**General notes**

1. When gf is established,
   1. if minimim, bidder should limit his/her hand by directly going to game (nt/suit) - fast arrival principle
   2. rebid of a new suit at 3 level shows 55 any strength or 54 with extras; rebid of 2n by opener is good hand with stoppers
   3. Bidding fourth suit by responder (or ns at 3 level) shows support for p's second suit and 15+
   4. Splinter bid of the fourth suit ( single jump) shows support for p's second suit and 15+
2. Without major suit fit, while exploring game in nt, 3x is asking for stopper if x is the overcalled suit; if 2 suits are overcalled 3x shows stopper in x
3. While exploring game in nt, bidding a third suit at the 3 level shows fragment, eg 1s-1n-2c-2h-3d (shows 5s, 4h and 3diamonds). An exception is for example 1h-2d-3d-3s..here 3s is asking for stopper (there is no point in showing a 3 card s in this auction)
4. Dbles below game level are generally t/o except …
   1. Say (1d)-P-(P)-dbl-(2c)-dbl. the last dbl is for penalty
5. If 2 cue-bids are available, higher cue = shape (4 card raise), lower cue = hcp
6. In competitive auctions where our side has agreed on suit ( and their side has found or is sure to find a fit), rebidding own suit is competitive and ns or dbl shows good hand
7. Single jump in comp = fit, dbl jump = splinter
8. Weak 2 style
   1. 1st seat white : moderate
   2. Vul or 2nd seat always good suit
   3. 3rd seat can be fairly weak, but decent when vul
   4. 4th seat, 6 good cards with 11-13
9. In sequences where we open or overcall, a cue-bid by opener/overcaller shows a good hand with a. support for responder/advancer’s suit OR b. very good suit of his own. Examples
   1. (1s)-2c-(p)-2h-(p)-2s over which 2n = relay and overcaller clarifies
   2. 1c-(p)-1h-(1s)-2s : again 2n = relay
10. In competitive auctions, first showing fit, then bidding new suit = shape but not a lot of strength. First bidding new suit, then showing fit = GF with strength
11. When a passed hand bids a suit at the 3 level, it implies support for partner’s suit

**Slam Bidding**

1. After GF (major suit), bidding ns below 3nt level shows control (with or without slam interest), bidding 3nt shows mid hand with slam interest and bidding ns at 4 level by crossing 3n shows serious slam interest
   1. 1st cue shows first or second level control – cue bid should not be made in partner’s primary suit
   2. P should bid game with a min hand over any cue below 3nt or over a non serious 3nt bid, but could show control below game even with min hand unless very wk
2. 1430. 4N RKC applies only after implicit or explicit suit agreement, except after a pre-empt by either side ([3H]-3S-P-4N OR 3S-P-4N), 4N = RKC for last bid suit. In first round of bidding, 4n = simple blackwood (0/1/2/3). In all other situations 4N is quanti
3. Q ask is first step after response over which
   1. First step = denies Q
   2. Second step = Q but no King
   3. Third step = Q + cheapest outside King or both the other Kings and so on
4. K ask is second step after response (not always 5N) over which
   1. First step = No king
   2. Second step = cheapest outside King or both the other Kings and so on
5. Bid of any other non-playable suit (5N substitutes for unbiddable suit) after start of ace-asking enquires third round control in that suit for grand slam. Responses : 1st step : No control, 2nd step : 3rd round, 3rd step : 2nd round, 4th step : 1st round only. If enough room is not available, the first few responses are collapsed depending on available room. For ex if only 3 steps are available, 1st step = no control or 3rd round control, 2nd step = 2nd round control, 3rd step = 1st round control
6. On heart suit agreement, 4S is RKC and skipping past 4s to bid 4n shows a spade control but inability to take control. Over this 4n, responder to cue bid or bid 5h to play there
7. On Quant 4n (in all cases where fit is not established), responder should answer aces if accepting quant. After Ace response, the following applies:
   1. 5N: to play (missing 2 Aces)
   2. 5S: slam assured, asks partner to bid 6 with an un-shown 5 card suit and 5n otherwise, Over the 5n bid, show a previously unbid 4 card suit
   3. 6y: extra length in bid suit (at least 5 cards if previously unbid)
8. When opponent interferes below 5 of our trump suit, DOPI (Double = 1/4 keycards, Pass = 0/3 keycards, first step = 2 without Q, second step = 2 with Q)
9. When opponent interferes above 5 of our trump suit, DOPE (Double = odd number of keycards, P = even number of keycards, first step = 2 keycards with Q)
10. (EKC is a double jump bid over 4 of our suit or any jump bid over 4 of our suit if shortness is already indicated. EKC responses are also 14/03. After agreement in hearts, jump to 4S is RKC and jump to 4n is EKC. After EKC response, 1st step is enquiry for Trump queen)

**EKC**

After a trump suit is agreed, jumping to another suit at the 4- or 5-level indicates void in that suit and asks partner to indicate key cards excluding that suit. Eg: 1h – 3h – 4s shows void in spades. Responses are 14 30 – first step is 14 second step is 30 and so on… first step over response is Q ask

**Fit- Jumps**

Any jump in a ns after interference or by PH is a fit jump. It promises 4 card support for p’s suit, length in suit bid and at least invitational points

A jump bid by an unpassed hand w/o interference is splinter; but where there is interference or when the bidder is a PH, this is a fit – jump. However any jump bid would be a splinter even in the latter case if a lower bid was available. For eg. (1c) – 1h – (P) – 3d is a fit jump and (1c) – 1h – (P) – 4d is splinter

**1m Opening**

2+ level responses

1. 1c-2d & 1d-3c are mixed raises (7-9) with 5+trumps (opener’s suit, resp suit is art)
2. 1d-2c: **2/1 gf** – shows 4+ clubs over which
   1. bid 2d with decent 5+ d (even with 4M);
   2. 2M to show 4d+4M;
   3. 2n = 12-14 or 18+;
   4. 3n = 15-17 with short clubs;
   5. 3d = 13+, 1 loser suit (sets trump);
   6. 3M = splinter (club suit implicit)
3. **Inverted minor**: 1m-2m, 10+, 4+m ( 5+ if m = c), should bid 2m with long minor and 4 card major on a GF hand. 1m-3m is pre-emptive based on vul.
   1. Cheapest rebid (2d over 2c and 2h over 2d) = Min hand, no or little game interest,
   2. other – non min hand over which 3m by resp indicates min; any other bid by resp is gf
   3. 1m-2m by PH - opener can pass with min. 2M is stopper showing, inv+; 3M = splinter
   4. Off when interference (1m – (1x) – 2m is 6-9 pts)
   5. 1m-2m-(2x) by opps, X is penalty and resp passes unless he/she has extreme shortness or slam interest
   6. 1m-2m-(2x) by opps, P by opener is forcing (since 2m is forcing till 3m level) and shows non min hand. Resp cannot pass.
4. 1m – 2h shows 5s+4h (6-9), 1m-2s shows 5-5M (8-10). For 5-5M with 6-7 hcp bid 1s then 2h. Applies to PH and UPH
5. 1m-3y is splinter GF, shows 5+cards in m and stiff or void in y, 10-12 or 16+
6. 1m-(pass)-2n by PH shows max pass + 5 card fit
7. From a PH other jumps (other than 1m-2M) are fit showing with or w/o Interference

1m - 1d and 1m – 1M - continuations

1. 1c-1d denies 4M unless responder has Inv+ hand (respond 1M with 5d+4M, < Inv)
2. After 1c-1M-2c, 2d is art inv+ with 5+M, 2M is constructive but NF, 2OM is art GF, 2N/3m are natural and invitational
3. 1m-1M-4m shows good 6+m and 4M, GF
4. 1m-1M-4M shows distributional raise, 64 or 65 unlikely to have extras
5. 1m-1M-2M shows either 4M, or 3M with 5431 or 6331 shape.
   1. 2(M+1) = Relay showing only 4 card M with responder, on which
      * + 2n (if M = h) =4s+3h,
        + 3x = 4x + 3M,
        + 3m=6331 with 3M;
        + 3M = 4 card M, min;
        + 3N = 4M, max bal;
        + 3/4 OM/om = splinter;
        + 4m = 5422 good m;
        + 4M = weak 5m+good 4M, max;
   2. Other, 5+M
      * + 3M, 5+ M, inv
        + 4M, 5+ M, min game points
        + 3x: 4 cards in x, (support if x = m), 5+ M, slam try – p should cue controls
        + 3/4 OM 4om (jump): splinter (don’t show shortness in p’s primary suit)
        + 3n: balanced slam try
6. **Jump to 2n**: 1m-1x-2n (also 1m – 1n- 2n): 18-19 pts, balanced, on which
   1. 3c is transfer to diamond. Opener bids 3d, or bids 3n as super accept with good diamonds and controls. Responder then
      * + passes to play in d – this could happen as in the following examples
      * when holding K873, 7, Q97532, J2; resp will bid 1s to 1c opening. So over 1c-1s-2n- may want to sign off in d
      * when holding K87, 73, Q97532, J2; over 1c-1d-2nt-3c-3d- Pass
        + bids ns to show shortness + slam try in d,
        + 3n shows bal slam try in d
   2. Retransfer to M (if x = M) – shows 5+ cards in major (opener accepts transfer, or can superaccept). Subsequent bids are similar to those over transfers
      * + Transfer to H ( M = H) followed by sp bid shows 5H + 4S
        + Retransfer to M followed by 4M is mild slam try
        + Retransfer to M followed by 4m shows 5M and 4m, mild slam try+. 4n could be a resting spot in such cases
   3. Transfer to OM (if x = M) – if sp is other major, shows 4S + 4H, if hearts is OM, shows 5S and 4H. Opener can respond based on fit (need not accept transfer)
   4. 3S is transfer to clubs shows 5c (or 4 card c with extras) + 4x and slam interest
   5. Over 1c-1d-2nt, where responder has 1 or both 4 card majors and an inv+ hand
      * + 3d is transfer to h; shows 4 h and possibly 4s, 5d and an inv+ hand. Opener
      * accepts transfer to h with 4 card h, bids 3s with < 4 h, and 4s, or 3n
        + 3h is transfer to s; shows 5+ d and 4s, < 4 h, 10-12 pts
7. **Jump rebids:** 1m-1x-3m or 1m-1x-3x shows natural ( 4card support), invitational (16-17) – NF
8. **Jump shifts: unbalanced 19+, GF:** 1m – 1x- 3z ( z is a lower ranking suit), promises 4+ cards in z, but jump shifts can be made with 3 cards to force game, when no other bid is available
9. **Reverse Jump**
10. 1c-1M-3d shows 18+, 4h (bal or mini splinter) on which
    * + - 3M by responder is NF,
        - 3OM is relay over which
      + If M = h, 3n/4om shows stiff s/om; if M = s: 4h/4om shows stiff h/om;
      + 4m shows 5422 bal (18-20)
      + 4h/s shows other bal (18-20)
11. 1d-1s-3h shows 18+, 4s (bal or mini splinter) on which
    * + - 3s by responder is NF,
        - 3n is relay over which
      + 4c/4h shows singleton c/h
      + 4m shows 5422 bal (18-20)
      + 4s shows other bal (18-20)
12. **Reverse**: 1m-1M-2x (16-21 hcp, unbalanced: strong 5m and 4x, number of m > number of x)
13. 2Mà5+M, F1 on which 3m by opener shows min passable.
14. 3m/3x/3M/4th suità GF (3M shows 6+ card strong suit). This shows a good hand, as opposed to bidding via 2n. (Note that 2n can also show fit and GF hand, but a min GF) Bidding one of opener’s suits directly should show working cards or extras)
15. 2n: 5-7/8 hcp (denies 5M) is start of a weak sequence (lebensohl) over which opener bids
    * + - 3c (NF) with min reverse hands (16-18), over which responder
      + passes (or corrects to x) with sub min for responder
      + 3n/ns: 8-9 bal (min GF); 4n: 14-15 bal;
      + 4M/4x (if x is a major) with min GF
      + 4m/4x ( if x = d) with distributional hand, mild slam try
        - 3any (bypasses 3c relayed bid) àMax reverse hand, GF, over which resp jumps to game to indicate min values
16. Jump in unbid suit is splinter and 4 card support in x, slam try values
17. 3nà10-11; 4nà12-13

**1x-1y-1z**, (z can be nt also) (**XYZ** also applies to PH)

1. 1c-1d-1h-1s is natural F1
2. 2c is always puppet to 2d and 2d is any gf hand
3. After 1c-1M-1n-2d is gf, over which
   1. 2M shows 3M,
   2. 3M shows 3M+5m good hand
   3. 2n denies 3M min,
   4. 3m shows 5m no M fit for Major,
   5. 2h (after 1s resp) is natural, 2s (after 1h resp) is 3h+spade conc;
   6. 3om is natural;
4. 2N is puppet to 3c for signoff or 64 hands (mild slam try). 1x-1y-1z-2n-3c-
   1. Over 1c – 1y – 1z – 2n – 3c – p to play in clubs
   2. 3s = 6y+4s, concentrated values.
   3. Rebidding y over 3c shows 6y and 4c; E.g. 1c-1h-1s-2n (puppet)-3c-3h = 6h+4c
5. Responder’s reverse is natural, GF, e.g.: 1c-1d-1s-2h
6. Jump in 4th suit is natural slammish with concentrated 5-5. Jump to 2s after 1c-1d-1h is 64 in d+s slammish
7. Jump in same suit is slammish, showing 1 loser, e.g. 1c-1h-1s-3h. 1m-1y-1M-3M = slammish with good trumps
8. Direct jump to 3N = signoff. Jump to 3N via 2c = 5 card M, COG. 1c-1h-1s-2c-2d-3n (also 1c-1h-1n-2c-2d-3n). 2D followed by 3N = semi-balanced mild slam try

**1M Opening**

**1M – 1n sequences**

1. 1s-1n is semi forcing: **With support** for M: 3 card support with 10-11 balanced hand with scattered values, or 5-6pt balanced hand with 3 or 4 card support or **Without support**: 6-12, no support
2. Pass with min balanced
3. 1M- 1n-2m- 3+cards if better than min, 4+cards if unbal min, over which
   * + - 2d/2h🡪natural ( 2d over 1s-1n-2c is art if Bart system played)
       - 2s🡪Good raise in minor on 1h opening
       - 2n🡪 10-11 Inv
       - 3m🡪Courtesy raise
       - 2M: weak 3 card support or better cards with doubleton support; 3M = 3 card LR
       - 1s-1n-2c-2d: BART (ON if PH, OFF in interference): 2d is art shows Inv hands like 5+hrt 9-11, 4+clubs 10-11 and doubleton spade 10-11 on which opener to bid
     + 2h with 3 hrt 11-14; 3h with 3 card fit 15+
     + 2s with no hrt fit 11-13; responder bids
       - 2n to show 4 clubs 10-11
       - 3c to show 5+clubs 9-11.
       - 3d shows weak hand with D
     + 2n with 14 hcp and no hrt fit,
     + 3c with 55 in blacks 10-14,
     + 3d with unbal extras
4. 2h 🡪 4+ h if better than min, 5+cards if unbal min, over which
5. 3n 🡪 shows good running major suit 14-16/17
6. 1h-1n-2s- (opener reverse 5h, 4s, 16+)
7. 2n : Lebensohl, usually sign off with a long minor OR with a doubleton heart 6-8 hcp)
8. 3m : Natural, GF
9. 3h : 5-7 hcp, 3 card support (not good enough for constructive raise)
10. 3s : Unusual spade raise - either 3 card spade with a stiff heart (trying for 4-3 fit)
11. 3n : to play, good 8-10 hcp
12. 4m : 10-11 with 3 card heart fit, source of tricks in bid suit
13. 4h : 10-11 with 3 card heart fit, scattered values
14. Jump Shift
    1. 1M-1n-3x🡪 4+cards in x, 18+ dhcp, GF
    2. 1s-1n-3h is gf jump shift with (5+s, 4+h) over which
       * + 4c shows 3s (10-11 pts),
         + 4d shows 4 cards in h and inv points
15. 1M-1n-2n = art 3-way. Responder’s
    1. 3c is relay over which
       * + 3M shows 18+ with 6 card M,
         + 3N = 18-19 bal,
         + 3y = 15-17 with 5-5.
    2. 3M shows 3 card LR

**Other bids over 1M**

1. 1M-2M, 8-10 dhcp, wide ranging raises, could be 3 or a 4 card raise
2. 2(M+1) = 2h/2nà Neutral game try, asking responder to bid concentration of values
3. If M =h, 2nà Short suit game try in spades
4. 3y à Short suit game try in bid suit
5. 3h à Balanced game try, need help in 2+ suits, scattered values
6. 3s/4m (if M = h) and 4m/4h (if M = s) à void suit slam try
7. 3nàChoice of contract between 3n and 4M
8. 1h-3s, 1s-4h and 1M-4m are ltd splinters, 10-12 or super strong, medium splinters via 2/1
9. 1h-2s is mini-splinter over which 2n = relay for stiff
   1. From passed hand 1h-2s & 1s-2n are mini-splinters with 7-9 hcp over which 1st step = relay. 1s-2n-3c-3s shows club stiff.
   2. From a passed hand: 1h-2n = h+s
10. 1h-1s-2d shows 55 any strength or 54 with extras, sys as above
11. 1M-3M = 4 card limit raise over which 3N = non-serious slam try, 3s/4x = serious, cue
    1. From passed hand, 1M-3M is mixed without stiff
12. 1M-3any is Inv with 6+cards in the suit bid, concentrated values
13. After 2/1,
14. rebid of 2n by opener is good hand with stoppers
15. rebid of a new suit at 3 level shows 55 any strength or 54 with extras
16. rebid of 2M by opener can be 5 cardM when there is no other rebid, but generally 6+M
17. Bidding fourth suit by responder shows support for p's second suit and 15+.
18. Splinter bid of the fourth suit ( single jump) shows support for p's second suit and 15+
19. jump in same suit shows semisolid suit with one extra card
    * + - 1M-2m-3M sets suit except on 4m rebid by resp which suggests m as a playable strain.
        - jump to 4M shows semisolid (playable for 1 loser opp a void) and min hand
        - rebid of 2M and subsequently jump to 4M shows 7+suit with 2 holes and min hand
20. Jacoby: 1M-2n à Jacoby 4+cards fit, balanced, 15-17, no good 5 card suit
21. 3xà Shows stiff can be min hand
22. 3Mà All good hands without stiff or 5y, not covered by 3n
23. 4Xà 55 in 2 suits not sub-min, 2nd suit may need 1.5 cards help
24. 3nà 5M, 13-17
25. 4Mà 11-13 min hand w/o stiff
26. From a passed hand, **2 way rev drury**,
    1. 2c shows 3card fit and 2d shows 4 card fit, applies to 1M opening in 3rd/4th seat opening, opener goes back to 2M with weak hand .
    2. If 2c or 2d is doubled or any other Intfn below 2M level,
       * + bidding 2M immediately shows sub-min hand (fast arrival principle).
         + pass by opener shows game interest
         + Redouble of 2c/2d shows good 4+card suit (in c/d) and normal opening hand – meant as penalty; p can convert with a void or a singleton

**1N Opening**

[Shows 15-17 hcp, 5 card major ok, 5422 (though usually not 5s and 4h) or 6 (minor)322 ok, if scattered values ]

1. **Stayman**: 1n – 2c -
2. **2d** denies 4 card majors, over which
   * + - 2h (garbage stayman) shows 4-4 in M and < 8 pts: opener to pass or correct to 2s
       - 2s shows 5 s and 4 h, inv+
       - 3d: 5-5 M inv or Game only. For slammish 5-5 go through transfer: 1n-2h-2s-3h
       - 3M (Smolen): 4M + 5 OM, gf
       - 4c = 6h+4s, mild slam try+; and 4d = 6s+4h, mild slam try+
       - 3c is further enquiry GF hand (usually slam interest) over which
     + 3dà 5m, on which 3h asks opener to bid 3s with 5cl, 3n with 5d
     + 3hà Both minors, max; 3sà Both Minors. Min; 3nà 4m333
3. **2h** shows 4 card in h (if 4-4 in both major, bid lower = 2h) over which
   * + - 2n à Inv to 3n, does not promise a 4 card major – with 4 card s, bid 2s over 2h
       - 2s shows inv with 4 card spade
       - 3cà Further enquiry over which
     + 3dà4+ diamonds over which resp can bid 3h with 3 hearts
     + 3h shows 5 card h, min or 3433 à over which
       - 3s shows 3 card h, over which opener must bid 3n with only 4h and cue/4h with 5h
       - 3n denies support
     + 3sà44 in majors
     + 3nà4+ clubs
       - 3dà Good raise in h, slammish
       - 3h à Inv
       - 3s /4mà Splinter
4. **2s** shows 4/5 card in s (if 4-4 in both major, bid lower = 2h) over which
   * + - 2n à Inv to 3n
       - 3cà Further enquiry over which
     + 3dà4+ diamonds over which resp can bid 3s with 3 spades
     + 3hà 5 s min, over which 3 s sets trump
     + 3sà4333, over which 4m sets suit slammish
     + 3nà4+ clubs
       - 3dà Good raise in s, slammish
       - 3s à Inv
       - 3h /4mà Splinter
5. 3M shows 5 card M, max
6. 3m shows 6m, generally not good suit;
7. Major Transfers
8. 1n-4c/4dà South African Texas, transfer to hearts / spades, 4n after a 4 level transfer is 1430rkc
9. Jacoby (Major) transfer: 1n-2d/h-2h/s over which opener’s responses are
   * + - 2M, over which responder bids 2n (5M, bal)/ns (5M, 4ns) /3M (6+M) with inv hands and 3n (5M, bal)/ 4M (6+M) with gf hands
     + 1n-2d-2h-2s shows 5h + 4s
     + 1n-2d-2s-3h shows 5-5 (recall that 1n-2c-2d-2s shows 5s + 4h inv)
     + With 6+M and slam interest go through 2-level transfer; for just game and sure slam go through SA Texas transfers
       - 3M - With 4 card support and max: Super-accept.
       - A bid of 2n or 2/3x is also super-acceptance. 2n shows bal 4M, scattered max and 2 top honours, oriented towards nt, and 2/3 x shows doubleton in x with no wasted values (xx, Ax or Kx).
     + Retransfers at the cheapest level. For eg 1n-2D-3D (4 hearts plus doubleton d)-4d is transfer back to 4h. Here re-transfer is to the original suit only. 1n-2d-2s-3d is a retransfer, but 1n-2d-2s-3c is nat
       - On (dbl) over transfer bid eg. 1n – p – 2h – (dbl) –
     + 2s shows 4 card support,
     + Redbl shows 3 card support
     + 2n shows no support but stopper in h and good hand, pass denies stopper in h, and denies support
10. Minor Transfers
    * + - 1n-2s is transfer to clubs, opener to bid 3c with 3+ and 2N with no fit. New suit is shortness if opener shows super accept, otherwise it is natural
        - 1n-2n is both minors signoff or transfer to diamonds any strength, over which
      + bid 3c with 3+clubs, or 3-3, over which responder passes with 5-5 min, corrects to d (with 6+ d min) or bids ns showing 6+ d, gf and feature in ns
      + bid 3d with 3+ d, over which resp passes with 5-5 min or weak d, or bids ns showing 6+ d, gf hand and shortness in ns
11. 1n-3c = 55 minors, invitational. 1n-3d = 55 minors GF
12. 1n-3M Shows fragment in major, 54 minors 11+ hcp; opener should cross 3n with wk OM
13. 1n-4n, 1n-2c-2d-4n, 1n-2c-2M-4n, 1n-2c-2x-3c-3y-3/4z-4n are all quantitative, RKC only after setting suit
14. Systems are on over dbl and overcall of 2c and off otherwise

**2n Opening and Interference**

1. 2n-3c-3d-
2. Smolen:
   * + - 3M = 5OM+4M over which 3N = to play (denies 3OM) over which
     + 4m = fragment, extras
     + 4OM (long suit) = slam try in OM on which pass to play and 4n = RKC
     + 4M (short suit) = slam force in long suit (OM) over which opener’s 4n = RKC
       - After 2n-3c-3d-3h-3s, 3n = bal slam try and new suit = short
       - 4M = 6M+4OM, to play
3. 2n-3c-3M-
4. 3/4OM shows fit for M and slam try
5. 2n-3c-3x-4m shows 4 of unbid M (one of the 2 unbid majors if x = d) +5m and slam try over which
   * + - First step = Fit + slam interest on which 4n = RKC for m
       - 4n = To play, no fit and/or interest
6. 2n-3d/3h transfer to hearts/spades resp, NS by responder at 4 level shows mild slam interest or better (opener’s lower cue shows interest in lower suit and higher cue in higher suit). If only one cue bid is available below 4M, that is always for the major suit
   1. After 2n-3d/3h
      1. 3n = 2 out of top 3 trumps, good hand
      2. New suit shows good fit + source of tricks
      3. 4M = good trumps
      4. Re-transfers apply when opener super accepts
   2. 2n-3d-3h-3s = 55M over which
      1. 3n 🡪 to play
      2. 4c 🡪 good hand with H fit
      3. 4d 🡪 good hand with S fit
      4. 4M 🡪 fit, but not good hand
   3. After 2n-3d-3h-4c
      1. 4d 🡪 Good hand with H
      2. 4h 🡪 Can be doubleton, no slam interest
      3. 4s 🡪 Good hand with club fit
      4. 4n 🡪 RKC for clubs
      5. 5c 🡪 Fit, but not good hand
   4. After 2n-3d-3h-4d
      1. 4h 🡪 Can be doubleton, no slam interest
      2. 4s 🡪 Good hand with heart fit
      3. 4n 🡪 RKC for diamonds
      4. 5c 🡪 Good hand with diamonds
      5. 5d 🡪 Fit but not good hand
   5. After 2n-3h-3s-4c
      1. 4d 🡪 Good hand with spade fit
      2. 4h 🡪 Good hand with club fit
      3. 4s 🡪 Can be doubleton, no slam interest
      4. 4n 🡪 RKC for clubs
      5. 5c 🡪 Fit, but not good hand
   6. After 2n-3h-3s-4d
      1. 4h 🡪 Good hand with spade fit
      2. 4s 🡪 Can be doubleton, no slam interest
      3. 4n 🡪 RKC for diamonds
      4. 5c 🡪 Good hand with diamonds
      5. 5d 🡪 Fit but not good hand
7. 2n-3d-3h-4s/5m & 2n-3h-3s-5m/5h are ekc bids. Bids after transfer @ 4 level show control
8. 2n-3s is puppet to 3n subsequently 4m by responder is single suiter slam try with om, 4h shows 5c+4d, 4s shows 5d+4c, 4n shows quant, 5c is pass or correct with 11 cards in minors
9. After 2n-3s-3n-4m (showing other minor)
   1. 1st step = best hand with fit, optional RKC over which 5om to play & rest RKC responses
   2. 2nd step = medium hand over which 4n rkc
   3. 3rd step = min hand over which 4n RKC & 5om to play; if 3rd step is 4n, then responder can show keycards, but 5om is to play
   4. 5om = 3+ card fit, decent hand with fewer controls
10. 2n-3s-3n-4h (showing 5c+4d)
    1. 4s = slam interest in at least one minor over which 4n = DKC
    2. 4n = to play
    3. 5m = fit, mild slam interest
    4. 5h = slam force in clubs, 5s = slam force in diamonds, interest in grand slam
11. 2n-3s-3n-4s (showing 5d+4c)
    1. 4n = to play over which responder can show key cards if still interested in slam
    2. 5m = fit, mild slam interest
    3. 5h = slam force in clubs, 5s = slam force in diamonds, interest in grand slam
12. 2n-3n is 4-4 minors mild slam try over which 4c & 4d are RKC and 4h/4s are cue bids lacking control in other M suit
13. 2n-4c/4d is SA texas transfer to play in hearts or spades. Subsequent new suit bids are controls
14. 2n-4h is 5-5m slam invite, 2n-4s is 5-5m slam force and is auto DKC (146, 035, 20, 2 with lower q, 2 with higher q, 22); 2n-4n is puppet to 5c and 2n-5c is puppet to 5d
15. All doubles after 2n opening are penalties/values with atleast doubleton in bid suit

**2c Opening**

1. 2c -2d: 4+ hcp, semi positive, GF
2. 2c-2d-2h is relay to 2s: shows hearts or bal
   * + - 2c-2d-2h-2s-2n shows 22-24 or 27+bal, puppet stayman and transfers
       - 2c-2d-2h-2s-3n shows 25-26 semibal, major transfers apply with long M
       - 2c-2d-2h-2s-3x shows 5+h, 4x
       - 2c-2d-2h-2s-3h shows 5+h
3. 2c-2d-2s shows 5+spades, responder to bid suit/values
4. 2c-2d-2n/3c is transfer to clubs/diamonds, responder to accept transfer even w/o a fit unless long suit.
5. 2c-2d-3d shows 5+dias+4clubs, responder to bid suit/values
6. 2c-2h: 0-3 hcp, double negative
7. 2s/3c/3d/3h shows 5+cards F1, responder’s cheapest bid announces no direction, no support for M, can contain 3 card support for m, 3N shows 3-4 hcp
8. 2c-2h-3n is to play, responder to bid 4d/4h as trf 6+ cards
9. 2s/3c/3dà Nat 5+cards, 7+hcp, good suit (3 of top 5 honors) or 2 suiter 55, GF. Suit can be weaker with more high card strength
10. 2nà5+ hearts, 7+ hcp, good suit (3 of top 5 honors) or 2 suiter 55, GF

**Weak 2 (2d/2h/2s)**

1st seat: moderate**,** Vul or 2nd seat always good suit**,** 3rd seat can be fairly weak, but decent when vul**,** 4th seat, 6 good cards with 11-13

1. 2d –
2. 3M = 6+ suit, GF
3. 2d-2M
   * + - 2n = no fit, but good hand, 3d = no fit, poor hand
       - ns = 6d + 4ns, good hand
       - 3M = doubleton raise or 3 card raise in a bad hand
       - Jump new suit = splinter raise
       - 4d = 6d 3M 22 good hand
       - 4M = 6d+3M, decent hand
4. 2d-2n is relay on which
   * + - 3c shows good pre-empt with 6.3.3.1 over which 3d is relay to ask (3M shows stiff M, 3n shows stiff club),
       - 3d shows bad pre-empt,
       - 3h shows 6d+4s good hand, 3s shows 6d+4h good hand,
       - 3n shows good pre-empt with 6322
5. 2M (assumes no 4OM)-2n is relay ( also ON over interference 2M- (X) or 2h-(2s)) on which
6. 3c shows both bad or both good, and is relay to 3d over which
   * + - 3M shows bad-bad and
       - 3/4 OM or 4c shows good-good with stiff in bid suit
       - 3n shows good-good with 6.3.2.2
7. 3d shows good hcp bad suit,
8. 3h shows good suit bad hcp,
9. 3s shows AKQxxx,
10. 3n shows good pre-empt with 4OM
11. 2x-3/4x is pre-emptive (Inv only via 2n)
12. 2x-3n/4M to play
13. 2x-4n is 1430rkc
14. 2x-3/4y (with jump) is fit showing

**Competitive bidding over enemy bids (they bid first)**

**Bidding over enemy weak 2**

1. The takeout double is used with a three-suited hand, or a strong one-suiter. Responses by p are as per Lebensohl
2. 2 level bids, if available are to play
3. Direct 3 level bids are gf
4. 3 level bids made via 2n-3c-3x are to play
5. Stayman – (2x)-dbl-(P)-3x is stayman without stopper; (2x)-dbl-(P)-2n-3c-3x is stayman with stopper (slow shows)
6. With a strong hand (18+) overcaller bypasses 3c relay over 2n and bids own suit
7. (2x) – Overcall:
   1. Overcall = 2y: 13+, 5+y
   2. Overcall = 3y: 15+ 6+y or strong 5y
8. (2x) – 2n promises 16-18 points with stopper in x - stayman and major transfers apply. Transfer to opps major shows shortness. 3s is minor suit stayman (inclined towards 5m or 6m contracts)
9. Weak 2d or precision 2c opening by opps – 3d/c is regular Michaels with both majors
10. (2c)-x shows clubs, (2c)-p-(2d)-x shows diamonds
11. (2M) by opps, **Leaping Michaels** – strong 2 suitor hands with good suits
12. 3MàBoth minors, 8+tricks
13. 3OMàStrong (no pre-empt on a pre-empt)
14. 4mà5+m+5OM, 8+tricks
15. 4OMàTo Play (no slam interest)
16. 4nà2 places to play very good hand

**Bidding over enemy 1n:**

1. Woolseyin both positions (slightly lower pts ok if over wk nt)
2. Dbl (not applicable over weak nt, penalty over weak nt): long minor+4M or strong maj or long minor over which
   * + - 2c by responder is pass or correct to 2d, (or bid the strong major)
       - 2d is to pick major, (or bid the long minor)
       - 2M is own suit
       - 2n = constructive, inv+
3. 2c: Both majors over which
   * + - 2dàPick your major,
       - 2MàPreference,
       - 2nàGood hand, game try,
       - 3MàMixed if vul, pre-empt if non-vul,
       - 3càGood fit for hearts, game try, 3dàGood fit for spades, game try
       - If (1n) - 2c (Both majors) is X’ed by opps,
     + pass to play,
     + XX to show equal length,
     + 2d natural to play,
     + 2M prefer M to OM
4. 2dàSingle suiter major over which,



* + - * 2hàPass or correct, shows equal or better spades,
      * 2s à Pass or correct to 3H, shows better H,
      * 2nà Good hand, game try over which
    - 3c/3d to show good hands with M (3c = h, 3d = s) and 3M=bad,
      * 3càSuit, good hand, usually no fit for partner’s suit
      * If 2dàSingle suiter M is Xed,
    - pass to play,
    - XX to pick major,
    - 2M is natural NF

1. 2Mà5M+4+m on which 2n asks to bid minor with inv+, 3c is p/c
2. 2nàBoth minors
3. 3xà6+cards, pre-emptive in context of vul
4. Over weak NT, X = cards (sets up a force till 2n. X is penalty by either and pass is forcing up to 2n) over which
   * + - cheap take outs are natural & weak;
       - 2n = GF 1 or 2 suiter;
       - 3y = natural, inv
5. By passed hand we play DONT in both positions against opps NT (any range)

**Bidding over enemy 1x opening**

1. Michaels on (1m) or (1M) opening by opps (Split range if non vul, opening hand+ if vul)
2. (1m) by opps-2mà applicable on opps artificial 1m as well, usually 5-5 in majors (very rarely 5-4 in majors if non-vul)
   * + - 2MàTo play and 3MàPreemptive
       - 2nàGood hand with some fit for atleast 1 major, F1, over which
     + 3c/3d shows fragment (longer of the two)
     + 3M=bad
       - 3càGood raise in hearts
       - 3dàGood raise in spades
3. (1M) by opps-2MàAtleast 5 cards in other major and a 5 card minor
   * + - 2OMàTo play; 3S (over 2H) à Preemptive
       - 2nàAsks partner to bid minor, Inv+
       - ([1s]-2s-[p]-2n-[p]-3m-[p]-3h = inv)
       - 3màPass or correct with equal or better fit for Om, i.e. bidding 3d shows ability to play up to 4c
       - 3HàGood fit for S, Inv+ (after 1h opening)
4. Unusual 2nt on (1x)
5. Takeout double and overcalls
   1. t/o dbl: 13+ (possibly including short points in opp suit) – 3+ in other suits/ 17+ any dist
      * + 1n over t/o shows about 7-9 hcp and stopper in enemy suit
        + Make the "least of evils" bid when you have no real options
        + If rho interferes, regular bid (pass with < 6)
   2. (1m) -p-(1n) by opps, 2c shows majors equal or better hearts and 2d shows majors with better spades, rest natural
   3. (1m) -X-(1n) by opps, 2m shows majors, rest natural
   4. (1x)-1y-(1N)-X = responsive
   5. (1x)-p-(1y)-dbl shows 4-4 or 5-4 (less shape more points)
   6. (1x)-p-(1y)-1n shows 5-5 in the other two suits by passed hand (more shape less points); p – (p) – p – (1x) – 1n (1n by passed hand) is unusual, showing the minors or perhaps 2 lowest unbid suits
   7. (1x)-p-(2x)-
      * + X is t/o shows tolerance for all suits over which Lebensohl responses are applicable,
        + 2n shows minors if x = h and 2n is michaels if x = s
   8. After (1y)-dbl-(2y) –
      * + dbl is responsive. Responsive X at 2 level shows 2 places to play. (4-4 at least; lesser the shape more the high cards and vice versa)
        + Responsive X at 3 level denies OM if there is no room. E.g.: (1s)-x-(2s)-x = 2 places, but (1s)-x-(3s)-x = minors or GF with m+OM. If advancer corrects 4c to 4d, that shows a game forcing hand with OM
        + Other responses are lebensohl responses
6. Overcalls
   * + - 1. 10+ for 1 level, 13+ for 2 level – 2 level overcall of a minor usually promises 6+ cards
       - Fit jumps applicable over overcalls with or without interference
         1. Balancing NT = 11-14 (11-16 over 1S); 2C = range enquiry over which 2D/2M=lower range natural, 2N=higher range over which 3c = enquiry for Major
7. Over strong art 1c openings: 1c - dbl is both majors (5-5) and 1nt is 5-5 in minors; both can be 54 based on vulnerability and high card strength

**Competitive bidding: we bid first and they interefere**

General Philosophy: If any opps bid interferes with any bid (not just the bid responder intends to make) in the system, systems are off, otherwise systems are on.

For example: 1c – (1s) – dbl – (p) – 2n – (3c) - ?, systems are off; but 1c – (1s) – dbl – (2c) – 2n – (P) - ? systems are on

Bids over Interference over 1m/M openings

1. 1m-(dbl/1x)
   1. xx - shows 10+hcp, forcing pass till 2n level, pass and pull of a double shows strength
   2. 2n = LR+, 5 card m
   3. 2m – regular raise; 3m is preemptive
   4. 1m-(1x) - 1Y shows 4+cards F1, 1m-(1h)-1S shows 5+s (dbl shows exactly 4)
   5. Fit jumps: 1m-(X/1x) - 2/3Y (with jump) is fit showing 5+Y and 5+m, Inv+
   6. 1m-(1/2/3x) by opps, X is negative till 3s level, applies to passed hand as well
   7. 1m/M – (p) – p – (1x) – 1n by opener shows 18-19 (same as 2n) and all bids by resp are transfers
2. 1M-(X)
   1. Over 1M – (X)
      * + XX shows 10+hcp, forcing pass applies till 2n, passing and pull of double shows strength
        + 1s is nat if (M = h)
        + 1n is transfer to clubs
        + 2c is transfer to d
        + For M = h
      * 2d is good raise in h if M = h
      * 2h is weak raise in h
        + For M = s
      * 2d is transfer to h
      * 2h is a good raise in spades
      * 2s is a weak raise in s
        + 2s/3h is 4 trump mixed raise for h/s
        + 2n is 4 card LR+ 1h-(dbl)-2D-(p)-2h-(p)-3h shows a 3 card limit raise
        + 3H/S is preemptive raise for H/S
   2. 1M-(X) - transfer to new suit and then bid 2M - This will show about 8-10 plus doubleton M: Eg: 1s-(dbl)-2c-(p)-2D-(p)-2s. Transfer to a side suit and then 3M shows a 3 card LR with a good side suit
   3. Fit jumps: 1M-(dbl/1x) - 2/3Y (with jump) is fit showing 5+Y and 4+m, Inv+ (dhcp)
3. Overcall of 1n by opps
   1. After 1m-(1N), X is penalty, 2c shows both majors competitive, 2d/2h/2s/2n are transfers, 3m is inv hand with 5+ cards in opener’s m
   2. After 1M-(1N by opps), 2c shows OM with tolerance for M (doubleton), 2d/2h = transfers (transfer to openers suit shows wide ranging raise since we don’t have room. Any bid after direct transfer to partners suit shows LR+ with concentration of values in bid suit. So 1s-(1n)-2h-(p)-2s-(p)-3c shows a LR+ in spades with good clubs), 2s = one minor, 2n = both minors, jumps are fit showing.
   3. 1m-1n-(2M) by opps, double from either hand shows extras, t/o
   4. 1M-1n-(2x) by opps, double from either hand is, t/o need not have extras
   5. 1M-1n-(2s/3x) by opps, double from either hand is t/o shows extras
4. **Support dbl**:
   1. 1m-1M-(1/2x below 2M level) by opps, X is support (3 cards), not sub-min hand
   2. 1m-1M-(2/3x above 2M level) by opps, X is support (3 cards) with extras (15+)
   3. 1m – (1h) –1s- (something) – X is 3 card support, 2s is 4 card support
5. Bad Good 2N applies in competitive auctions after 1m or 1h opening (typically after responder passes or makes a negative double and advancer raises). 2N shows a good hand either with a single suiter or with original suit + another lower suit. Bidding a new suit or rebidding original suit shows a competitive hand
6. When we open 1y, there is an overcall 1/2z and responder bids a new suit at the 2 level, we are in force till 3 level of the cheaper of our suits. E.g. 1h-(1s)-2c forces to 3c, 1d-(1s)-2h forces to 3d

Bids over Interference over 1M openings

1. All doubles after both sides have limited the hand will be penalty (ex)1h-(p)-2h-(p)-p-(2s) by opps-X is penalty from both sides
2. Bad Good 2N applies in competitive auctions after 1m or 1h opening (typically after responder passes or makes a negative double and advancer raises). 2N shows a good hand either with a single suiter or with original suit + another lower suit. Bidding a new suit or rebidding original suit shows a competitive hand
3. When we open 1y, there is an overcall 1/2z and responder bids a new suit at the 2 level, we are in force till 3 level of the cheaper of our suits. E.g. 1h-(1s)-2c forces to 3c, 1d-(1s)-2h forces to 3d

Bids over interference over 1n

1. 1n-(dbl), where dbl is for penalty, DONT bids by responder
2. xx for single suitor over which 2c asks for suit;
3. 2x is x and a higher suit, over which resp passes or bids 2(x+1) to ask for higher suit wherever there is ambiguity
4. 2s is GF 2 suiter puppet to 2n and 2n = transfer to next higher suit, inv+
5. 1n-(dbl), where the dbl shows single suitor, xx is penalty, others - systems on
6. 1n-(2c), where 2c shows single suitor or nat or minors: systems on, x for stayman
7. 1n-(2x): x = c for Landy/Woolsey; x = d for capp, x = h for DONT – showing both majors
   1. X (except when bid is 2h)à penalising at least one of the suits, generally semi-bal hands, Forcing pass situation is applicable till 2n.
   2. 2d = to play ( if bid is 2d or 2h, to play in d, go through lebensohl: 2n – 3c – 3d)
   3. 2h/sà Transfer to C/d, GF; if bid is 2h, dbl to transfer to c over which
   * 3M shows stopper in M, gf, but can stop in 4m
   1. 2nà signoff in minor (inv) or show stoppers (gf) (Opener bids 3c/d over which resp shows stopper with Gf hands)
   2. 3màNat Inv 6+ cards;
   3. 3MàSplinter with both minors
8. 1n-(2x): – showing x suit ( and possibly another suit, but at least one suit shown is a minor)
   1. X – semi bal, t/o, inv+
   2. 2y – nat and to play
   3. 3y – 5+y, gf
   4. 2n – relay to 3c, responder passes with clubs or bids new suit to play
   * 1n-(2h)-2n-3c-3s is inv with 5 spades
   1. Stayman to show 4 cards in other major or both majors by cueing opps suit
   * 1n-(2x)-3x, gf stayman without stopper in x
   * 1n-(2x)-2n-3c-3x, gf stayman with stopper
   1. 4c/4d à SA Texas transfer transfer to hearts/spades. Transfer to opponents’ suit shows mild slam try+ in other Major with control in opponent’s suit.
9. 1n-(3x) – x is negative and shows values

Bids over interferance over our strong 2c opening

1. 2c – (X)
   1. XX is semipos
   2. 2d/2h/2s = positive (as if without double), if X shows clubs
   3. 2H = 5-7C, 2S = 5-7D (if X shows majors,)
2. 2c-(2/3y by opps): X is semipos; Pass is double neg
3. 2c-(4x by opps)-Pass is semipos and double is neg
4. 2c-(p)-2d-(2y), double from either hand is penalty (GF is established)
5. 2c-(p) -2h-(2y) by opps, double from either hand is take-out (GF is not established)

Bids over interferance over our Weak 2 openings

1. 2x-(2/3y below 3x level), X is neg over 2d opening and game try on 2M opening
2. 2x-(3y above 3x level), X is penalty, rest natural or fit with values, F1
3. 2x-(2/3y) or 2x – (X),
4. 2/3z is natural or fit with values, F1
5. Jump to 3/4z is fit showing
6. 4M to play

Bids over Unusual NT overcall by enemy

1. After an Unusual NT overcall by opps showing suits Y & Z (Z > Y),
2. 3Y = Forcing with A, 3Z = Forcing with B (where A/B are 2 other suits). If A or B is partner’s suit, this shows LR+. E.g.: 1S(pd)-[2N](minors)-3C=H, forcing; 3D=LR+ in S, 3H/3S = Competitive
3. Double shows values inv+

**Leads and Carding**

1. Opening leads against NT
   1. which suit to pick?
   * Lead suit bid by partner
   * If no suit bid by p, lead best of unbid suits
   * After taking 1 & 2 into account, lead own longest / strongest suit
   * Passive leads against 6/7 NT
   1. Which card to play
   * Highest from a doubleton
   * Highest from a set of 3 touching cards - Can lead 2nd best if highest card may be valuable (9 or T)
   * Lowest from a tripleton that has at least 1 honour, highest if there is no honour
   * 4th highest from a 4+ carder, 2nd highest if it has no honour cards
   * For KQ 10 9, A K J x, lead K - lead K for 4 carders with 3 out of 5 honours headed by a AK or KQ
   * 2nd highest from an interior sequence for 4+ carder suits eg. A QJ x, A J10 xx
   * 4+ card with 4 out of 5 honours headed by AK, play the A - partner drops his honour, if he has 1, else shows count. Lead the A from a holding headed by AK,
   * AK x - lead the K for attitude, if encouraging play A followed by x. For AK xx - 4th best / K based on judgement, AK xxx + - K for attitude may be better, but apparently 4th best works best mostly for AK xxx also, use judgement
2. Opening leads against trump contracts
   1. Highest from a doubleton
   2. Lowest from a tripleton that has at least 1 honour
   3. MUD (Middle, Up, Down) from xxx rather than leading 'top of nothing' to avoid confusion with doubleton
   4. 4th highest from a 4+ carder, 2nd highest if it has no honour cards; - count lead is better. Don't assume honour when low card is led. You can play shifts like that
   5. Lead higher of touching honours - Lead A from AKx, K from KQx and KQJx (Standard)
   6. With interior sequences, lead the lower card. Like from KT9 lead 9
   7. Lead of a J denies a higher card
   8. Lead of a 10 or 9 shows 0 or 2 higher cards
   9. Lead of King and shifting to a possible short suit shows stiff
3. General guidelines when leading against a suit contract
   1. Leading a long suit may be a good idea when no other attacking lead is available. May set up forcing defence
   2. Never under-lead an A in a trump contract. If you must lead that suit, lead the A - choose that suit might be acceptable (but not necessarily effective) if
   * both A and K of the suit are held
   * Partner bid the suit
   * Singleton A
   1. Leading a singleton is a great idea - however, if 4+ trumps are held, playing the forcing game may be better
   2. Lead aggressively for small slam and passively for grand slam
   3. Leading trumps is a good idea if
   * You have a long / strong trump suit, or believe p does
   * Need to lead passively against a slam
   * Bidding suggests, opps are going to ruff in dummy / indulge in crossruff
4. ATTITUDE SIGNALS - are used to tell p about the presence / absence of a critical honour card in a suit
   1. Attitude signals should be given when
   * P leads an honor
   * P leads, and rho appears to be winning the trick
   * First discard on anybody's lead gives an attitude signal in the suit responded
   1. Attitude signals are given as
   * High - encourage; low : discourage
   * Sometimes an honor card is played to signal a sequence of touching honor cards ( 3+) in such cases, the highest in the touching sequence should be played
   1. When to encourage
   * When you have a higher honor than that led by partner, or when you have the touching honor to partner's promised honour
   * When opps appear to be winning the trick on partner's lead, encourage if you have any honor in that suit
5. Count Signals
   1. When to show count
   * When declarer or dummy leads
   * If your attitude towards the suit is already known
   1. Situations when to use count
   * When declarer is running a suit - show count to tell partner how long to hold his A / winner, or to tell him which suit to safely discard
   * Show count for suit partner has led ( attitude has already been shown on that lead) or on suits where you have shown attitude signal on first discard
   * Do not show count when count is not relevant to partner - when you know partner has no points, or has no decisions to make
   1. What card to play
   * High is even and low is odd - The number refers to the number of cards you have in hand at the time of signalling including the signal card
6. Suit Preference signals - used to tell partner what to lead next
   1. SP signals should be given when
   * You are leading a suit that you expect your partner to ruff ( card played indicates what suit he should switch to)
   * When signalling attitude doesn’t make sense - eg, when a card is led by partner and dummy is a void or singleton
   * When attitude and count signals have been played ( basically the 3rd card you play in that suit whether or not you choose to give count with the 2nd card)
   1. SP signals are given as
   * High card - preference for high suit (other than trump and current suit/suit of discard)
   * Low card - preference for low suit (other than trump and current suit/suit of discard)

Some defense notes

1. When p leads an A and dummy comes down loaded in the suit, third hand gives count if he/she has not supported the suit and suit preference if she has
2. When holding the trump A, you enjoy the luxury of not rushing to give p an immediate ruff. Sometimes it is better to void yourself first (say have a x or Ax sidesuit) and give a ruff when you take the A. partner can return your voided suit for a ruff

Third / Fifth best leads – against suit contracts

* If you decide to lead a low card against a suit contract in a suit partner has not bid …
  1. From a 3 card suit, lead your lowest (3rd best);
  2. From a 4 card suit, lead your 2nd lowest (3rd best)
  3. From a 5+ card suit, lead your 5th best
  4. (From a doubleton, lead the top card, as usual)
* 3rd hand interprets the lead as follows:
  1. If 3rd hand can tell (upon inspecting the opening lead,  the cards in dummy’s and his own hand and the card played by declarer on the 1st trick) that partner has led his lowest card in the suit, then partner has led from a 1, 3 or 5 card suit.
  2. If, after partner’s opening lead, there is a low card still missing, then 3rd hand deduces that partner may have that card — so partner has led from a 2, 4 (or rarely 6) card suit.
* It is typically the case,  based upon the bidding and other easily available inferences, that 3rd hand can then figure out the exact number of cards partner  originally held in the suit.
* This opening lead tells 3rd hand nothing about partner’s honor strength in the suit led:  it only gives his/her count in the suit — either even or odd.  Holding either K­ 3 2  or  4 3 2 in a suit, partner would lead the 2 in both cases (3rd best).  The exception to this is if partner has supported a suit you have bid:   in that case, you know that partner has at least 3 cards in your suit, so,  with a 3 spot cards in your suit, she can  lead the highest spot card to show she does not have an honor; with 3 card support including an honor, she can lead her lowest card suggesting she had an honor, without misleading you about her count.

When you agree to play 3rd/5th leads (3 rd best from 3-card or 4-card suits, 5th best from 5+card suits) then 3rd hand needs to make use of this information. This is done with the Rule of 10/12 instead of the Rule of 11. When Partner is leading 3rd best, there is one additional outstanding card higher than the spot compared to 4th best leads, so we use the Rule of 12. We subtract the spot card led from 12 (Example, 12-8=4) to know how many cards are in the other three hands higher than the spot – dummy, third hand, declarer. If the lead is 5th best, the opening leader has four cards higher than their led card. In this case, third hand uses the Rule of 10 to help them determine the layout of the suit around the table. One of the issues with 3rd/5thleads is that third hand player is not sure of the length of the lead – thus not sure whether to use the Rule of 10 or the Rule of 12. Fortunately this ambiguity is a 2-card one, so we will be more easily able to work out what to do