), sometimes the difference may be 10 tricks in the 4-4 fit versus 9 in the 5-3 fit.

Similarly, with  $\spadesuit 3 \heartsuit A K Q 7 \diamond A Q \clubsuit K Q J 10 9 8$ , bid *Stayman*. If partner bids  $2\diamond$  (four hearts), you will bid  $2\heartsuit$  and later ask for aces. If partner has two aces, you can confidently bid the grand slam or the small slam if he shows only one ace. If partner holds something like  $\spadesuit A Q 6 \heartsuit J 10 8 6 \diamond J 7 6 \clubsuit 5 4 3$ ,  $6\heartsuit$  from the strong side is best, while  $6\clubsuit$  will depend on the diamond finesse.

#### 16.4 $3\spadesuit$ response to $1\clubsuit$

Opener can place the contract fairly easily given responder's solid suit and use asking bids to decide if a slam is on. For example,

West	East	West	East
$\spadesuit 4$	$\spadesuit A K Q J 9 8 7$	$1\clubsuit$	$3\spadesuit(1)$
$\heartsuit A 10 9 8 7$	$\heartsuit 3$	$4\clubsuit(2)$	$4\heartsuit(3)$
$\diamond A 4$	$\diamond K 7$	$7\spadesuit(4)$	
$\clubsuit A K Q 8 7$	$\clubsuit 10 9 6$		

- (1) Solid suit. Opener can tell that it is spades by looking at his own hand.
- (2)  $\beta$ -ask for outside controls.
- (3) One outside control ( $\diamond$  or  $\heartsuit$  king).
- (4) 13 tricks are on top.

#### 16.5 Unusual positive response to $1\clubsuit$

If responder bids an *unusual positive*, slam is most likely on the cards and with the right cards, grand slams can be reached on very low point counts.

West	East	West	East
$\spadesuit A K Q 8 7 6$	$\spadesuit J 5 4 3$	$1\clubsuit$	$4\diamond(1)$
$\heartsuit 9 7 6$	$\heartsuit A$	$4\heartsuit(2)$	$4NT(3)$
$\diamond A K 4 3$	$\diamond 10 9 8 7$	$7\spadesuit(4)$	
$\clubsuit —$	$\clubsuit A K 4 3$		

- (1) 4-1-4-4,  $4^+$ -controls,  $12^{+HCP}$
- (2)  $\beta$  asking for controls
- (3) 5 controls (2 steps)
- (4) Partner must have two aces and  $\clubsuit K$ , 13 tricks are visible.

Barring horrendous breaks and a ruff on the opening lead, this 27-point grand slam is lay-down.

#### 16.6 Intervention after a $1\clubsuit$ opening

Some examples of bidding after opponents double or overcall after a  $1\clubsuit$  opening.

*After a takeout / unusual double:  $1\clubsuit$ -(Double)*

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1  $\spadesuit J 8 4 \heartsuit A J 8 2 \diamond 10 5 \clubsuit K 10 4 2$

If the double is an ordinary takeout double either *Redouble* or bid 1NT showing a balanced 8-13HCP if vulnerable.

If the double shows majors, *Redouble*. If partner doubles 1♠, you will be delighted to defend.

- 2 ♠ A 8 7 ♥ 8 ♦ K J 8 6 5 4 ♣ Q 6 3  
Bid 2♦. Slam is a real possibility despite the double.
- 3 ♠ Q 10 3 ♥ — ♦ J 10 9 7 5 3 ♣ Q 10 9 3  
Bid 1♦ (5-8HCP). If partner bids 1♥, you will bid 2♦ showing the long suit.
- 4 ♠ A Q ♥ A 8 6 3 ♦ Q J 10 ♣ J 10 8 5  
Bid 2NT showing a balanced 14<sup>+</sup>HCP hand and good stoppers in the majors. If the double is real (not a mistake showing clubs), the information of length in majors on the right is likely to be useful in the play.
- 5 ♠ 6 ♥ K J 10 5 ♦ A 7 3 2 ♣ J 10 8 7  
Bid 3♣ showing the 4-4-4-1 hand with a black singleton.

After a direct 1-level overcall: 1♣-(1♠)

- 6 ♠ Q ♥ A Q J 3 2 ♦ K J 6 3 ♣ J 9 7  
Bid 2♥ which is natural and game forcing.
- 7 ♠ 4 ♥ J 8 6 5 4 ♦ 10 9 7 6 ♣ K J 6  
*Double* to show 5-8HCP.
- 8 ♠ 10 9 5 3 ♥ 4 ♦ A 7 6 4 ♣ A Q 9 2  
Bid 3♦, unusual positive showing 4-4-4-1 with a red singleton.
- 9 ♠ J ♥ Q 6 5 2 ♦ A Q 10 9 6 4 ♣ 10 2  
Bid 2♦, natural and forcing.
- 10 ♠ 9 5 3 ♥ A 10 4 3 ♦ A J 7 2 ♣ 9 5  
Bid 2♠. There is enough to force game but no suit to bid and no stopper to bid NT.

After an unusual no-trump overcall showing minors: 1♣-(1NT)

- 11 ♠ 10 9 ♥ A Q 6 4 ♦ K 8 6 2 ♣ A Q 5  
*Double* for penalties. If partner bids hearts, explore for slam. If not, you can also bid no-trump since the combined hands are in the slam zone.
- 12 ♠ A 10 9 4 2 ♥ Q 4 ♦ 7 4 3 ♣ 10 9 8  
Bid 2♠ (non-forcing).
- 13 ♠ K 9 7 4 3 ♥ A Q 9 8 ♦ 9 2 ♣ 8 7  
Bid 2♦ showing spades and forcing to game.
- 14 ♠ A Q 2 ♥ A 10 8 2 ♦ K J 3 ♣ 8 7 4  
*Double* showing values with a balanced hand. If partner bids 2NT, you can show the 4-card hearts on the way to 3NT.
- 15 ♠ A 4 ♥ J 9 8 ♦ K 10 6 4 ♣ K 10 8 7  
*Double* (penalty oriented) showing values with a balanced hand. There will be a massacre if the final contract is in either minor.

After a 2-level overcall: 1♣-(2♥)

- 16 ♠ A Q 10 ♥ 8 5 ♦ K 7 4 ♣ K Q 10 9 6



- Bid  $3\clubsuit$  which is natural and forcing. The main reason for not cue bidding is that this hand will make an excellent dummy should partner bid  $3\diamond$  or  $3\spadesuit$  which you will happily raise showing slam interest by bypassing 3NT.
- 17  $\spadesuit 9\ 8\ 7\ 2\ \heartsuit 5\ 2\ \diamond A\ K\ J\ 4\ \clubsuit 10\ 6\ 4$   
*Double.* This is more flexible than cue bidding  $3\heartsuit$ . Partner can bid 2NT with a stopper and then you could bid  $3\clubsuit$  (*Stayman*).  
 18  $\spadesuit Q\ J\ 4\ 3\ 2\ \heartsuit A\ 6\ \diamond J\ 10\ 6\ 3\ \clubsuit K\ 4$   
 Bid  $2\spadesuit$ .  
 19  $\spadesuit 4\ \heartsuit K\ J\ 10\ 9\ 4\ \diamond Q\ J\ 7\ \clubsuit A\ 7\ 3\ 2$   
*Pass.* You are certain partner will bid again and you hope it is a double. The penalty will be a rich one if so.  
 20  $\spadesuit A\ K\ 6\ 4\ \heartsuit 8\ 7\ 6\ 5\ \diamond A\ K\ Q\ 7\ \clubsuit 7$   
 Bid  $3\heartsuit$ —game-forcing with no heart stopper and no long suit. You can explore slam after getting more information from partner.

## 16.7 The $1\diamond$ opening

Some examples of bidding after a  $1\diamond$  opening.

### *Opening bid*

- 1  $\spadesuit 6\ 3\ \heartsuit K\ 4\ \diamond A\ K\ J\ 9\ \clubsuit K\ 10\ 9\ 8\ 4$   
 Open  $1\diamond$  and if partner bids  $1\heartsuit$ , rebid  $2\clubsuit$ . Alternatively, open 1NT.  
 2  $\spadesuit A\ J\ 7\ 6\ \heartsuit 2\ \diamond A\ Q\ J\ 6\ 2\ \clubsuit 10\ 7\ 2$   
 Open  $1\diamond$  rebid  $1\spadesuit$  if partner bids  $1\heartsuit$ .  
 3  $\spadesuit Q\ 7\ 6\ \heartsuit J\ 3\ \diamond A\ Q\ 9\ \clubsuit A\ 10\ 9\ 8\ 2$   
 Open  $1\diamond$  and rebid 1NT over  $1\heartsuit/\spadesuit$ . You cannot bid  $2\clubsuit$  which would show an unbalanced hand.  
 4  $\spadesuit Q\ 10\ 9\ \heartsuit Q\ 9\ 7\ \diamond Q\ 4\ \clubsuit A\ J\ 9\ 6\ 2$   
*Pass* with this weak 11-point hand.  
 5  $\spadesuit 6\ 5\ \heartsuit 10\ \diamond A\ K\ Q\ 10\ 8\ \clubsuit K\ Q\ 10\ 9\ 7$   
 Open  $1\diamond$  and rebid  $3\clubsuit$  over  $1\heartsuit/\spadesuit$  showing 5-5 in the minors.

### *Responses to a $1\diamond$ opening*

- 6  $\spadesuit 9\ 7\ \heartsuit A\ K\ 5\ \diamond Q\ J\ 8\ 7\ 3\ \clubsuit K\ Q\ 5$   
 Bid  $2\diamond$  showing at least a limit raise. Raise to game over 2NT or find a forcing bid if opener rebids a minimum. You want partner to be declarer in NT with the weak doubleton spade.  
 7  $\spadesuit Q\ 9\ 5\ \heartsuit 5\ \diamond A\ K\ Q\ 5\ 3\ 2\ \clubsuit K\ 6\ 4$   
 Bid  $3\heartsuit$ —a splinter showing the singleton heart and fine diamond support.  
 8  $\spadesuit 7\ \heartsuit A\ K\ 9\ 4\ 2\ \diamond K\ Q\ J\ 5\ 4\ \clubsuit A\ 8$   
 Bid  $1\heartsuit$  and use *RKCB* if opener supports hearts. Otherwise, jump to  $3\diamond$  if opener responds with 1NT showing the two-suiter and indicating slam interest.  
 9  $\spadesuit 6\ \heartsuit A\ K\ 7\ 4\ \diamond 4\ 2\ \clubsuit A\ K\ 10\ 9\ 4\ 3$   
 Bid  $2\clubsuit$  and hearts next in the search for the best game contract (or slam if opener raises clubs).  
 10  $\spadesuit 7\ 6\ \heartsuit 9\ \diamond A\ J\ 10\ 6\ 4\ 2\ \clubsuit 8\ 5\ 3\ 2$   
 Bid  $3\diamond$  (or  $4\diamond$  if non-vulnerable) interfering with opponent's possible game.

*Rebids after partner's one-over-one response: 1♦-1♠-???*

- 11 ♠ 8 2 ♥ 7 5 ♦ A Q 5 2 ♣ A K 10 6 5  
Rebid 2♣.
- 12 ♠ 6 ♥ K 10 ♦ A J 10 8 7 ♣ K Q J 9 2  
Rebid 3♣ showing 5-5 in the minors.
- 13 ♠ K 10 9 2 ♥ 9 ♦ A K 10 6 4 ♣ K 6 5  
Rebid 3♠ showing strong support and a singleton / void.
- 14 ♠ A 10 4 ♥ Q 7 6 ♦ J 9 6 4 ♣ A K 8  
Rebid 1NT. Raising spades is inadvisable with this flat hand.
- 15 ♠ K 10 4 ♥ 4 ♦ Q J 9 7 4 ♣ A K Q 4  
Rebid 2♣ as the least worst evil—if partner bids again, you can show the spade support.

## 16.8 Major suit openings

Some examples of bidding after a 1♥ or 1♠ opening.

*Opening bid*

- 1 ♠ A 10 9 7 6 5 ♥ Q 8 ♦ K 6 ♣ K 5 2  
The quintessential 1♠ bid.
- 2 ♠ K J 10 6 ♥ A K J 10 9 2 ♦ K 8 ♣ 9  
Open 1♣—there are 15HCP, a very good suit and a singleton. With unfavourable vulnerability, it may be better to bid 1♥ since opponents may intervene at a high level after 1♣.
- 3 ♠ Q J 9 6 5 4 ♥ K 10 5 ♦ K 8 ♣ Q 7  
Open 1♠—this is not a great hand and many may choose to pass it or open 2♠.
- 4 ♠ Q 10 7 5 2 ♥ A 7 4 ♦ A J 7 ♣ A 6  
Open 1♠. A case can be made for opening this hand with 1NT and with ♥KJ4 and ♣KJ (same HCP), it would be preferable to open 1NT.
- 5 ♠ 3 2 ♥ K Q 8 7 4 3 ♦ Q J 6 ♣ A K  
Open 1♥. Although there are 15 HCP, the suit is not good enough to play against a singleton and the hand has no singletons of its own.

*Responses to a 1♠ opening*

- 6 ♠ A J 10 9 ♥ K J 8 ♦ 10 9 7 ♣ K J 6  
Bid 4♠—it would be a very unusual hand with partner for there to be a slam. Opponents do not know if your hand type is a weak distributional hand or this one.
- 7 ♠ A Q 9 8 2 ♥ A 10 8 ♦ 4 ♣ K 10 7 6  
Bid 4♦ (splinter) with real slam potential.
- 8 ♠ 9 8 7 3 2 ♥ A 5 ♦ Q ♣ 10 9 7 4 3  
Bid 4♠—the textbook example of a game raise. Contrast to hand #6.
- 9 ♠ K 8 3 2 ♥ A 6 5 ♦ A K J 9 ♣ 7 4  
Bid 2NT—game-forcing raise showing at least 4-card support. If partner shows shortness in clubs or hearts, slam is a distinct possibility.
- 10 ♠ A J 8 7 4 ♥ 4 ♦ Q 5 3 ♣ A 10 9 5  
Bid 4♥ (splinter). Another hand with good slam potential if partner's hand matches.

### Responses to a 1♥ opening

- 11 ♠ Q 10 6 3 2 ♥ K 7 2 ♦ A 5 3 2 ♣ 10  
 Bid 1♠. If partner raises, you can bid game. If partner bids 1NT, 2♣ or 2♦, you will show limit raise values with 3♥. Partner will know you have only 3 hearts since there was no direct raise.
- 12 ♠ A J 7 6 3 ♥ 9 7 2 ♦ A K 7 5 3 ♣ —  
 Bid 1♠ and if partner raises, you will explore slam. If partner bids 2♣ (likely), you will bid 2♦ (fourth-suit forcing). If partner rebids 2♥, you could bid 5♥ (asking about trump quality) or 4♣ (splinter). This is a difficult hand to assess since opposite the first opening hand below, a grand slam is on but opposite the second, no game is possible.
- | Opener 1      | Opener 2    |
|---------------|-------------|
| ♠ 8           | ♠ 8 6       |
| ♥ A K Q 8 6 3 | ♥ Q 8 5 4 3 |
| ♦ Q J 7       | ♦ J 6       |
| ♣ 10 7 6      | ♣ A K Q 6   |
- 13 ♠ Q 10 ♥ A 10 9 8 ♦ 4 3 2 ♣ Q 9 6 5  
 Bid 3♣—a constructive *Bergen* raise.
- 14 ♠ Q 7 6 ♥ J 8 7 6 ♦ — ♣ A J 9 8 5 3  
 Bid 4♥. It is certain that the opponents have some high card points so this makes them start at a high-level if they are going to bid.
- 15 ♠ A 9 4 ♥ Q 6 4 3 ♦ J 10 3 ♣ A 6 2  
 Bid 3♦—a *Bergen* limit raise.

## 16.9 The 2♣ opening

Some examples of bidding after a 2♣ opening.

### Opening bid

- 1 ♠ K J 6 2 ♥ 3 ♦ 9 2 ♣ A Q J 9 8 2  
 A good example of a hand that should be opened with a bid of 2♣.
- 2 ♠ Q 10 6 ♥ K Q 6 ♦ 6 3 ♣ A Q 8 4 3  
 Bid 1♦ not 2♣.
- 3 ♠ K 3 ♥ — ♦ A J 8 2 ♣ A Q J 10 9 7 4  
 Bid 1♣. This hand is too good for a 2♣ opening.
- 4 ♠ Q 8 6 ♥ A 6 ♦ 10 8 ♣ A K Q 8 7 4  
 Bid 1♣ and rebid 2♣. Let partner be declarer in NT if that is the right spot.
- 5 ♠ 6 2 ♥ 8 7 ♦ Q 10 ♣ A K Q J 9 8 2  
 Bid 3NT—“Gambling”, showing a solid suit with no ace or king outside.

### Responses to a 2♣ opening

- 6 ♠ A K 10 6 ♥ J 8 6 5 ♦ 10 9 ♣ 9 7 6  
 Bid 2♦. This is a perfect hand to enquire about majors. If partner bids a major or 3♣, pass (you need at least another queen to raise partner's major). If partner bids 2NT, correct to 3♣.
- 7 ♠ K 10 9 8 3 2 ♥ 5 ♦ 9 7 5 ♣ K J 7  
 Bid 2♠. If partner raises spades, raise to game. Pass if he denies spades by rebidding 3♣ or bid 3♣ if he rebids 2NT.

- 8 ♠ K 8 5 ♥ K J 9 5 ♦ A 10 6 3 ♣ 9 3  
 Bid 2NT (invitational). If partner accepts game by bidding 3♥, bid 4♥.  
 If partner accepts with 3♠, raise to 3NT.
- 9 ♠ A J 10 7 6 3 ♥ K Q 9 ♦ 10 7 ♣ Q 2  
 Bid 3♠. This is forcing to game and shows at least 6 spades. Pass if partner signs-off in 3NT.
- 10 ♠ K 7 3 ♥ 9 4 2 ♦ A 9 3 2 ♣ 9 7 3  
 Bid 3♣ forcing *LHO* to come in at the three-level. The Law of Total Tricks will protect you ...

Rebids after partner's invitational response in a suit: 2♣-2♥-???

- 11 ♠ K Q J 5 ♥ 5 3 ♦ 4 ♣ A Q 10 9 6 5  
 Bid 2♠. This hand will play better in one of your suits so let partner know you have four spades.
- 12 ♠ 4 3 2 ♥ A Q ♦ K 7 ♣ A 10 7 6 4 3  
 Pass. There is no reason to think there is a better spot.
- 13 ♠ 3 ♥ A Q 10 8 ♦ 10 8 ♣ A K J 10 8 4  
 Bid 3♠ (splinter) or 4♥. Ten tricks should be on with this dummy.
- 14 ♠ 9 6 ♥ K J 6 3 ♦ J 10 ♣ A K Q 7 4  
 Bid 3♥. Although the hand is a maximum, the shape is not inspiring. It may have been preferable to open 1♦ with this hand.
- 15 ♠ K J 2 ♥ 5 2 ♦ 3 ♣ A K J 10 9 6 2  
 Bid 3♣. Although you have a doubleton heart, the clubs are good enough to play opposite a void. It must be better to have it as trumps.

## 16.10 The 2♦ opening

Some examples of bidding after a 2♦ opening.

Responses to 2♦

- 1 ♠ Q J 5 4 3 ♥ A 10 5 ♦ K 10 5 ♣ A 10  
 Bid 4♠. Why mess about?
- 2 ♠ 5 4 ♥ A 9 ♦ A 10 8 7 6 4 3 ♣ 6 3  
 Pass. You would also pass if one of the low diamonds was a low heart since bidding 2♥ may land you in a 3-3 fit.
- 3 ♠ 2 ♥ J 10 7 3 ♦ K Q 6 4 ♣ K 8 5 2  
 Bid 2♥. If partner is 4-3-1-5, he will bid 2♠ which can be corrected to 3♣. Do not ask for shape since that may push bidding to the 4-level.
- 4 ♠ A J ♥ A 9 3 ♦ A J 10 9 7 ♣ 10 8 7  
 Bid 3NT. Diamonds are well under control and there are no better prospects for game.
- 5 ♠ A Q 10 6 5 ♥ K J ♦ 9 8 7 ♣ A Q 5  
 Bid 2NT—there is a grand slam possible here. Whatever partner bids, you will bid diamonds next to ask about controls.

Responding over *RHO*'s 2-level suit overcall: 2♦-(2♥)-???

- 6 ♠ Q 10 6 ♥ J 10 9 ♦ K Q J 4 ♣ A 6 4

*Double.* This can get ugly since opponent is bidding at the 2-level with at most seven trumps and without the balance of HCP.

7 ♠ 9 ♥ 10 6 4 ♦ A Q 8 6 5 4 3 ♣ K 8

*Pass.* You could double but that would probably drive the opponents to spades which is a better spot.

8 ♠ 8 4 ♥ 3 ♦ A K 10 5 ♣ 9 8 7 6 5 3

Bid 4♣. This is a pre-emptive bid to make *LHO* decide whether to support at the 4-level.

*Responding over RHO's 3-level suit overcall / cue bid: 2♦-(3♦)-???*

9 ♠ 9 5 2 ♥ A 9 5 ♦ A J 7 3 ♣ 7 4 3

*Double.*

10 ♠ K 9 3 ♥ A Q 10 ♦ A 10 2 ♣ J 10 9 4

A *Double* is probably best with favourable vulnerability.

However, with unfavourable vulnerability, it is a choice between 3NT (if you feel lucky) and 5♣ (more realistic).

11 ♠ A 10 9 8 4 2 ♥ 8 4 3 ♦ 10 5 ♣ 7 4

Bid 3♠ (non-forcing).

*Responding after RHO's double: 2♦-(Double)-???*

12 ♠ K 9 6 2 ♥ K 4 ♦ A Q J 6 ♣ 8 6 2

*Redouble.* There could be overtricks here even if partner plays in a 4-1 diamond fit.

13 ♠ K J 9 6 5 ♥ J 8 6 4 ♦ J 4 ♣ Q 7

Bid 2♠—if opponents compete, you can try hearts next.

14 ♠ 10 6 4 2 ♥ Q 10 6 3 ♦ J 10 ♣ K 7 5

*Pass.* Let partner describe his shape with a redouble or bid.

15 ♠ A 5 ♥ K Q 10 ♦ K 10 9 8 6 3 ♣ Q 2

*Redouble.* You have a lot of diamonds and good spot cards. Even if opponent's have a 4-4 spade fit, they may not find it and even if they do it is likely you have a penalty double against them in spades.

## 16.11 “Gambling” and “Namyats” openings

*Responses to a “Gambling” 3NT*

1 ♠ 3 2 ♥ A K 8 5 ♦ A K J 4 3 ♣ J 10

Bid 4♦ asking partner to show singletons or voids. If he is short in spades, you can commit to a club slam.

2 ♠ A Q J ♥ 9 7 4 3 ♦ 10 6 ♣ A J 8 6

*Pass.* Opponents may be able to run some hearts but the odds are in your favour. Even if someone has five hearts, he may not be on lead or the suit may be blocked.

3 ♠ A 9 2 ♥ A K 9 7 6 5 2 ♦ — ♣ A 8 5

Bid 5NT. This asks partner to bid 7♦ with *AKQJ*. You certainly want to be in 6♦ although there are no guarantees.

4 ♠ A ♥ A K Q 10 8 4 ♦ K Q J 9 ♣ 5 4

Bid 6♣ which should be cold.

- 5 ♠ Q J 8 4 ♥ 6 5 ♦ 10 8 7 ♣ J 10 9 7

Bid 5♣. You don't care what partner's suit is (although it looks to be diamonds). What you do know is that opponents can make a lot of tricks in hearts (or even spades) and this robs them of room to find their best spot.

Responses to a "Namyats" 4♦ opening

- 6 ♠ 10 ♥ A 7 6 5 ♦ K Q 9 5 ♣ A K 3 2

Bid 4NT (*RKCB*).

- 7 ♠ 8 7 4 ♥ K J 10 9 ♦ K Q 6 5 ♣ K J

Bid 4♠. Partner cannot have many aces in addition to a solid suit (he probably would have opened 1♣ if so) so slam is out of question.

- 8 ♠ 9 7 2 ♥ Q J ♦ A K 6 5 2 ♣ A J 10

Bid 4♥, a relay to partner's suit. You plan to cue bid 5♣ inviting slam and if partner has a cue bid in hearts, you can bid 6♠.

- 9 ♠ J 7 5 2 ♥ A 9 2 ♦ A K Q 5 3 ♣ 4

Bid 4NT (*RKCB*). If partner shows 3 key cards, you will bid 7♠. This is likely to be lay-down after the opening lead.

- 10 ♠ 8 7 2 ♥ A Q J 7 3 ♦ — ♣ A 10 7 4 2

With a solid suit and the heart king, 7♠ is odds-on. Since there is no way to confirm both of these (an asking bid will only find the heart king), it is probably best to simply bid 6♠. The success of the slam may depend on the heart finesse, finally.