2/1 Game Forcing

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Chapter 1

Introduction

1.1 Biography

Daniel Schuck, a current junior at University of Illinois Urbana-Champaign. An avid overbidder and the primary author of this book. System and convention design is fascinating to me, despite cardplay being far more important.

1.2 Motivation

This book exists to formalize our 2/1 bidding system to both avoid misunderstanding and optimize game and slam searching. ***

1.3 Structure

This system is built off a fairly standard 2/1 game-forcing system. It features artificial fit-showing responses after opener (or responder) show a 4-card minor after transfers, Gazzilli, etc.

Two common motifs are used for artificial raises:

The first motif: if one must decide between showing a (potential) major fit and a minor fit, show the major first. For instance, after 1NT-2♦-2♡-3♣, a club fit is confirmed via 3♦, which necessarily *denies* a heart fit, as opener must show the major fit first.

The second motif is surrogacy. In case where opener needs to show some suit feature (shortness, specific K, etc.) but that suit is the asking bid (ie, 5♦ for ♣ Kickback) or would commit to game/slam, the next lowest NT bid is used as the surrogate bid (ie, 5NT to show the K of diamonds).

Chapter 2

Openings and Continuations

2.1   1♣

When a major is un-openable, 1♣ is opened with either longer clubs, or 3-3 in the minors. this necessarily puts strain on the minors: 1♣ will have only 3-cards 16% of the time. While low, it is not insignificant.

Another factor to consider with 1m openings is the 1NT strength. Since this system uses a [14(+)-17] NT, the weak [12-14] NT hands naturally fall into the 1m openings. So if a 1m is balanced, it will have either [12-14] or [18-19] HCP.

The most important style used over 1♣ is Walsh, a bypass of diamonds (potentially a 6-card suit) to show a 4-card major suit. If responder is game-forcing, they shall not bypass diamonds, as they can reverse into the major later.

Conventions (or styles) used include Walsh, inverted minors, splinters, artificial reverses, blackout after reverses (bid cheaper of 4th suit or 2NT), splinters, weak jump shifts, and xyz (excluding 1♣-1♢-1♡ auction, bids are natural with 1♠ as GF).

The full structure is as follows:

1♢ - [6+] Walsh style, no major unless GF

    1♡ - [11-18] 4+♣s, 4+♡s, unbalanced

    1♠ - [11-18] 4+♣s, 4+♠s, unbalanced (denies hearts)

    1NT - [12-14] balanced or semi-balanced. May have 4-card major

    2♣ - [11-14] 6+♣s

    2♢ - [11-14] 4+♢s (necessarily 5+♣s)

    2♡ - [19+] Game forcing. Either a club single suiter or 4+♡s

    2♠ - [19+] 4+♣s, 4+♠s. Game forcing

    2NT - [18-19] balanced or semi-balanced. May have support/majors

    3♣ - [15-17] club single suiter. Typically unbalanced

    3♢ - [15-17] 4+♢s (necessarily 5+♣s)

    3♡ - [18+] 4+♢s, splinter

    3♠ - [18+] 4+♢s, splinter

1♡ - [6+] 4+♡s, possible ♢ canapé if weak

    1NT - [12-14] balanced or semi-balanced. Use xyz (shown in 1♢ structure)

    1♠ - [11-18] 4+♠s. Can be balanced. Use xyz

    2♣ - [11-14] 5+♣s, almost always 6

        2♢ - artificial GF. Either 5+♡s or slammish in clubs.

        2♡ - signoff

        2♠ - natural responder reverse, GF

        2NT - [11-12] invite

        3♣ - [10-12] invite with support

        3♡ - [10-12] 6+♡s, invite

    2♢ - [18+] artificial. Natural ♢ reverse or single suitor

        2♡ - 5+♡s

        2♠ - blackout, very weak hand (all other bids GF)

            2NT - [18-19] diamond reverse (surrogate)

            3♣ - [18-19] single suitor

            3♢ - [20-21] 4-6 or better reverse. Looking for 5m

            3NT - to play

        2NT - balanced GF

        3♣ - 4+♣s

        3♡ - 6+♡s, slammish

    2♡ - [11-14] 3+♡s, almost never 3-card support.

        Suit - game try, promises 5♡s

        2NT - non-forcing invite

            pass - 3♡s, deny

            3♡ - 4♡s, deny

            3NT - 3♡s, accept

            4♡ - 4♡s, accept

        3NT - pass-or-correct

    2♠ - [19+] 4+♠s, game forcing

    2NT - [18-19] balanced or semi-balanced

        3♣ - transfer to 3♢ for signoff or ♣ slam try. After 3♢ (passable):

            3♡ - 4-5 in majors, pass or correct to 3♠

            3♠ - 4-6 in majors, pass or correct to 4♡

            3NT - slam try in ♣s

        3♢ - checkback

        3♡ - 6-card suit, slammish

        3♠ - 4-5 in majors

        Games - to play

    3♣ - [15-17] 6+♣s

    3♢ - [15-17] 4+♡s, mini-splinter

    3♡ - [15-17] 4+♡s, unbalanced (by inference: spade shortness)

3♠ - [18+] game-forcing splinter

1♠ - [6+] 4+♠s, denies 4♡s unless longer spades

    2♢ - [18+] artificial. Either natural diamond reverse or single suitor

        2♡ - blackout

           2♠ - 3-card support, non-forcing

    2♡ - [18+] 4+♡s 5+♣s, reverse

        2NT - blackout, relay to 3♣ unless GF

    3♢ - [15-17] mini-splinter

    3♡ - [15-17] mini-splinter

1NT - [7-10] no major, balanced

    2♣ - signoff

    2♢ - artificial. Natural reverse or single suited

    2♡ - natural reverse

    2♠ - natural reverse

    2NT - [15-16] invitational

    3NT - [17+] signoff

2♣ - [10+] 4+♣s, strong raise or [16+] balanced without major

    2♢ - [12-14] natural

    2♡ - stopper or awkward GF

    2♠ - stopper

    2NT - [12-14] balanced

    3♣ - [12-14] 5+ ♣s

    3♢ - [15+] 5+ ♣s, splinter

    3♡ - [15+] 5+ ♣s, splinter

    3♠ - [15+] 5+ ♣s, splinter

    3NT - [18-19] balanced

2♢ - [0-5] very weak jump

2♡ - [0-5] very weak jump

2♠ - [0-5] very weak jump

2NT - [11-12] invite

3♣ - [6-9] 5+♣, preemptive. Correctable with [18-19]

3♢ - 5+♣s, splinter (deny majors)

3♡ - 5+♣s, splinter (deny major)

3♠ - 5+♣s, splinter (deny majors)

3NT - [13-15] balanced

Passed hands respond identically, but cannot make forcing bids (ie 2♣ is passable). Since responder cannot have a game force, xyz 2♢ shows a maximum invite, generally an [11(+)-12] count that is nearly openable, while 2♣ (still transfer) shows [10-11].

2.2 1♢

1♢ is the simpler of the minor openings. It promises 3+♢s, but only has 3 when holding exactly 4432 shape. Thus, opener will hold 4+♢s 96% of the time. Additionally, there is no suit to bypass, so no Walsh treatment is necessary. As most of the 1♣ structure remains in the 1♢ structure, only the differences will be shown:

1♡ - 4+♡s

    1♠ - [11-18] 4+♠s

        1NT - [7-10] minimum

        2♣ - relay to 2♢ for any invite or signoff. Rebids:

            2♡ - 5♡s

            2♠ - 4♠s and 5♡s

            2NT - [11-12] natural

            3♣ - [10-12] 5+♣ (typically 6)

            3♢ - [10-12] invite with fit

            3♡ - [10-12] 6♡s

        2♢ - artificial GF

        2♡ - [6-10(-)] 5+♡ (typically 6)

        2♠ - natural reverse

        2NT - transfer to 3♣ (6-card suit)

        3(their suit) - slam try in suit

        3(other suit) - 6+ cards, slam try. 3NT denies fit

    1N - [12-14] balanced

        2♣ - relay to 2♢ for invite or signoff

        2♢ - artificial GF

        2♡ - signoff

        2♠ - natural reverse

        2NT - transfer to 3♣ (6-card suit)

        3Z - flag suit, slam try

    2♠ - Natural jump shift in ♠ or ♣, or single suitor

        2NT - blackout

        3♣ - waiting bid (typically 5♡s)

        3♢ - 3+♢s, support

        3♡ - 6+♡s

    3♣ - mini-splinter

  1♠ - 4+♠s, denies 4+♡s unless longer spades

  1NT - [7-10] no major, may have a 6♣s

  2♣ - 2/1, 5+♣s. Does not deny major.

  3♣ - [10-12] 6+♣s, good suit quality. Denies majors

2.3 1♡

Major openings require a 5+ card suit in every seat and vulnerability, requiring [11-21] HCP. In 3rd seat, one may open with [10] HCP under protection of 2♣ Drury.

Since the higher suit of equal length is opened, 1♡ denies 5♠s, unless opener shows a 5-6 (or better) in the majors. However, with 5-6 in a major-minor, the major is **always** opened. Gazzilli allows showing both [14(+)-16] and [17+] of this shape. This naturally relieves strain on minor-major reverses, which promise exactly a 4-card major (unless artificial).

The most important motif for slam bidding (in any opener) is that as soon as a major fit is discovered, the major is flagged and the partnership is committed to playing in the major, unless both players are balanced (ie 3334 opposite 5332). Serious cues, non-serious 3NT, Kickback, and EKC are on after a suit is flagged.

Conventions over 1M include a semi-forcing 1NT, *Gazzilli*, Jacoby 2NT, Reverse Bergen, balanced 3NT raise, non-serious 3NT, splinters, Kickback (1430), and EKC (0314). Note that jumps to 4M are *always* preemptive as responder has several ways to show support and cue-bid/keycard. A jump in the opposite major shows a long (typically self sufficient) suit with [4-8] HCP.

The structure is as follows:

1♠ - 4+♠s, denies ♡ support unless GF. Forcing

    1NT - [12-14] minimum, balanced or semi-balanced. Denies 4♠s

    2♣ - [11-16] with 4+♣s or any [17+]

        2♢ - [8+] any, GF relay opposite strong hand

            2♡ - [11-16] with 4+♣s. Use minor raise structure

            2♠ - [18-19] with 4♠s or 5-5+ shape, relay to 2NT. Rebids:

                3♣ - big 5-5 in ♡/♣

                    3♢ - club fit, denies ♡ fit

                3♢ - big 5-5 in ♡/♢

                3♡ - 4♠s, ♣ splinter

                3♠ - 4♠s, ♢ splinter

                3NT - [18-19], 4522 (semi-balanced)

                4♣ - big 5-6 in ♡/♣

                4♢ - big 5-6 in ♡/♢

            2NT - [18-19] balanced. Denies 4♠s

            3♣ - [17-21] with exactly 4♣s

                3♢ - stopper ask

                3♡ - possible fit, 2♡s. May have 3♡s if [12+].

                3♠ - 6+♠s

                3NT - to play, typically a stopper

            3♢ - [17-21] with exactly 4♢s. Use above continuation with 4♣ as cue

            3♡ - 6+♡s, single suited. 3♠ promises 6+, 3NT denies a fit.

            3♠ - [20-21], 4♠s

      2♡ - [6-7] 2♡s

      2♠ - [6-7] 1-♡s, 5+♠s, or 6+ with all HCP in ♠

      2NT - minors, typically longer diamonds (thus 4144 or 4054)

      3♣ - [6-7] 5+♣s (typically 6).

      3♢ - [6-7] 5+♢s (typically 6).

2♢ - [11-16] with 4+♢s, promises a singleton/void unless [14] balanced.

      2♡ - signoff

      2♠ - signoff

      2NT - invite

      3♣ - 4th suit forcing

      3♢ - [9-11] 4+ ♢s, invite to 3NT

      3♡ - [11-12] 3-card limit raise

      3♠ - [9-11] 6+♠s

2♡ - [11-14] with 6+♡s

2♠ - [11-16] with 4♠s

2NT - [14(+)-16] with 4♠s, splinter

      3♣ - singleton ask, invitational+

          3♢ - in ♢s

          3♡ - in ♣s (surrogacy principle)

      3♢/♡ - cue

      3♠ - to play

3♣ - [14(+)-16] with 5-5 in ♣/♡

      3♢ - flag ♣s

      3♡ - to play

      3♠ - flag ♡s

      3NT - to play

3♢ - [14(+)-16] with 5-5 in ♢/♡

      3♡ - to play

      3♠ - flag ♢s

      3NT - to play

      4♣ - flag ♡s

3♡ - [14(+)-16] with 6+♡s

      3♠ - 6+♠s, forcing

      3NT - to play

      4m - fit, cue

3♠ - [14(+)-16], 4522. Flag ♠s

      3NT - non-serious, forcing

      4m/♡ - cue

      4♠ - to play

4♣ - [14(+)-16] 6-5 in ♣/♡. Kickback on for both

4♢ - [14(+)-16] 6-5 in ♢/♡

1NT - invitational-, denies 4+♡s. Non-forcing

    2♣ Gazzilli

        2◇ - [8+] any

            2♠ - relay to 2NT, 5-6 in majors or big 5-(5+) hand. Rebids:

                3♠ - 5-6 in majors

                4♣ - 6-5 in ♣/♡. Kickback on for both

                4◇ - 6-5 in ◇/♡

            2NT - [18-19] balanced or semi-balanced

        2♠ - [6-7] (44) or better in minors, equal or longer clubs

2♣ - 4+♣s, 2/1 GF (elaborated in 1♠ section)

2◇ - 4+◇s, 2/1 GF

2♡ - [8-10] 3+ ♡s, constructive raise

    2♠ - invitational ambiguous splinter. Relay to 2NT or bid major with min/max.

        2NT-3♡ - spade shortness (surrogate)

    2NT - Help suit in spades

    3♣ - [15-16] Help suit in clubs

    3◇ - [15-16] Help suit in diamonds

    3♡ - [15-16] informationless invite

    3♠ - [18+] splinter

    3NT - pass-or-correct

2♠ - [0-4] 6+ ♠s, very weak

2NT - 4+♡s GF, balanced unless [17+]

    3♣ - shortness

    3◇ - shortness

    3♡ - [18+]

    3♠ - shortness

    3NT - [15-17] semi-balanced submaximum

    4m - side 5-card suit

    4♡ - [11-14] minimum

3♣ - [10-12] with 4+♡s or [12-13] splinter

    3◇ - artificial asking (invitational or slammish)

        3♡ - [10], garbage bad hand

        3♠ - [12-13] shortness

        4♣ - [12-13] shortness

        4◇ - [12-13] shortness

        4♡ - [10(+)-12], accept

    3♡ - to play

4♡ - [12-13] ambiguous splinter

3♢ - [7-9] with 4+♡s, constructive

3♡ - [0-6] with 4+♡s, preemptive

3♠ - [14-16] splinter (weaker splinters go through 3♣)

3NT - [13-16] (4)3(33), pass-or-correct

4♣ - [14-16] splinter

4♢ - [14-16] splinter

4♡ - [4-9] 5+♡s, not balanced unless favorable

4♠ - [4-9], to play. Flag ♠s

Passed hands use natural 1NT/2♢/2NT, 2♣ Drury, and support jump shifts:

1NT - [6-10] no fit

2♣ - [10-11] 3+♡s. Drury, denies a support jump shift

    2♢ - [13], looking for a maximum. Could be slammish.
    2♡ - Signoff

2♢ - [10-11] 5+♢s. Denies a fit

2♡ - [6-9] 3+♡s.

2♠ - [10-11] 5+♠s, 4♡s.

2NT - [11-12] no fit, invite.

2.4   1♠

Unlike 1♡, 1♠ has simple rebids as responder either shows a fit with defined strength through a myriad of raises, or immediately limits their hand via semi-forcing 1NT.

Gazzilli is still played, though a few adapatations are necessary. As such, only the different sequences will be mentioned. Use as much of the 1♡ structure as possible.

Since responder may have 4 hearts, the 2NT bid is used to show 6-4 in the majors exactly. Passed hand structure is identical.

The structure is as follows:

1NT - invitational-, denies 4♠s.

    2♣ - Gazzilli

        2♢ - [8+]

            2♡ - relay to 2♠, big 5-5

        2♡ - [6-7] 5+ ♡s, 1-♠

    2♢ - [11-16] 4+♢s

    2♡ - [11-16] 4+♡s

    2♠ - [11-14] 6+♠s

    2NT - [14(+)-16] 6-4 in the majors

    3♣ - [14(+)-16] 5-5 in ♣/♠s

    3♢ - [14(+)-16] 5-5 in ♢/♠s

    3♡ - [14(+)-16] 5-5 in ♡/♠s

    3♠ - [14(+)-16] 6+♠s, single suited

  2♣ - 3+♣s, 2/1 GF (3 only when 3433)

      2♢ - [11-21] 4+♢s (lower suits are free to show)

      2♡ - [11-21] 4+♡s

      2♠ - [11-15] Default response

      2NT - [14] or [18-19] balanced (show slammish strength later)

      3♣ - [14+], 4+♣s (raises show 16+ playing strength). Flagged unless major is *immediately* supported

      3♢ - [16+], 5-5 in ♢/♠s with great suit quality

      3♡ - [16+], 5-5 in ♡/♠ with great suit quality

      3♠ - [18+], 6+♠s single suited. Flagged

  2♢ - 4+♢s, 2/1 GF

      3♣ - [16+] 4+♣s, typically unbalanced (reverses show HCP)

  2♡ - 5+♡s, 2/1 GF

      3♡ - [14+] 3+♡s (slow shows). Flags hearts

      4♡ - [11-13] 3+♡s (fast arrival, typically balanced)

2♠ - [8-10] constructive raise

    2NT - invitational ambiguous splinter. Relay to 3♣ or bid major with min/max.

        3♣- club shortness (surrogate)

3♡ - [14-16] 4+♠s, splinter

4♡ - 7+♡s, preemptive jump

For 2/1 auctions, jumps above reverses are splinters such as: 1♡-2♣-3♠. In case of a splinter in minor, you sacrifice Kickback, which is accessible by setting trumps via a natural raise (1♠-2♢-4♡ is a splinter, since 3♢ confirms a fit for Kickback)

2.5   1NT [14(+)-17]

Any 15-17 with (4333), (4432), or (5332) distribution are opened 1NT. The semi-balanced hands (5422), (6322) may be opened 1NT only if the longest suit is a minor. 14 HCP hands with a strong 5+ suit may be upgraded to 1NT. When responder range-asks, a minimum is [14(+)-15], and maximum are [16-17]. A 15-count with good controls and shape may be upgraded *only* when responder is slammish.

The main feature of this NT structure is exploring responder's shape while efficiently using bidding space. As bridge is about the majors, most conventions are geared toward identifying 4-4 and 5-3 major fits.

However, when responder and opener have a good minor fit with shape/points, it is desireable to be in a safer minor game or slam slam as opposed to 3NT or 6NT. Knowing the size of a fit is important, so responder's first bids show their suit length. For slammish hands, this is the following structure:

With a balanced hand without a major, responder can use 2♠ or 3♣ puppet followed by a quantitative jump to 4NT, after which the 4NT sequence is used (see below).

For 6-card slammish minor hands, responder can transfer, splinter, and keycard. With a 4-card major, use puppet and bid the minor. Minors after puppet promise 6 cards.

With unbalanced 5-card minor hands without a major, responder has 3♦, 3♡, and 3♠. Thus, the last class of hands are 5431 hands with a 5-card minor and a 4-card major. These are shown through 2♣ stayman, with a conventional sequence to show responders exact shape.

The full structure is as follows:

    2♣ - stayman (not 5-5 in majors) or slammish with *exactly* 5 cards in a minor

        2♦ - no majors; South African transfers ON

            2M - 5-card invite

            2NT - invite

            3♣ - slammish with 5♣s

                Step 1 - minimum, fit

                suits - max, cue

                3NT - no fits

                4♣ - max, cue

                4♦ - Kickback

            3♦ - slammish with 5♦s. Use above continuation

            3M - 5 in other major, GF (smolen)

        2♡ - 4+♡s

            2♠ - 5♠s 4♡s invite

            2NT - 4♠s invite

            3♣ - 3-card raise, 4 in other major. Slammish with (15) in minors

                3♦ - specify shape

Step 1 - 5♣s, slam invite. Cuebid 4m as 'transfer' to Kickback

Step 2 - 5◇s, slam invite (may be 3NT, passable)

Step 3 - 5♣s, slam forcing (may be 3NT, not passable)

Step 4 - 5◇s, slam forcing

3M - fit, slam interest

4M - fit, no interest

3◇ - singleton or void in major. 40(45) or 41(35) shape. Use above continuation

3♡ - invite

3♠ - slammish ♡ raise

3NT - 4♠s, pass or correct.

2♠ - 4+♠s, denies 4♡s. Use above continuation

2◇ - 5+♡ transfer

2♡ - accept

2♠ - 5-5 majors invite

2NT - 5♡s invite

3♣ - 4+♣s GF

3◇ - 4+♣s, minimum, denies heart fit

3♡ - 3+♡s, with extras

3♠ - 4+♣s, maximum, denies heart fit

3NT - no fit

3◇ - 4+◇s GF. Use above continuation

4♣ - 4+◇s, maximum

3♡ - 6+♡s invite

3♠ - splinter

3NT - pass or correct

4♣ - splinter

4◇ - splinter

4♡ - 6332 slam invite

4♠ - EKC 0314

4NT - quantitative

3♡ - superaccept; 5♡s or [16-17] 4♡s, not 4333

Cues, Kickback, EKC on

2♡ - 5+♠ transfer. Use above continuation from 2◇

2♠ - accept

3♡ - 5-5 majors GF

2♠ - 6+♣ weak, 6+♣ GF, or range-ask

2NT - [15]

3♣ - signoff

3◇ - splinter

3♡ - splinter

    3♠ - splinter

    3NT - to play

    4♣ - good slam invite

    4♢ - Kickback

  3♣ - [16-17]. Use above continuation

2NT - 6+♢ weak, 6+♢ GF, or 5-5♣/♢ very weak

  3♣ - 2-♢s

    3♢ - signoff

    3♡ - splinter

    3♠ - splinter

    3NT - to play, mild slam invite

    4♣ - splinter

    4♢ - good slam invite

    4♡ - Kickback

  3♢ - any other hand. Use above continuation

3♣ - puppet stayman, or slammish 6+minor with 4-card major.

  3♢ - no 5-card major, does *not* promise a major

    3♡ - 4♠s

    3♠ - 4♡s

  3♡ - 5♡s

    3♠ - forcing ♡ raise.

    3NT - to play

    4m - 6+ suit, natural slam invite. Typically 4♠s.

  3♠ - 5♠s

3♢ - 5-5 or better in ♣/♢ GF

  3♡ - flag clubs, cooperative

  3♠ - flag diamonds, cooperative

  3NT - double stops in both majors 44(32) or (53)(32)

  4m - minimum, support for minor, typically with major wastage

3♡ - 31(45) GF. Singleton not A/K unless slammish

  3♠ - 4♠s, looking for 4-3 fit

  3NT - double stopper

  4♣ - good clubs (or 33)

  4♢ - good diamonds

  4♡ - maximum, double minor fit

  4♠ - 5♠s, to play

3♠ - 13(45) GF

3NT - to play

4♣ - 6+♡; transfer to play, 1430, or cuebid

4♢ - 6+♠; transfer to play, 1430, or cuebid

4♡ - to play

4♠ - to play

4NT - Quantitative (forcing if opener already showed range)

> 5♣ - 4♣s, denies 4♢s
> 5♢ - 4♢s, denies 4♣s
> 5NT - 4-4 or better in minors
> 6♣ - 5♣s
> 6♢ - 5♢s
> 6NT - to play

2.6   2♣

2♣ is the strongest opening bid, showing a game forcing hand or [22-24] balanced (which should almost always be raised to game anyway). 2♣ has waiting and positive responses, Kokish 2♡, cheaper minor, 3♢ stayman, and conventional 3M jump rebids by opener.

The structure is as follows:

2♢ - no positive response, a positive NT, or a positive diamond with a 4-card major.

> 2♡ - 5+♡s or [25+] balanced. Forced relay to 2♠.
> 2♠ - 5+♠s
> 2NT - [22-24] balanced
> 3♣ - 5+♣s
>> 3♢ - stayman
> 3♢ - 6+♢s. No 4-card major
> 3♡ - 4♡s, 5+♢s
>> 3♠ - forcing heart raise
>> 3NT - to play
>> 4♣ - cue for diamonds (denies hearts)
>> 4♢ - cue for diamonds (denies hearts)
>> 4♡ - to play
> 3♠ - 4♠s, 5+♢s
>> 4♡ - forcing spade raise (just like stayman, use other major)

2♡ - 5+♡s, KQ or better

> 2♠ - 5+♠s

2NT - [22-24] balanced. Bid naturally

3♣ - 5+♣s

3♦ - 5+♦s

3♡ - Flag suit.

2♠ - 5+♠s, KQ or better. Use 2♡ structure.

3♣ - 5+♣s, KQ or better

3♦ - stayman, or ♦ single suitor

3♡ - 5+♡s

3♠ - 5+♠s

3NT - [22] dead minimum, no fit

4♣ - 3+ ♣s, fit. Cues preferable over keycard

4♦ - Kickback

3♦ - 6+♦s, KQ or better. 5-card suit acceptable with 3-3 in majors. Use 3♣ structure.

2.7   2♢/♡/♠

The first of the weak-2 opening bids, 2♢ is perhaps the most interesting. It eats up bidding space without giving the opposition a major to look for. 2♡/2♠ have the benefit of more often reaching 4♡/4♠, which makes it easier to reach game for the partnership. Regardless of suit, it is important for the opener to have a well-defined hand for when their partner is preempted. Since preempts depending on both vulnerability and seat, the definitions are as follows:

    non-vulnerable

        1st seat - [4-10], JTxxxx or better

        2nd seat - [6-10], requires a good feature of the hand

        3rd seat - [4-10], (no restriction on quality/shape)

        4th seat - [10-14], worse than 1♢-2♢

    vulnerable

        1st/3rd seat - [5-10], QJT or better

        2nd seat - [8-10], very nice preempt

        4th seat - [10-14], worse than 1♢-2♢

When opening a preempt, one must consider their major holding. Opposite an unpassed partner, a preempt should not contain another 4-card suit, especially a major (exceptions being both minors or very weak). When opening a major, it is a liability to hold 3-card support for the other major to avoid missing 5-3 fits. When responder has a fit and wishes to preempt further, they may elect to make a non-forcing raise (RONF). All other actions are forcing and invitational+.

After responder bids a new suit, opener should retreat to their suit with a [4-6] non-fit, raise once with a [4-6] and 3-card support, raise twice with [7-10] 3-card fit, and cue a feature otherwise.

    2♠ - [17+] 5+♠s

        3♣ - [7-10] feature, no fit

        3♢ - [7-10] feature, no fit

        3♡ - [4-6] minimum, no fit

        3♠ - [4-6] minimum, fit

        4♠ - [7-10] maximum, fit

    2NT - OGUST

        3♣ - [4-7] JTxxxx or worse (1-/3)

        3♢ - [4-7] Qxxxxx or better (2/3)

        3♠ - [8-10] Qxxxxx or worse (1-/3)

        3♠ - [8-10] KQxxxx or better (2/3)

        3NT - AKQxxx (3/3)

    3♣ - [17+] 5+♣s

3♡ - [4-6] minimum

3♠ - [7-10] no fit. Note opener cannot bypass 3NT

4♣ - [4-6] fit

5♣ - [7-10] fit

3♢ - [17+] 5+♢s

3♡ - [0+] with support (preemptive)

3NT - to play

4♡ - [0+] with support (preemptive or strong)

Note that point ranges are rough guidance. ♠KT9 ♡ x ♢ QJT9xxx ♣ xxx is worth much more than [6] opposite a 2♠ response, while ♠xx ♡ QJ ♢ KJxxxx ♣ QJx is worth less than the [9] advertised. New suits after OGUST are cuebids for the preempted suit, game-forcing and possible slam interest.

2.8   2NT [20-21]

2NT may be opened with shapes (4333), (4432), (5332), (5422), (6332), and (5431). Singletons must be either A or K, opener must not have a 6-card major or 5-4 in the majors.

Puppet and transfers are used to investigate major fits, and 3♠ is used for hands with both minors. Since opener has more points than responder, 4M is **not** to play, and instead shows a six card minor (two-below) with slam interest (inspired from Scanian methods). The full structure is as follows:

3♣ - puppet stayman; minors show a 5+ (usually 6) card suit

    3♢ - at least one 4-card major

        4♣ - natural, clubs
        4♢ - natural, diamonds
        4♡ - pass-or-correct ***

3♢ - 5+♡ transfer

    3♡ - accept

        3♠ - ***
        3NT - pass or correct
        4♣ - 4+♣s

            4♢ - 4+♣s, denies ♡ support
            4♡ - 3+♡s
            4♠ - ***
            4NT - no support

        4♢ - 4+♢s
        4♡ - mild heart slam try, typically (6331)
        4♠/5m - EKC
        4NT - quantitative

    4♡ - 4+♡s, superaccept (good outside tricks)

3♡ - 5+♠ transfer. Use above continuation

3♠ - (54)+ in minors

3NT - to play

4♣ - transfer to 4♡, to play, cuebid, or 1430

4♢ - transfer to 4♠, to play, cuebid, or 1430

4♡ - 6+♣s (usually 7), slammish. Cuebids on

4♠ - 6+♢s (usually 7), slammish. Cuebids on

4NT - [12], quantative

5m - to play

2.9 3♣/♢/♡/♠

Unlike 2-level preempts, 3-level preempts are mostly non-constructive. They almost always show a 7-card suit; the exceptions occur 3rd seat at favorable vulnerability or 3♣ (since 2♣ is not preemptive). Since 4m is artificial, 3-level minor preempts may have an 8-card suit, though 8-card suits may also be opened at the 5-level.

2.10 3NT - Gambling

3NT shows a 7-card (or better) minor headed by AKQ (or better). In 1st/2nd seat, opener may have no more than an outside Q. In 3rd/4th seat, opener promises *exactly* one outside stopper.

2.11 4♣/♢/♡/♠ - Preempts and NAMYATS

The 4-level openings are reserved for 8-card major preempts. Direct 4M is weak, showing [4-10] HCP and an 8-card suit, typically broken unless weak on the outside suits.

4♣ and 4♢ are transfers to 4♡ and 4♠ respectively. These show a self-sufficient suit (3/4 honors; 7+ tricks) and outside values (8 tricks total).

Accepting the transfer is signoff. Bidding the intermediate suit is an artificial asking bid. Retreat to 4M shows a minimum 8 tricks, any further bid is a cuebid.

Kickback is on by responder; cues on for both. The schema is as follows:

4♣ - NAMYATS, 8-card or better heart suit and 8+ tricks

    4♢ - Artificial asking bid

        4♡ - minimum 8 tricks

        4♠ - spade cue, 8.5+ tricks

    4♠ - Kickback

    4NT - spade cue

    5♣ - club cue

4♡ - Weak preempt, 8-card broken heart suit or less than 8 tricks. Use above continuation

Chapter 3

Interference

Chapter 4

Overcalling and Advancing

Chapter 5

Carding