

# COSL Precision Bidding System

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## 1 Opening Bids

All strong hands ([with one exception](#)<sup>1</sup>) are opened 1♣ which is forcing for one round. In general, a major suit opening shows 5<sup>+</sup>-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♦ opening normally shows a 3-card holding but could sometimes be made with a doubleton when bidding 1NT or 2♣ is unattractive e.g., ♠AQJ10 ♥KQ ♦76 ♣J7642 or ♠AK109 ♥AK98 ♦432 ♣32.

1♣	16 <sup>+</sup> HCP (unbalanced) or 17 <sup>+</sup> HCP (balanced) <span style="border: 1px solid black; padding: 0 2px;">forcing</span> . Hands with a powerful 6 <sup>+</sup> -card suit that can play opposite a singleton and have 15HCP with a void or singleton should also be opened with 1♣, e.g., ♠AQJ1098 ♥8 ♦KQ7 ♣QJ10.♠
1♦	11-15HCP, at least 2 cards in ♦, no 5-card major and less than 6 clubs.♠
1♥/♠	11-15HCP, 5 <sup>+</sup> -cards in suit bid.♠
1NT	14-16HCP in 1 <sup>st</sup> /2 <sup>nd</sup> positions and 15-17HCP in 3 <sup>rd</sup> /4 <sup>th</sup> 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♣	11-15HCP, 6 <sup>+</sup> -card club suit (7SQ hand), may have a 4 or 5-card major.♠
2♦	11-15HCP, 5-4-3-1, 4-4-4-1 or 5-4-4-0 shape with short ♦ (5-card suit if present is ♣), <span style="border: 1px solid black; padding: 0 2px;">forcing</span> ♠
2♥/♠	5-10HCP, 6 <sup>+</sup> -card suit (SQ of 8 when vulnerable and 7 non-vulnerable). With 6 or less losers, open 1♠/♥/♦.♠
2NT	22-23HCP, <a href="#">balanced hand</a> , may have a 5-card major.♠
3 of suit	Pre-emptive, < 10HCP, 7 <sup>+</sup> -card suit (SQ of 9 when vulnerable and 8 non-vulnerable). Apply rule of 2/3/4.♠
3NT	“Gambling”, solid 7 <sup>+</sup> -card minor suit with nothing outside in 1 <sup>st</sup> or 2 <sup>nd</sup> position. In third or fourth position, any side suit has limited strength.♠
4♣/♦	Pre-emptive, 8 <sup>+</sup> -card suit.

## 2 Responses to 1♣

The responses to 1♣ can be negative, constructive or positive. All positive responses are forcing to game unless both hands are minimum and no fit is

<sup>1</sup>Balanced 22-23 point hands are opened 2NT.

found. There is no response to  $1\clubsuit$  above  $4\Diamond$ .

<u>Negative Response</u>	
$1\Diamond$	0-7HCP, <span style="border: 1px solid black; padding: 0 2px;">forcing.</span> Note that with an ace and a king (3 controls) either in the same suit or two different 4 <sup>+</sup> -card suits, a positive response should be made. 🐼
<u>Constructive Responses</u>	
$2\heartsuit/\spadesuit$	4-7HCP, 6 <sup>+</sup> -card suit, <span style="color: blue;">two of top four honours (not AK).</span> 🐼
<u>Positive Responses</u> <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>	
$1\heartsuit/\spadesuit,$ $2\clubsuit/\Diamond$	8 <sup>+</sup> HCP, 5 <sup>+</sup> -cards in suit. There are no restrictions on suit quality. 🐼
1NT	8-13HCP, balanced hand with no five-card suit. 🐼
2NT	14 <sup>+</sup> HCP, balanced hand. <span style="border: 1px solid black; padding: 0 2px;">forcing to 4NT</span> 🐼
$3\spadesuit$	A solid 7 or 8 card suit (with or without side controls) that will play for no losers opposite a singleton, e.g., <i>AKQJxxx</i> or <i>AKQxxxx</i> . 🐼
<u>Unusual Positive—Three-suited hands</u> <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>	
$3\clubsuit$	8-11HCP or < 4 controls, 4-4-4-1 shape with a black singleton ( $\spadesuit$ or $\clubsuit$ ). 🐼
$3\Diamond$	8-11HCP or < 4 controls, 4-4-4-1 shape with a red singleton ( $\heartsuit$ or $\Diamond$ ). 🐼
$3\heartsuit,$ 3NT, $4\clubsuit/\Diamond$	12 <sup>+</sup> HCP <u>and</u> 4 <sup>+</sup> -controls, 4-4-4-1 shape with singleton in suit above the one bid ( $\spadesuit, \clubsuit, \Diamond, \heartsuit$ respectively). 🐼

## 2.1 Bidding after a negative response $1\clubsuit$ – $1\Diamond$

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.

<u>Balanced Hands</u>	
1NT	17-19HCP, balanced hand, no 5-card major. Responder's rebids are: <i>Pass</i> 0-5HCP, no major suit to escape to. $2\clubsuit$ 6-7HCP, <i>Stayman</i> . 🐼 $2\Diamond/\heartsuit$ 0-7HCP, transfer to $2\heartsuit/2\spadesuit$ respectively. Responder will invite with 7HCP and pass with 0-6HCP unless opener super-accepts. $4\Diamond/\heartsuit$ <span style="color: blue;">Texas transfers to <math>4\heartsuit/4\spadesuit</math> respectively.</span>
2NT	20-21HCP, balanced hand, may have a 5-card major. Responder's rebids are: <i>Pass</i> 0-3HCP. $3\clubsuit$ 4-7HCP, <i>Puppet Stayman</i> asking for 5-card majors if any. 🐼 $3\Diamond/\heartsuit$ Weak, transfer to $3\heartsuit/3\spadesuit$ respectively. 3NT 4-5HCP, sign-off. $4\Diamond/\heartsuit$ <i>Texas</i> transfers to $4\heartsuit/4\spadesuit$ 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 are 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.

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## 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.

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<i>Pass</i>	Game unlikely.
4♥/♠	Raise to game is a sign-off.
<i>New suit</i>	Natural, <span style="border: 1px solid black; padding: 0 2px;">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 <span style="color: blue;">Maximum, no support.</span></li> <li><i>Cue bid under</i> 3NT <span style="color: blue;">Maximum with support,</span> singleton or void in suit bid.</li> </ul>
2NT	Support for suit, asking for shortness <span style="border: 1px solid black; padding: 0 2px;">forcing to game.</span> Responder'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	<i>AQ</i> or <i>KQ</i> in suit.
4NT	<span style="color: blue;">Roman Key-Card Blackwood.</span>

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## 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.

### 1♣–1NT–2♣

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

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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, <b>poor</b> 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	Tripletton honour.
4 steps	Two honours doubleton.
5 steps	Two honours tripletton.
6 steps	Four card support.

### 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.
4NT	Quantitative raise with a balanced hand and no four-card major inviting slam.

## 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 partner bids your singleton, you should rebid no-trumps. E.g., 1NT over 1♥ or 2NT over 2♦. If partner rebids his suit, you should rebid NT and he should get the message. Partner should cater to this possibility and insist on his suit as trumps only with a 6<sup>+</sup>-card suit.

<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 (to show 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> .☛
<i>Double raise</i>	Minimum balanced hand, 4-card fit with good controls. Avoids <i>γ</i> sequences.
<i>Game raise</i>	Minimum balanced hand, 4-card fit with poor controls.
3♠, 4♣/♦/♥	<i>Splinter</i> bid 4-card fit promised.
4NT	<i>Roman Key-Card Blackwood</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.

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♠ response

A 3♠ 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♣	$\beta$ -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♦	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♥/♠	5 <sup>+</sup> -card suit, to play. Responder should pass with 3-card support or doubleton honour.

## 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♣ is bid with a black singleton and 3♦ is bid with a red singleton. With more than 4 controls (typically 12<sup>+</sup>HCP), the singleton is immediately known since responder bids the the suit below the singleton.

After 3♣ or 3♦, 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♣-3♣-3♦-3♥	4-4-4-1 (♣ singleton)
1♣-3♣-3♦-3♠	1-4-4-4 (♠ singleton)
1♣-3♦-3♥-3♠	4-4-1-4 (♦ singleton)
1♣-3♦-3♥-3NT	4-1-4-4 (♥ 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♣/♦ and the upper scale is used after the stronger responses). 🍷

## 2.7 Handling intervention over 1♣

If an opponent doubles 1♣, the responses other than 1♦ remain the same. However, the additional possible responses of *Pass* and *Redouble* are used to



provide more granular information. Over an opponent's overcall in a suit at the 1-level (or a 1NT overcall), different responses are used as in the table below.

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<i>After 1♣-Double</i>	
<i>Pass</i>	0-4HCP.
1♦	5-7HCP, <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
<i>Redouble</i>	8 <sup>+</sup> HCP, 4-4 in the major suits.
<i>Others</i>	Same as over 1♣ without intervention.
<i>After 1♣-1♦/♥/♠</i>	
<i>Pass</i>	0-4HCP.
<i>New suit</i>	5-8HCP, 5 <sup>+</sup> -card suit.
<i>Jump in new suit</i>	8-10HCP, 6 <sup>+</sup> -card suit.
1NT	9-11HCP with stopper in opponent's suit.
2NT	12-14HCP with one or two stoppers.
<i>Double</i>	5-8HCP or 9 <sup>+</sup> HCP, no 5-card suit, <u>takeout</u> . Cue bid on next round clarifies hand as 9 <sup>+</sup> HCP.
<i>Cue Bid</i>	9 <sup>+</sup> HCP, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
<i>After 1♣-1NT</i>	
<i>Pass</i>	0-4HCP.
<i>New suit</i>	5-8HCP, 5 <sup>+</sup> -card suit.
<i>Double</i>	5 <sup>+</sup> HCP.
<i>At 2-level</i>	
<i>Pass</i>	0-4HCP or 9 <sup>+</sup> HCP with strength in opponent's suit.
<i>New suit</i>	5-8HCP, 5 <sup>+</sup> -card suit.
<i>Double</i>	5 <sup>+</sup> HCP.
<i>At 3-level</i>	
<i>Double</i>	5 <sup>+</sup> HCP, takeout.
<i>At 4-level</i>	
<i>Double</i>	Weak hand.
<i>Pass</i>	<span style="border: 1px solid black; padding: 0 2px;">forcing pass,</span> ask opener to take action.

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### 3 Responses to 1♦

Even though a 1♦ opening may be made on a hand with a doubleton diamond, it is non-forcing and partner can pass with a weak hand. Opener must clarify his shape at the earliest if no 4-card major fit is found.

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<i>Pass</i>	0-7HCP.
1NT	8-10HCP, balanced, no 4-card major.
1♠	8-15HCP, 4-card ♠, denies 4-card ♥, <span style="border: 1px solid black; padding: 0 2px;">forcing.</span> Opener's rebids have the same structure as over 1♥.
1♥	8-15HCP, 4-card ♥, may have 4-card ♠, <span style="border: 1px solid black; padding: 0 2px;">forcing.</span> Opener rebids:

1♠	11-14HCP, 4-card ♠, no 4-card ♥. Responder rebids:
	1NT Sign-off.
	2♣ 4th-suit- <span style="border: 1px solid black;">forcing</span> (“do something clever”).
	2♠ 8-9HCP, 4-card ♠.
1NT	11-14HCP, balanced, denies 4-card fit. Responder can rebid
	2♣ New minor— <span style="border: 1px solid black;">forcing</span>
	2♦ 8-9HCP, 4-card ♠.
2♣	Unbalanced, 5-4 in minors, no 4-card major. Responder can rebid
	2♦ Weak hand, to play.
	2♥/♠ 6-card heart suit (or spade suit after original 1♠), to play.
	3♣ 8-9HCP, keep bidding alive.
	3NT To play.
2♦	6+-card ♦ suit, non-forcing.
2♥	3-4 card support, if 3-card promises a singleton in a side suit.
2♠	14-15HCP, 5 <sup>+</sup> -♦ and 4+-♠.
2NT	14-15HCP, 5-4-2-2 shape with ♠/♣ stopper.
<i>Double</i>	15HCP, 4-card support.
<i>raise</i>	
3♦	15HCP, 6+-card ♦ suit, no 4-card major.
3♣	15HCP, unbalanced, at least 5-5 in minors, no 4-card major.
2♣/♦	11-15HCP, 4+-card suit, no 4-card major, <span style="border: 1px solid black;">forcing</span> . Opener's rebids are:
	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.
2♥/♠	Weak jump shift, 5 <sup>+</sup> -card 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.
2NT	15 <sup>+</sup> HCP, balanced, no 4-card major.
3♦	Up to 10HCP, preemptive, 5 <sup>+</sup> -cards in ♦.
3♥/♠	6-9HCP, 7+-card suit, invitational to game with fit.
3NT	13-14HCP, balanced, no 4-card major.

4♦ Preemptive.

### 3.1 Intervention over 1♦

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, preemptive.
<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.
<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.

## 4 Responses to 1♥ or 1♠

Responses to a major opening include *Bergen* raises, *Splinter* bids, weak jump shifts, new-minor forcing bids and 4th-suit forcing approaches.

<i>Pass</i>	0-7HCP and poor support.
<i>Single raise</i>	7-10HCP with 3-card support, constructive.
<i>Double raise</i>	0-6HCP with 4-card support (preemptive <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>	0-7HCP with 5-card support, to play. If opener bids a new suit, it is a cue bid ace and slam try.
1♠	See below for 1♠ over 1♥.
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; padding: 0 2px;">forcing</span> —Opener's rebids are: <div style="margin-left: 20px;"> <u>With 11-13HCP</u>  2♣/♦/♥ 11-13HCP, 4-card suit (or 3-card better minor).  <i>Rebid of suit</i> 11-13HCP, 6-card suit.  <u>With a maximum 14-15HCP</u>  <i>Jump rebid of suit</i> 14-15HCP, 6-card solid suit.  2NT 5-3-3-2 distribution.  <i>Jump in new suit</i> 5-5 distribution. </div>

2♣/♦/♥	12 <sup>+</sup> HCP, 4 <sup>+</sup> -card minor or 5-card heart suit (after 1♠).
	<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 in own suit</i> 14-15HCP, very good 6-card suit.
	3NT 15HCP, stoppers in unbid suits.
2NT	13 <sup>+</sup> HCP, 4-card support, <span style="border: 1px solid black;">forcing to game</span> , <i>Jacoby 2NT</i> . See 13.8 for responses.
<i>Double</i>	<i>Splinter</i> bid, singleton or void in bid suit, 4 <sup>+</sup> -card support.
<i>jump shift</i>	<span style="border: 1px solid black;">forcing to game</span>
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 8-15HCP with a 4-card suit and is forcing for one round. Opener's rebids are:

1NT	11-13HCP, minimum.
2♣/♦	11-15HCP, 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, <span style="border: 1px solid black;">forcing to game</span>
4♥	To play—distributional hand.
4♠	To play—maximum hand with 13-15HCP and distributional.
4NT	<i>Roman Key-Card Blackwood</i> with agreement in ♠.

#### 4.1 Intervention over a major suit opening

If an opponent doubles, responder can bid:

<i>Pass</i>	0-4HCP or 9-10HCP.
<i>Raise</i>	<8HCP, preemptive, 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 2NT</i> —see 13.8 for responses.
<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 2px;">forcing</span>

## 5 Responses to 1NT

A 1NT opening shows a 14-16HCP balanced hand (15-17HCP in 3<sup>rd</sup>/4<sup>th</sup> seat) without a 5-card major holding but could be a 6-3-2-2 or 5-4-2-2 hand with a long minor suit in which case opener must hold stoppers in both doubletons. Responses are as below:

<i>Pass</i>	0-7HCP, poor support.
2♣	10-11HCP, <i>Stayman</i> . 🐼
2♦/♥	<i>Jacoby</i> transfers to ♥ and ♠ respectively. See 13.7 for rebids.
2♠	8 <sup>+</sup> HCP—Minor suit <i>Stayman</i> , denies 4-card major and asks opener for a 4-card minor. Shows a minor 2-suiter (5-4 or better).
<i>3 of suit</i>	Good suit, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
4♣	<i>Gerber</i> ace-asking. 🐼
4♦/♥	<i>Texas</i> transfers to 4♥ and 4♠ respectively. Denies slam values.
4NT	17-18HCP, balanced, quantitative.
5NT	22-23HCP, balanced, <i>Grand Slam Force</i> .
6NT	19-21HCP, balanced.

### 5.1 Intervention after 1NT

If an opponent doubles 1NT, responder can bid:

<i>Pass</i>	Weak or 6-11HCP, balanced.
<i>Redouble</i>	5-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, <span style="border: 1px solid black; padding: 0 2px;">forcing</span>
<i>3 of suit</i>	6 <sup>+</sup> -card suit, invitational.

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

<i>Double</i>	Penalty double.
<i>Suit at 2-level</i>	0-6HCP, natural and non-forcing.
2NT	<i>Lebensohl</i> —partner must bid 3♣. See 13.10.
<i>Suit at 3-level</i>	Natural, <span style="border: 1px solid black; padding: 0 2px;">forcing to game</span>
<i>Cue bid</i>	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. See 13.10.
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## 6 Responses to 2♣

Bidding over 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.

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<i>Pass</i>	0-7HCP, poor support.
2♦	11+HCP, conventional and <span style="border: 1px solid black; padding: 0 2px;">forcing</span> (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.
3♦/♥/♠	16+HCP, good 5-card suit. Opener 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, slam try.
2♥/♠	8-10HCP, non-forcing, invitational. Opener may pass with a minimum and mild support.
2NT	10-11HCP, invitation to 3NT.
3♣	8-10HCP, 3+-card support, no 5-card major, non-forcing. Opener may pass with a minimum or bid 3NT with a maximum.

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### 6.1 Intervention over 2♣

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<i>Negative double</i>	Through 3♠.
<i>Redouble</i>	10+HCP.
<i>Cue bid</i>	12+HCP, singleton or void in opponent's suit.

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## 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 by opener would be $\beta$ asking for controls. 🍷
3♦	6+-card ♦ suit, invitation to 3NT.
3♥/♠	7-9HCP, preemptive, 5+-card suit.
4♥/♠, 5♣	Sign-off, to play.

### 7.1 Intervention over 2♦

If opponents double 2♦, responder can either *Pass* if he wants to play in diamonds or *Redouble* asking partner to bid a major.

## 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:
3♦	No 4-card major—responder can now rebid:
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:
Pass	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 preemptive opening of three of a suit, responder's rebids are:

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

## 11 Responses to 3NT

Responses to the gambling 3NT are:

4♣	Escape—asks opener to pass or bid 4♦ if that is his suit.
4♦	Asks opener to bid his short suit(s).
4NT	Quantitative, asking opener if he has an 8 <sup>+</sup> -card suit.

## 12 Competitive Bidding

### 12.1 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.
1NT	9-10HCP, balanced with a stopper in opponent's suit.

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

A jump suit overcall is a weak preemptive 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.



## 12.2 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.

<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.

## 13 Gadgets and Conventions

### 13.1 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.

### 13.2 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.

*RKCB* should not be used when you have a void or two fast losers.

The responses to the bid of 4NT are in steps and differ depending on whether opponents have bid over 4NT. Note that the 3rd and 4th steps show only 2 key cards if opponents have intervened since the 5 key card response is shown by step 2 in such cases.

<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.

### 13.3 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.

### 13.4 $\beta$ 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:

<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: <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.

### 13.5 $\gamma$ 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.

#### *Responses to a $\gamma$ -suit asking bid*

<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-ask</i>	
<i>Zero</i> or <i>AKQ</i>	1 step	7 <sup>+</sup> -card suit
	2 steps	6-card suit
	3 steps	5-card suit
<i>One</i>	1 step	<i>Ace</i>
	2 steps	<i>King</i>
	3 steps	<i>Queen</i>
<i>Two</i>	1 step	<i>AK</i>
	2 steps	<i>AQ</i>
	3 steps	<i>KQ</i>

### 13.6 $\epsilon$ 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.

### 13.7 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, <div style="border: 1px solid black; padding: 2px; display: inline-block;">forcing to game</div>
<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.

### 13.8 Jacoby 2NT

A 2NT response over an opening of 1♥ or 1♠ is conventional and shows 13<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.

### 13.9 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 Preemptive) helps to remember the order of the bids.

1♥-3♣	Constructive, 7-10HCP, 4-card ♥.
1♥-3♦	Limited, 10-12HCP, 4-card ♥.
1♥-3♥	Preemptive, 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♠	Preemptive, 0-6HCP, 4-card ♠.

### 13.10 Lebensohl

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 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 preempting, the SQ should equal the level of preempt 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