

COSL Precision Bidding System

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v2.41, 26 January 2021

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1 Opening bids

All strong hands (with one exception¹) are opened 1♣ 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♦ 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 ♦32 ♣432.

1♣	16 ⁺ HCP (unbalanced) or 17 ⁺ HCP (balanced) forcing . Hands with a powerful 6 ⁺ -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 ⁺ -cards in suit bid.⇒
1NT	14-16HCP in 1 st /2 nd positions and 15-17HCP in 3 rd /4 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♣	11-15HCP, 6 ⁺ -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 ♣), forcing .⇒
2♥/♠	5-10HCP, 6 ⁺ -card suit (SQ of 8 when vulnerable and 7 non-vulnerable). With 6 or less losers, open 1♠/♥/♦.⇒
2NT	22-23HCP, balanced hand, no 5-card suit.⇒
3 of suit	Pre-emptive, < 10HCP, 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♣/♦	<i>Namyats</i> —long semi-solid major suit (usually 8 ⁺ -cards) with 8 or more tricks. Used in 1 st or 2 nd seat only.⇒
4♥/♠	Pre-emptive with 7½ tricks.

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 found. There is no response to 1♣ above 4♦.

Negative response

1♦	0-7HCP, forcing . 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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¹Balanced 22-23 point hands are opened 2NT.

Constructive responses

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

Positive responses forcing to game

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

2♣/♦

1NT 8-13HCP, balanced hand with no five-card suit.⇒

2NT 14⁺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 less than four controls, 4-4-4-1 shape with a black singleton (♠ or ♣).⇒

3♦ 8-11HCP or less than four controls, 4-4-4-1 shape with a red singleton (♥ or ♦).⇒

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

2.1 Bidding after a negative response

Opener rebids no-trumps with balanced hands (1NT: 17-19HCP, 2NT: 20-21HCP, 3NT: 24-26HCP), a 5-card suit with 16-21HCP and jumps in a 5-card suit with powerful hands (22⁺HCP). The jump rebid may be made with a lower point-count with greater playing strength.

Bidding Examples⇒

Balanced hands

1NT 17-19HCP, balanced, 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, *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 ⁺ -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 ⁺ -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 ⁺ -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 ⁺ -card support.										
<i>Double raise</i>	6-7HCP with 3 ⁺ -card support.										
<i>Jump shift</i>	<i>Splinter</i> with 4 ⁺ -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 ⁺ -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 ⁺ HCP and 5 ⁺ -card suit, equivalent of a Standard 2♣ bid. Responder's rebids are: <table> <tr> <td>2NT</td><td>0-3HCP, minimum, no support.</td></tr> <tr> <td>3NT</td><td>4-7HCP maximum, spread values, no support.</td></tr> <tr> <td><i>Raise</i></td><td>0-3HCP, minimum, 3⁺-card support.</td></tr> <tr> <td><i>Game raise</i></td><td>4-7HCP, maximum, 3⁺-card support, no specific values in other suits.</td></tr> <tr> <td><i>New suit</i></td><td>4-7HCP, values in suit, does not deny support for partner's suit. forcing</td></tr> </table>	2NT	0-3HCP, minimum, no support.	3NT	4-7HCP maximum, spread values, no support.	<i>Raise</i>	0-3HCP, minimum, 3 ⁺ -card support.	<i>Game raise</i>	4-7HCP, maximum, 3 ⁺ -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. forcing
2NT	0-3HCP, minimum, no support.										
3NT	4-7HCP maximum, spread values, no support.										
<i>Raise</i>	0-3HCP, minimum, 3 ⁺ -card support.										
<i>Game raise</i>	4-7HCP, maximum, 3 ⁺ -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. forcing										
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. forcing										
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. forcing 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

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, forcing. Responder's rebids are: <table> <tr> <td><i>Raise</i></td><td>3⁺-card support (or <i>Qx</i>).</td></tr> <tr> <td><i>Rebid suit</i></td><td>Minimum, no support.</td></tr> <tr> <td>3NT</td><td>Maximum, no support.</td></tr> <tr> <td><i>Cue-bid under 3NT</i></td><td>Maximum with support, singleton or void in suit bid.</td></tr> </table>	<i>Raise</i>	3 ⁺ -card support (or <i>Qx</i>).	<i>Rebid suit</i>	Minimum, no support.	3NT	Maximum, no support.	<i>Cue-bid under 3NT</i>	Maximum with support, singleton or void in suit bid.
<i>Raise</i>	3 ⁺ -card support (or <i>Qx</i>).								
<i>Rebid suit</i>	Minimum, no support.								
3NT	Maximum, no support.								
<i>Cue-bid under 3NT</i>	Maximum with support, singleton or void in suit bid.								
2NT	Support for suit, asking for shortness forcing to game. Responders's rebids are: <table> <tr> <td><i>Rebid suit</i></td><td>Minimum, no singleton or void.</td></tr> <tr> <td><i>New suit</i></td><td>Singleton or void in bid suit.</td></tr> </table>	<i>Rebid suit</i>	Minimum, no singleton or void.	<i>New suit</i>	Singleton or void in bid suit.				
<i>Rebid suit</i>	Minimum, no singleton or void.								
<i>New suit</i>	Singleton or void in bid suit.								
3NT	<i>AQ</i> or <i>KQ</i> in suit.								
4NT	<i>Roman key-card Blackwood.</i> ⇒								

2.3 Bidding after a positive no-trump response

Responder is showing a balanced hand with 8-13HCP (1NT) or 14⁺HCP (2NT). After 1NT, 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♣ (*Transfer Stayman*) or (d) raise no-trumps.

Bidding Examples⇒

1♣–1NT–2♣

2♣ over a response of 1NT is *Transfer Stayman* and responder rebids as below:

2♦	8-10HCP, 4 card ♥, may have 4 card ♠. Opener's rebids are: <table> <tr> <td>2♥</td><td>♥ fit confirmed, relay; responder should then bid 2NT with 4-3-3-3 or a second suit at 3-level.</td></tr> <tr> <td>2♠</td><td>4-card ♠, no 4-card ♥.</td></tr> <tr> <td>2NT</td><td>No 4-card major.</td></tr> </table>	2♥	♥ fit confirmed, relay; responder should then bid 2NT with 4-3-3-3 or a second suit at 3-level.	2♠	4-card ♠, no 4-card ♥.	2NT	No 4-card major.
2♥	♥ fit confirmed, relay; responder should then bid 2NT with 4-3-3-3 or a second suit at 3-level.						
2♠	4-card ♠, no 4-card ♥.						
2NT	No 4-card major.						
2♥	8-10HCP, 4 card ♠, denies 4-card ♥. Opener rebids: <table> <tr> <td>2♠</td><td>Spade fit confirmed, relay; responder bids 2NT with 4-3-3-3 else second suit at 3-level.</td></tr> <tr> <td>2NT</td><td>No 4-card ♠, may have 4-card ♥.</td></tr> </table>	2♠	Spade fit confirmed, relay; responder bids 2NT with 4-3-3-3 else second suit at 3-level.	2NT	No 4-card ♠, may have 4-card ♥.		
2♠	Spade fit confirmed, relay; responder bids 2NT with 4-3-3-3 else second suit at 3-level.						
2NT	No 4-card ♠, may have 4-card ♥.						
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. 3♣ by opener is then a relay asking responder to bid his 4-card suit (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, 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⁺-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*, *xxx* 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 ϵ 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 nor 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⁺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 would show 4-3-3-3 with four clubs).
3♦/♥/♠, 4♣	5 ⁺ -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 ⁺ HCP.

2.4 Bidding after a positive suit response

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*.² 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⁺-card suit.

Bidding Examples⇒

<i>New suit</i>	5 ⁺ -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 ⁺ -card support.
	<i>Rebid suit</i> 6 ⁺ -card suit, semi-solid if minor.
	<i>Cheapest 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). After 1♥/♠, a <i>jump rebid</i> of the suit shows a semi-solid 6 ⁺ -card suit. A <i>jump shift</i> would show a 5-5 two-suited limited hand—typically <i>KQxxx</i> in both suits with nothing outside.
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 suit control-asking bids</i> .⇒
<i>Double raise</i>	Minimum balanced hand, 4-card support with good controls. Avoids <i>γ</i> sequences.

²As 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>Game raise</i>	Minimum balanced hand, 4-card fit with poor controls.
3♠, 4♣/♦/♥	<i>Splinter</i> bid with 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♠ 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♣	β -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 ϵ 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 ϵ -ask.⇒
4♥/♠	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♣ is bid with a black singleton and 3♦ is bid with a red singleton. With more than 4 controls (typically 12⁺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.

<i>Possible sequences after an unusual positive</i>			
1♣-3♣-3♦-3♥	4-4-4-1 (♣)	1♣-3♦-3♥-3♠	4-4-1-4 (♦)
1♣-3♣-3♦-3♠	1-4-4-4 (♠)	1♣-3♦-3♥-3NT	4-1-4-4 (♥)

Once the singleton is known, a bid by opener in the singleton suit is β 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).⇒

Bidding Examples⇒

2.7 Handling intervention over 1♣

Over a double of 1♣, 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.

<i>After 1♣-(Double)</i>	
<i>Pass</i>	0-4HCP.
1♦	5-7HCP, artificial. forcing
<i>Redouble</i>	8 ⁺ HCP, usually balanced. forcing to game .
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♣ without intervention.

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♣ and 2♦ bids to show a game-going hand with a major suit.

<i>After a one-level suit overcall 1♣-(1♦/1♥/1♠)</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. forcing to game
<i>Jump to 3♣/♦</i>	Unusual positive with 4-4-4-1.
<i>Cue-bid</i>	Balanced hand with <i>no stopper</i> in opponent's suit, forcing to game
1NT/2NT	Usual meaning and promises a stopper in opponent's suit.
<i>After a no-trump overcall 1♣-(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♣/♦	5 ⁺ -card heart or spade suit, forcing to game . These 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♥/♠	Natural, non-forcing.
<i>After a genuine strong no-trump overcall of 1♣-(1NT)</i>	
<i>Pass</i>	0-4HCP.
<i>Double</i>	5 ⁺ HCP, balanced—for penalties.
<i>Suit</i>	5-8HCP, 5 ⁺ -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 a suit 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 forcing to game. Note that a jump to 3♦ over 2♣ would be an unusual positive.
2NT	8-10 or 14 ⁺ HCP, with stopper in opponent's suit.
3NT	11-13HCP with stopper in opponent's suit.
<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 ⁺ HCP.
<i>Suit</i>	Positive, natural, forcing to game
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♥/♠)</i>	
<i>Pass</i>	Balanced minimum (no 5-card suit).
<i>Double</i>	For 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>	A little extra weight as compared to without the intervention. <i>Unusual/unusual</i> applies over a 2NT overcall.

Bidding Examples⇒

3 Responses to 1♦

A 1♦ opening shows either a balanced hand of 11-13HCP or an unbalanced hand with diamonds or clubs and 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>Major suit at 1-level</i>	
1♥/♠	Usually ³ 6 ⁺ HCP, 4 ⁺ -card suit. 1♠ denies four cards in hearts but responder could have four spades after bidding 1♥. forcing
Opener rebids:	
1♠	4-card ♠, denies 4-card ♥. Responder rebids: 1NT Minimum hand, sign-off. 2NT 11-12HCP, balanced, invitational. 2♣ 10 ⁺ HCP, 4th-suit- forcing (“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— forcing 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 ⁺ -card suit, to play. 3♣ 8-9HCP, keep bidding alive. 3NT To play.
2♦	6 ⁺ -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 ⁺ -♦ and 4 ⁺ -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 ⁺ -card ♦ suit, no 4-card major.
3♣	14-15HCP, at least 5-5 in minors with points concentrated in the two suits.

A reverse by responder (2♠ after initial 1♥) is forcing and indicates a strong hand. New suits at the 3-level even without a jump are forcing.

Balanced hands

1NT	8-10HCP, no 4-card major, usually balanced hand.
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

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

3NT	13-15HCP, balanced, no 4-card major.
<i>Inverted raises with diamond support</i>	
2♦	11 ⁺ HCP, 5 ⁺ -card diamond suit. forcing to 2NT or 3♦
3♦	≤ 10HCP, 5 ⁺ -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.
<i>Unbalanced hands</i>	
2♣	10 ⁺ HCP, usually 5 ⁺ -card suit, no 4-card major, forcing. 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, forcing to game. Shows a ♥ stopper with no ♠ stopper. 3♠ 15HCP, forcing to game. Shows a ♠ stopper with no ♥ stopper. 3NT 15HCP with stoppers in both majors. 3♣ No stopper in majors.
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 ⁺ -card diamond support and no 4-card major.
4♥/♠	Single-suited hand with 7 ⁺ -cards and no slam interest.

Bidding Examples⇒

3.1 Intervention after a 1♦ opening

If opponent doubles 1♦, most responses are the same except that raises in diamonds are not inverted. Since opener often uses 1♦ as a vehicle to discover a 4-4 major fit, responder, lacking the strength to redouble should bid a four-card major if he has one.

<i>Pass</i>	0-4HCP or a “ <i>trap pass</i> ”.
<i>New suit</i>	4-9HCP, 4 ⁺ -cards, no longer forcing.
1NT	6-9HCP, no 4-card major.
2♦, 3♦	0-10HCP with length in diamonds since opener may be short.
2NT	10 ⁺ HCP, 5 ⁺ -card suit, replaces 2♦ “inverted raise”.
<i>Redouble</i>	10 ⁺ HCP. No specific distribution, may be for penalties.
<i>Jump shift</i>	Weak, usually 7 ⁺ -card suit without interest in playing in another suit or NT.

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

<i>Pass</i>	Poor hand with nothing to bid or “ <i>trap pass</i> ”.
<i>Double</i>	8 ⁺ HCP, negative double.⇒
<i>New suit</i>	10 ⁺ HCP, natural and forcing —if at two-level, values for two-over-one response.
<i>Raise</i>	6-10HCP, 5 ⁺ -card diamonds (no longer “inverted”).
<i>Jump raise</i>	11 ⁺ HCP, 5 ⁺ -card diamonds (no longer weak). forcing
1NT	8-10HCP, stopper in opponent’s suit, balanced.
2NT	11-12HCP, stopper in opponent’s suit, balanced.
3NT	12 ⁺ – 15HCP, stopper in opponent’s suit, to play.
<i>Cue-bid</i>	13 ⁺ HCP, slam interest, forcing to game . A passed hand may cue-bid with 10 ⁺ HCP as a game try. After a one-level overcall, a <i>jump</i> cue-bid at the three level asks opener to bid 3NT with a stopper in opponent’s suit.

4 Responses to 1♥ or 1♠

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

<i>Pass</i>	0-7HCP and poor support.
<i>Direct and Bergen raises</i>	
<i>Single raise</i>	7-10HCP with 3-card support, constructive.
<i>Jump 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.
<i>One-over-one response</i>	
1♠	8 ⁺ HCP, 4 ⁺ -card suit, forcing . 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. forcing Opener’s rebids are: <u>With a minimum 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. 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 *reverse*, e.g., $1\heartsuit-1\text{NT}-2\spadesuit$ 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 $AKQx$)

Two-over-one game force

$2\clubsuit/\diamond/\heartsuit$	12 ⁺ HCP, 4 ⁺ -card minor or 5-card heart suit (over $1\spadesuit$). Unless the suit is rebid at the three level, all 2-over-1 responses are forcing to game. Opener's rebids are:
$2\heartsuit$ (after $1\spadesuit$)	Natural, 4 ⁺ -card suit.
$2\spadesuit$ (after $1\heartsuit$)	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	<i>Jacoby</i> 2NT. \Rightarrow . 12 ⁺ HCP, 4-card support, forcing to game.
<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 ⁺ -card support, forcing to game
3NT	14-15HCP, usually 4-card support for opener's major, responder lacks a void or singleton, minimum 4 controls.

A response of $1\spadesuit$ over $1\heartsuit$ shows 8⁺HCP with a 4-card suit and is forcing for one round. Opener's rebids are:

Balanced hands

1NT	11-13HCP, minimum.
2NT	14-15HCP, balanced, stoppers in both minors.
3NT	To play with running suit.

Unbalanced hands

$2\clubsuit/\diamond$	11-15HCP, 4 ⁺ -card suit, non-forcing.
$2\spadesuit$	11-13HCP, 4-card support.
$3\clubsuit/\diamond$	13-15HCP maximum, 5-card suit.
$3\heartsuit$	13-15HCP maximum, 6 ⁺ -card suit.
$3\spadesuit$	13-15HCP maximum, 4-card spade support.
$4\heartsuit$	To play—distributional hand.
$4\spadesuit$	To play—maximum 13-15HCP and distributional values.

Slam tries

$4\clubsuit/\diamond$	<i>Splinter</i> bids, forcing to game
4NT	<i>Roman key-card Blackwood</i> \Rightarrow with agreement in \spadesuit .

Bidding Examples \Rightarrow

4.1 Intervention after a major suit opening

After an opponent's double, responder can bid:

<i>Pass</i>	0-4HCP or a “ <i>trap pass</i> ”.
<i>Raise, Jump raise, Game raise</i>	0-10HCP, pre-emptive, 3 ⁺ -card support (4 ⁺ -cards for jumps) following the <i>Law of Total Tricks</i> .
<i>New suit</i>	4-9HCP, 5 ⁺ -card suit, non-forcing.
<i>Jump shift</i>	Weak, usually 7 ⁺ -card suit without interest in playing in another suit or NT.
1NT	6-11HCP, balanced.
2NT	<i>Jacoby 2NT</i> ⇒. 12 ⁺ HCP, 4 ⁺ -card support,
<i>Redouble</i>	12 ⁺ HCP, no specific distribution, may be for penalties.

After an opponent’s overcall, responder’s bids are:

<i>Pass</i>	Poor hand of 0-7HCP or “ <i>trap pass</i> ”.
<i>Double</i>	8 ⁺ HCP, negative double ⇒, 4 cards in unbid major.
<i>Raise</i>	Competitive, typically 6-10HCP, 3 ⁺ -card support.
<i>Jump raise</i>	11-12HCP, limit raise (replaces <i>Bergen</i> raise of 3♦).
<i>New suit</i>	10 ⁺ HCP, natural and forcing —if at two-level, values for two-over-one response.
1NT	8-10HCP with stopper in opponent’s suit.
2NT	11-12HCP with stopper in opponent’s suit.
3NT	12 ⁺ – 15HCP, stopper in opponent’s suit, to play.
<i>Cue-bid</i>	13 ⁺ HCP, slam interest, forcing to game . A passed hand may cue-bid with 10 ⁺ HCP as a game try. After a 1♠ overcall over 1♥, a <i>jump</i> cue-bid of 3♠ asks opener to bid 3NT with a stopper in spades.

5 Responses to 1NT

A 1NT opening shows a 14-16HCP balanced hand (15-17HCP in 3rd or 4th 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 1st or 2nd seat since otherwise, responder is already limited to less than 11HCP.

<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. <i>Weak hand with both majors</i> 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♠.

	<i>Invitational or game-forcing hands</i>	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.
2♦/♥		<i>Jacoby</i> transfers⇒ to ♥ and ♠ respectively. May be made with both strong and weak hands.
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 ⁺ HCP, good suit. forcing to game
4♣		<i>Gerber</i> ace-asking.⇒
4♦/♥		<i>Texas</i> transfers to 4♥ and 4♠ respectively. Denies slam values.

5.1 Intervention after opening 1NT

If an opponent doubles 1NT, responder can bid:

<i>Pass</i>	Weak or 5-10HCP, balanced.
<i>Redouble</i>	<i>SOS</i> with 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 ⁺ HCP, forcing to game
3 of suit	6 ⁺ -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♣.⇒
<i>Suit at 3-level</i>	Natural, forcing to game
<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.⇒

6 Responses to 2♣

Bidding after a 2♣ opening (showing a 6⁺-card club suit) is largely natural except for the conventional 2♦ response that asks opener to further describe his hand. Note that a direct 4♦ (not 4NT) is used to trigger ace-asking.

<i>Pass</i>	0-7HCP, poor hand.																								
<i>Weak responses</i>																									
3♣	Pre-emptive raise based on a club fit. Not forward-going.																								
4♣	Pre-emptive raise with extra club support or distributional values as compared to a raise to 3♣.																								
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.																								
4♥/♠	Very long suit with no interest in slam, to play.																								
<i>Strong responses</i>																									
2♦	11+HCP, conventional and forcing (with club fit, may be made with only 8HCP). Opener's rebids are: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>2♥/♠</td><td>11-13HCP, 4-card suit.</td></tr> <tr> <td>2NT</td><td>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: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>3♥</td><td>♥ and ♦ stoppers.</td></tr> <tr> <td>3♠</td><td>♠ and ♦ stoppers.</td></tr> <tr> <td>3NT</td><td>♥ and ♠ stoppers.</td></tr> </table> </td></tr> <tr> <td>3♣</td><td>11-13HCP, 6 clubs with 1 outside stopper. Responder bids 3♦ to enquire about the stopper and opener's rebids are: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>3♥</td><td>♥ stopper.</td></tr> <tr> <td>3♠</td><td>♠ stopper.</td></tr> <tr> <td>3NT</td><td>♦ stopper.</td></tr> <tr> <td>4♦</td><td>5-card suit (6-5 in ♣ and ♦)</td></tr> </table> </td></tr> <tr> <td>3NT</td><td>14-15HCP, 6-3-3-2 balanced hand, good club suit.</td></tr> <tr> <td>3♥/♠</td><td>14-15HCP, 4-card suit.</td></tr> </table>	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: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>3♥</td><td>♥ and ♦ stoppers.</td></tr> <tr> <td>3♠</td><td>♠ and ♦ stoppers.</td></tr> <tr> <td>3NT</td><td>♥ and ♠ stoppers.</td></tr> </table>	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: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>3♥</td><td>♥ stopper.</td></tr> <tr> <td>3♠</td><td>♠ stopper.</td></tr> <tr> <td>3NT</td><td>♦ stopper.</td></tr> <tr> <td>4♦</td><td>5-card suit (6-5 in ♣ and ♦)</td></tr> </table>	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.
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3♦/♥/♠	6 ⁺ -card suit with <u>game-forcing values</u> (12 ⁺ HCP). Opener's rebids are: <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td>3NT</td><td>Less than 2-card support.</td></tr> <tr> <td><i>Raise</i></td><td>Minimum, 3-card support.</td></tr> <tr> <td><i>New suit</i></td><td>Maximum, 3+-card support, cue-bid ace or void.</td></tr> </table>	3NT	Less than 2-card support.	<i>Raise</i>	Minimum, 3-card support.	<i>New suit</i>	Maximum, 3+-card support, cue-bid ace or void.																		
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<i>New suit</i>	Maximum, 3+-card support, cue-bid ace or void.																								
3NT	13-15HCP, balanced hand with stoppers in the unbid suits and no interest in the majors.																								
4♦	Ace-asking, <i>Roman key-card Blackwood</i> ⇒																								

Bidding Examples⇒

6.1 Intervention after a 2♣ opening

After an opponent's double, all bids carry their normal meaning. The extra bid of *Redouble* shows 10⁺HCP and is penalty oriented.

Over an opponent's overcall, raises are natural. Others:

<i>Double</i>	8 ⁺ HCP, negative double.⇒
<i>Cue-bid</i>	12+HCP, singleton or void in opponent's suit.
<i>New suit</i>	Any new suit bid is forcing.

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 responses are the artificial bids of 2NT or 3♦ (both 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 forcing to game 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 β asking for controls.⇒
3♦	β control-asking bid.
3♥/♠	7-9HCP, pre-emptive, 5 ⁺ -card suit.
4♥/♠, 5♣	Sign-off, to play.

Bidding Examples⇒

7.1 Intervention after a 2♦ opening

When opponents double 2♦ (possibly showing values in diamonds):

<i>Pass</i>	Waiting action. Partner will <i>redouble</i> with a minimum hand or bid 2♥/♠ (4-card suit) with a 3-4-1-5 shape.
<i>Redouble</i>	Desire to play in diamonds with a long suit. Prepared to punish the opponents when they run from the redouble.
<i>Others</i>	Same meaning as without the double.

Responses after an opponent's overcall:

<i>Double</i>	For penalties.
2NT	Same as without overcall.
<i>Others</i>	Natural.

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, forcing Opener's rebids are: <i>Raise</i> 3-card support. <i>Rebid own suit</i> forcing
2NT	forcing 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. Note that the rebids after a 3♣ response differ from those after 1♣-1♦-2NT because here, responder is not limited to 0-7HCP and slam is a possibility. Responses are:

<i>Pass</i>	Very weak, no suit to escape to.
3NT	To play.
3♣	<i>Smolen Stayman</i> —asking for majors (implies at least one four-card major). 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 (no five-card major). 3♥/♠ 4-card major. 3NT 4 cards in both majors. Responder bids: <i>Pass</i> To play. 4♦/♥ Transfer to ♥/♠ respectively.
3♦/♥	Transfer to ♥/♠ respectively. With 5-5 in the majors, responder bids 3♠ after a transfer to hearts. With 5-4 (four hearts), he bids 4♥ after a transfer to spades. Bidding 3NT asks opener to pass or bid four of the major holding 3-card support.
3♠	Minor suit slam try. Opener bids 4♣ (corrected to 4♦ if needed).
4♣	Minor two-suiter. 4♦ sets diamonds, any other bid agrees clubs.
4♦/♥	Transfer to 4♥/♠ respectively. 6+-card suit, to play.

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, forcing
<i>Others</i>	Natural.

11 Responses to 3NT

The “gambling” 3NT bid shows a solid 7⁺-card minor suit (*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: 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 to 6♦. This could be a tactical bid.

Bidding Examples⇒

12 Responses to 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>	ε suit control-asking bid. A compressed scale of responses is used (note that the steps skip over NT because that has a special meaning):

<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.
<i>1 step</i>	No control.
<i>2 steps</i>	Second round control—any singleton.
<i>3 steps</i>	First round control—void or ace. A repeat ask is for third round control—a doubleton or guarded queen and responses are (a) No third round control: 1 st step, (b) Doubleton: 2 nd step and (c) Guarded Queen: 3 rd step.

Bidding Examples⇒

13 Competitive Bidding

In general, overcalls in a suit are made with a hand of 8-15HCP and a good suit—the higher the level of the overcall, the stronger the hand in terms of playing strength (longer suit / higher point range). Jump overcalls are always weak or pre-emptive. An overcall in no-trumps, however, shows the equivalent of an opening no-trump bid *with a stopper* in the opponent's suit.

Takeout doubles are made with an opening hand or better (12⁺HCP) and must have tolerance for all the unbid suits. The only exception is when you have a powerful hand of 16⁺HCP when you should double for takeout and bid your suit over partner's forced response. A double of 1NT is not a takeout double (you cannot have tolerance for all four suits) and has special meanings described below.

13.1 Overcalls

Overcalls over an opponent's opening of one of a suit carry the following meanings:

<i>Non-jump overcall</i>	8-15HCP, good 5 ⁺ -card suit (11-15HCP, 6 ⁺ -card suit at 2-level). Opener's responses are: <i>With support for partner's suit</i>
<i>Single raise</i>	8-9HCP, 3 ⁺ -card support.
<i>Jump raise</i>	Weak, 5-8HCP, 4 ⁺ -card support, pre-emptive.
<i>Game raise</i>	Hand good enough for game or weak and pre-emptive with 5-card support.
<i>Cue-bid</i>	9 ⁺ HCP, 4 ⁺ -card support (or 10 ⁺ HCP with 3-card support). forcing If the overcaller shows a minimum by rebidding his suit, responder can pass with 9-11HCP, raise with 12-14HCP and cue-bid again with 15 ⁺ HCP.

<i>Without support for partner's suit</i>	
<i>New suit</i>	5 ⁺ -card suit, non-forcing.
<i>Jump in suit</i>	11-13HCP, 6 ⁺ -card suit, non-forcing.
1NT	8-11HCP with stopper in opponent's suit.
2NT	12-15HCP with stopper in opponent's suit.
3NT	16 ⁺ HCP with stopper in opponent's suit.
<i>Cue-bid</i>	Strong hand with interest in game. To distinguish from the case with support for partner's suit, responder will rebid NT or jump in a new suit on his next bid. forcing
<i>Jump overcall</i>	< 11HCP, pre-emptive with 6 ⁺ -card suit (7-card at 3-level).
1NT	14-16HCP, stopper in opponent's suit. Responses (including <i>Stayman</i> and transfers) are the same as over a 1NT opening. Stronger balanced hands should open with a takeout double followed by an NT bid.
<i>Cue-bid</i>	<i>Michael's cue-bid</i> showing a two-suiter in the highest ranking unbid suit and one other.⇒
<i>Jump to 2NT</i>	<i>Unusual no-trump</i> showing a two-suiter in the two lowest ranking unbid suits.⇒

13.2 Doubles

A direct double over opponent's opening of one of a suit is either 12-15HCP with tolerance for any unbid suit or a power double with 16⁺HCP. A double of an opponent's minor opening bid usually shows 4-4 in the majors. Over a major suit opening, it normally promises a 4-card suit in the other major. A response must be made even with a blank hand unless the other opponent bids.

Responder's bids:

<i>Suit</i>	0-8HCP, may be only four cards (forced response). Doubler should pass with a minimum, raise and invite with support and 15-17HCP or bid a new suit or NT with 18 ⁺ HCP.
<i>Free bid or jump in suit</i>	9-11HCP. Doubler should compete with 12-14HCP, force game with 15-17HCP and bid a new suit or NT with 18 ⁺ HCP.
<i>Cue-bid</i>	Strong hand, forcing to game.
1NT	6-9HCP, stopper in opponent's suit, non-forcing.
2NT	10-11HCP, stopper in opponent's suit, invitational.
3NT	Values for game, no interest in slam. Doubler can check aces and try for slam with 18 ⁺ HCP.

Doubles following a weak two opening

Over a double of a weak two opening (or when *RHO* raises opener's suit to the two level in an auction such as $(1\heartsuit)\text{--}Double\text{--}(2\heartsuit)\text{--}???)$ the responses are:

<i>Pass</i>	(Only when <i>RHO</i> has bid) Weak, 0-7HCP.
<i>2 of suit</i>	Weak, 0-7HCP.
<i>2NT or 3 of a suit</i>	<i>lebensohl</i> convention. \Rightarrow

Negative doubles

A negative double at the one-level implies possession of four cards in the other major and sufficient values to justify a response. Responder is also expected to have mild support either for the unbid minor or for partner's suit. At the two or three-level, it implies that the hand is playable in either of the unbid suits and possibly even partner's suit at the level he will be forced to bid. Sometimes, responder may make a negative double with a single-suited hand when he has insufficient high-card strength to make a forcing bid in his suit.

Examples:

<i>Bidding</i>	<i>Sample hand</i>
$1\heartsuit\text{--}(2\clubsuit)\text{--}Double$	Reasonable major suit holdings and strength to play at two-level. $\spadesuit KJ105 \heartsuit QJ107$ $\diamondsuit Q109 \clubsuit 64$
$1\spadesuit\text{--}(2\heartsuit)\text{--}Double$	Reasonable minor suit holdings and sufficient values to play at 3-level. $\spadesuit J10 \heartsuit 85$ $\diamondsuit QJ1043 \clubsuit AJ109$
$1\heartsuit\text{--}(1\spadesuit)\text{--}Double$	Four hearts with at least 8HCP. $\spadesuit 87 \heartsuit KQ103$ $\diamondsuit J104 \clubsuit Q1092$
$1\heartsuit\text{--}(1\spadesuit)\text{--}Double$	$2\heartsuit$ cannot be bid since it would imply values for a two-over-one response. The solution is to use a negative double and rebid hearts. $\spadesuit 87 \heartsuit AQJ1095$ $\diamondsuit 1096 \clubsuit J10$

Note that in the sequence, $1\heartsuit\text{--}(1\heartsuit)$, responder should bid $1\spadesuit$ holding four spades rather than double.

Openers rebids after partner's takeout double are as follows:

<i>Pass</i>	For penalties (see below).
<i>With a minimum hand (11-13HCP)</i>	
<i>New suit</i>	Shows fit in responder's implied suit (especially if a major).
<i>Rebid own suit</i>	Shows 6 ⁺ -card suit (or a strong 5-card suit).
<i>Cheapest NT</i>	No suit worth bidding, stopper in opponent's suit.
<i>With a maximum hand (14-15HCP)</i>	
<i>Jump shift</i>	Invitational but non-forcing.
<i>Jump rebid</i>	Shows a good 6 ⁺ -card suit, invitational.
<i>Jump in NT</i>	Stopper in opponent's suit, ready source of tricks.
<i>Cue-bid</i>	Shortness in opponent's suit and by implication, support for doubler's suits. forcing

Opener can also *pass* for penalties after a negative double although this is rare (it implies opponents have bid opener's good suit). For example, after $1\Diamond-(2\clubsuit)-Double$, opener could pass with $\spadesuit 5 \heartsuit A76 \diamond AKJ3 \clubsuit Q10942$ or $\spadesuit 983 \heartsuit Q \diamond AK865 \clubsuit KQJ9$ (but not with $\spadesuit Q1065 \heartsuit 9 \diamond AK10 \clubsuit K1032$ where the correct bid would be to support one of partner's implied suits with $2\spadesuit$).

Other doubles

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.

13.3 Defence against a no-trump opening

Doubles and overcalls over a 1NT opening have different meanings depending on whether the opponents are playing a strong no-trump or a weak no-trump. For our purposes, a strong no-trump is one whose point range includes 15HCP.

After a strong no-trump opening

Over a strong no-trump opening, we use the *Meckwell DONT* convention. This set of responses is also used when intervening after having passed once (since a penalty double is no longer meaningful).

<i>Double</i>	Single-suited minor or major two-suiter (5-4 or better but normally 5-5). Responder can then bid:
$2\clubsuit$	Asks partner to clarify his hand (rebids $2\heartsuit$ with major two-suiter, else $2\diamond$ or $3\clubsuit$).
<i>Pass</i>	Good hand, for penalties.
<i>Suit</i>	Good suit, natural.
$2\clubsuit/\diamond$	Two-suiter—clubs/diamonds and a major suit. Responder can bid:
<i>Pass</i>	To play.
$2\heartsuit$	Ask partner to pass or correct to $2\spadesuit$.
<i>New suit</i>	Natural.
<i>Raise</i>	Pre-emptive, weak.
$2NT$	Game interest, see below.
$2\heartsuit/\spadesuit$	Natural, 6+-card suit or an excellent 5-card suit.
$2NT$	Minor two-suiter or a big hand. Partner should bid his better minor. With a big hand, bidding continues naturally.

$2NT$ after $2\clubsuit/\diamond$ or *Double*- $2\clubsuit$ - $2\heartsuit$ shows game interest and partner rebids as follows:

<i>After $2\clubsuit$</i>	
$3\clubsuit$	Minimum hand.
$3\diamond/\heartsuit/\spadesuit$	Maximum hand, second suit.
<i>After $2\diamond$</i>	
$3\clubsuit$	Minimum hand, diamonds and hearts.
$3\diamond$	Minimum hand, diamonds and spades.

3♥/♠	Maximum hand, second suit.
<i>After (1NT)–Double–2♣–2♥–2NT</i>	
3♣	Minimum, hearts longer than spades.
3♦	Minimum, spades longer than hearts.
3♥	Maximum, hearts longer than spades.
3♠	Maximum, spades longer than hearts.

After a weak no-trump opening

The *Cappelletti* system is employed over a weak no-trump. As compared to the *Meckwell* convention, this has the advantage of retaining a double for penalties.

<i>Double</i>	Strong hand (normally equal strength), for penalties.
2♣	Any one suited hand (6 ⁺ -cards). Responder bids 2♦ to ask partner to name his suit.
2♦	Two-suiter—both majors.
2♥/♠	Two-suiter—hearts/spades and one minor. 2NT asks for the minor suit.
2NT	Two-suiter—both minors.
<i>3 of suit</i>	Intermediate hands with 13-16HCP and 6 ⁺ -card suit.

After a 2♣ overcall, any bid other than 2♦ is natural and non-forcing. Responder may pass 2♣ with 6⁺ clubs and a void elsewhere (likely to be partner's suit ☺).

After (1NT)–2♦–*Pass*–???, responder can jump in a major suit to invite game or pass with 6⁺ diamonds and a disaster in the majors.

14 Gadgets and Conventions

14.1 β control-asking bid

A β 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.

14.2 γ trump-asking bid

The γ trump-asking bid is used to find out the quality of responder's suit, i.e., whether the suit will provide enough tricks in no-trumps or as a trump suit.

<i>Responses to a γ trump-asking bid</i>	
<i>1 step</i>	No top honour, 5 ⁺ -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 ⁺ -card suit.

The γ bid may be repeated to get clarification on the first response.

<i>Honours already shown</i>	<i>Responses to repeat γ-ask</i>	
<i>Zero or AKQ</i>	1 step	7 ⁺ -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>

14.3 ϵ suit control-asking bid

The ϵ asking bid is used to find out what controls the responder holds in a specific suit. It follows a γ asking bid and terminates only when trumps or no-trumps is bid, i.e., any other suit bid is an ϵ -ask in that suit. Responses are in steps:

<i>Responses to a epsilon suit control-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 ϵ -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 ϵ 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 ⁺ 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 the number of aces held 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 ⁺ -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, forcing to game
<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 ⁺ -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⁺-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⁺HCP with 4⁺-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 ⁺ -card side suit.
<i>Game in original suit</i>	Minimum opening, sign-off.
3NT	12-13 HCP, medium strength hand.

14.8 lebensohl convention (over weak two)

The *lebensohl* convention is used to respond to partner's takeout double of a weak two opening. This system is geared to show weak, invitational and strong hands without consuming too much bidding room.

2NT	Artificial, partner must bid 3♣. Over partner's forced response, responder bids:
<i>Pass</i>	0-7HCP, sign-off in clubs.
3♦/♥/♠	0-7HCP, correction to longest suit when not clubs, sign-off.
<i>Cue-bid</i>	4 ⁺ -cards in unbid major (or one major if double was over 2 of a minor), confirms stopper in opponent's suit. forcing to game
3NT	Denies 4 ⁺ -cards in majors, confirms stopper in opponent's suit. forcing to game
3♣/♦/♥/♠	8-11HCP, 4 ⁺ -card suit, invitational.

<i>Cue-bid</i>	4 ⁺ -cards in unbid major (or one major if double was over 2 of a minor), no stopper in opponent's suit. forcing to game
3NT	Denies 4 ⁺ -cards in majors, no stopper in opponent's suit. forcing to game

lebensohl applies even when *RHO* raises opener to the 2-level e.g., over the sequence (1♠)–*Double*–(2♠)–???. In this case, since responder is not forced to bid, with the weak 0-7HCP hands, responder will *pass*. The suit bids after the 2NT–3♣ sequence now become invitational hands and the direct raises to three of a suit become game forces.

14.9 lebensohl convention (over 1NT)

The *lebensohl* convention is also 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.

2 in new suit	Natural and non-forcing.
2NT	A puppet bid requiring opener to bid 3♣. After opener's forced 3♣ bid, — 3 of a lower ranking suit than overcaller's is natural, to play. — 3 of a higher ranking suit than overcaller's is natural and invitational. — 3 of the opponent's suit is artificial asking opener to bid a 4-card major and showing a stopper in opponent's suit. — 3NT is natural, to play, and shows a stopper in the opponent's suit.
3 in new suit	Natural, forcing to game
<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.

14.10 Michael's cue-bid

A cue-bid in the opponent's suit after they have opened the bidding is conventional and shows a two-suited hand (5-5 or better). Over a minor-suit opening (i.e., 2♣/♦) shows a major two-suiter and over a major-suit (i.e., 2♥/♠), it shows the unbid major and an unspecified minor.

<i>After a cue-bid of 2♣/♦</i>	
2♦	Natural, showing a very good 6 ⁺ -card suit. Tends to deny 3 cards in either major. Non-forcing.
2♥/♠	Non-forcing sign-off. With support for both majors, bid 2♥.
2NT	Natural, invitational.

3♣/♦	When not a cue-bid, shows a very strong 6-card suit. forcing
Cue-bid	Artificial, shows game or slam interest. forcing
3♥/♠	Pre-emptive, usually with 4-card suit in accordance with the Law of Total Tricks. Non-forcing.
3NT	Natural, sign-off. Shows a big, balanced hand with no interest in a major-suit game. Rare.
<i>After a cue-bid of 2♥/♠</i>	
2♠	Over 2♥, is a sign-off.
2NT	Asks opener to bid his minor suit. Made on a variety of hands but is usually to sign-off in 3♣/♦ with support in both minors. forcing
3♣/♦	Natural, 6 ⁺ -card suit—opener probably has the other minor. Non-forcing.
3♥	Over 2♠, natural sign-off.
3♠	Over 2♥, pre-emptive with 4-card suit.
Cue-bid	Artificial showing game or slam interest. forcing

If responder raised the cue-bid, e.g., (1♥)–2♥–*Pass*–3♥, the Michael’s cue-bidder is expected to bid his cheapest suit (in this case, 3♠) with a weak hand of 0-10HCP. All other bids show 10⁺HCP and are game forcing.

14.11 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 (ROPI)</i>	<i>Overcall (DOPI)</i>
<i>1/4 key cards</i>	5♣	<i>Redouble</i>	<i>Double</i>
<i>0/3 key cards</i>	5♦	<i>Pass (0/3/5 key cards)</i>	<i>Pass (0/3/5 key cards)</i>
<i>2/5 key cards (no queen of trumps)</i>	5♥	5♣ (<u>two</u> key cards)	<i>Cheapest suit (two key cards)</i>
<i>2/5 key cards with queen of trumps</i>	5♠	5♦ (<u>two</u> key cards)	<i>Second-cheapest suit (two key cards)</i>

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.

14.12 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.

14.13 Unusual 2NT

A jump to 2NT over opponent's opening of one of a suit is conventional and shows a two-suited hand in the two lowest ranking unbid suits. E.g., a 2NT overcall of a 1♣ opener shows hearts and diamonds. The *unusual 2NT* is possible even when both opponents bid.

For example, (1♥)–*Pass*–(1♠)–2NT shows 5+ clubs and 5+ diamonds. There is an overlap with the Michael's cue-bid in this case since a cue-bid of 2♥ would also show the same shape.

As another example, (1♣)–*Pass*–(1NT)–2NT would show 5+ hearts and 5+ diamonds.

Responder's bids:

<i>Better suit</i>	Longer of overcaller's two suits. With equal length in both suits (especially with two doubletons), bid the cheapest suit.
<i>Jump</i>	4-card support for suit, pre-emptive, non-forcing.
<i>Cue-bid</i>	Support for at least one of partner's suits and interest in game or slam. Asks 2NT bidder to bid the cheapest suit with 0-10HCP or to make any other bid with 10+HCP.
<i>4th suit</i>	Bidding the suit not shown by partner or opponent shows a 6+-card suit, a decent hand and no support for either of partner's suits.

All raises by the 2NT bidder are natural and non-forcing. All other bids show a very good hand in terms of points and/or shape but with the exception of a cue-bid, are non-forcing.

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 ⁺	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 $1\Diamond$ 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
\spadesuit A K 7 5 2	\spadesuit 4	$1\clubsuit$	$1\Diamond$
\heartsuit A Q 10 4 3	\heartsuit K 8 5 2	$1\spadesuit$	$1NT(1)$
\Diamond A 5	\Diamond 9 6 4 2	$2\heartsuit$	$3\heartsuit$
\clubsuit 2	\clubsuit J 7 5 4	$4\heartsuit$	

(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 $4\heartsuit$ is a low diamond. The best technique for declarer is to win with the Ace, cash $\spadesuit A$ 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 $\heartsuit 8$. If, at worst, spades are 5-2 and South overruffs, declarer retains the possibility of ruffing the other spade loser with the $\heartsuit K$. 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
\spadesuit A K J 8 7 5 3	\spadesuit 6 4 2	$1\clubsuit$	$1\Diamond$
\heartsuit A	\heartsuit J 7 3	$2\spadesuit(1)$	$3\Diamond(2)$
\Diamond K 7 2	\Diamond A J 5 4	$3\spadesuit(3)$	$4\spadesuit$
\clubsuit A Q	\clubsuit 8 6 5	$4NT$	$5\clubsuit(4)$
		$6\spadesuit$	

- (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 $3\spadesuit$.
- (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, $\Diamond Q$ is held by North or is a doubleton with South.

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

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

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

North leads the $\heartsuit 3$, 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 $1\clubsuit-1\spadesuit-4\spadesuit$ would show a minimum hand with poor controls, the sequence $1\clubsuit-1\spadesuit-1NT\text{--any--}4\spadesuit$ 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 $\spadesuit A K 8 7 \heartsuit A 7 5 3 \diamondsuit K Q 4 \clubsuit A 6$, after partner's positive response of $1\spadesuit$, rebid 1NT and if partner rebids $2\clubsuit$ (four-card suit), you may have very good play for $7\spadesuit$ if partner is holding something like $\spadesuit Q J 5 4 3 \heartsuit 8 2 \diamondsuit A 8 \clubsuit K 9 5 4$. 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* (γ and ϵ) can be used to good effect. For example,

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

(1) γ trump-asking bid (possible slam if trumps are strong).

(2) 2 honours, 5-card suit.

(*) ϵ 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 $1\clubsuit$

With both majors, it is sometimes correct to use *Stayman* even when holding a 5-card suit. For example, holding $\spadesuit A K Q 6 4 \heartsuit K Q 8 7 \diamondsuit A 5 \clubsuit 9 5$, it is better to bid $2\clubsuit$ over a 1NT response rather than bidding $2\spadesuit$. If responder holds something like $\spadesuit J 10 2 \heartsuit A J 9 4 \diamondsuit 5 4 3 \clubsuit Q 4 3$, 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 $\spadesuit 3 \heartsuit A K Q 7 \diamondsuit A Q \clubsuit K Q J 10 9 8$, bid *Stayman*. If partner bids $2\diamondsuit$ (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 $\spadesuit A Q 6 \heartsuit J 10 8 6 \diamondsuit J 7 6 \clubsuit 5 4 3$, $6\heartsuit$ 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
♠ 4	♠ A K Q J 9 8 7	1♣	3♠(1)
♥ A 10 9 8 7	♥ 3	4♣(2)	4♥(3)
♦ A 4	♦ K 7	7♠(4)	
♣ A K Q 8 7	♣ 10 9 6		

- (1) Solid suit. Opener can tell that it is spades by looking at his own hand.
- (2) β -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♣

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

- (1) 4-1-4-4, 4⁺-controls, 12⁺HCP
- (2) β asking for controls
- (3) 5 controls (2 steps)
- (4) Partner must have two aces and ♣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♣ opening

Some examples of bidding after opponents double or overcall after a 1♣ opening.

After a takeout / unusual double: 1♣-(Double)

1 ♠ J 8 4 ♥ A J 8 2 ♦ 10 5 ♣ 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⁺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♣ 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♦ or 3♠ which you will happily raise showing slam interest by bypassing 3NT.
- 17 ♠ 9 8 7 2 ♥ 5 2 ♦ A K J 4 ♣ 10 6 4
Double. This is more flexible than cue-bidding 3♥. Partner can bid 2NT with a stopper and then you could bid 3♣ (*Stayman*).
- 18 ♠ Q J 4 3 2 ♥ A 6 ♦ J 10 6 3 ♣ K 4
 Bid 2♠.
- 19 ♠ 4 ♥ K J 10 9 4 ♦ Q J 7 ♣ 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 ♠ A K 6 4 ♥ 8 7 6 5 ♦ A K Q 7 ♣ 7
 Bid 3♥—game-forcing with no heart stopper and no long suit. You can explore slam after getting more information from partner.

16.7 The 1♦ opening

Some examples of bidding after a 1♦ opening.

Opening bid

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

Responses to a 1♦ opening

- 6 ♠ 9 7 ♥ A K 5 ♦ Q J 8 7 3 ♣ K Q 5
Bid 2♦ 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 ♠ Q 9 5 ♥ 5 ♦ A K Q 5 3 2 ♣ K 6 4
Bid 3♥—a splinter showing the singleton heart and fine diamond support.
- 8 ♠ 7 ♥ A K 9 4 2 ♦ K Q J 5 4 ♣ A 8
Bid 1♥ and use *RKCB* if opener supports hearts. Otherwise, jump to 3♦ if opener responds with 1NT showing the two-suiter and indicating slam interest.
- 9 ♠ 6 ♥ A K 7 4 ♦ 4 2 ♣ A K 10 9 4 3
Bid 2♣ and hearts next in the search for the best game contract (or slam if opener raises clubs).
- 10 ♠ 7 6 ♥ 9 ♦ A J 10 6 4 2 ♣ 8 5 3 2
Bid 3♦ (or 4♦ 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 <i>Bergen</i> 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 <i>Bergen</i> 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.