

(Emily)

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**DIANA SYSTEM**

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# BALANCED HANDS

Opening Bids

* 15-17 HCP = Open 1NT
* 20-21 HCP = Open 2NT
* 22-23 HCP = Open 2C-2D-2H-2S-2NT
* 24-25 HCP = Open 2C-2D-2NT

Sequences

* 1NT rebid for example 1C-1H-1NT = 12-14 but never with singleton in partners suit
* 2NT rebid for example 1x-1y-2NT = 18/19
* 2NT rebid for example 1x-2y-2NT = 12-14 or 18+
* 3NT rebid for example 1x-1y-3NT = 18/19 and 6 card suit

In the Protective position

* 2NT in Protective position = 19/20 + system on
* 1NT in Protective position = 11-14 over a minor/11-16 over a Major

In competition

* x then 1NT = 18+

## SYSTEM OVER 1NT

Our 1NT is balanced 15-17 and we try not to open 5-4-2-2 hands except **5C-4D, 5C-4H, 5D-4H**. We may open a hand with a 5cM if it is balanced and a rebid is not clear.

### System Over 1NT - 2 Level Bids

Stayman 2 Clubs **-** We use Stayman when

* We are 4-4 Majors
* 4 cards in one M and singleton/void in the other
* 4M and 5m planning on bidding 3m over an unsuitable Stayman response
* Any invitational hand with a 4cM
* Garbage Stayman 5-4M weak or 3-4-5-1 shape weak.
* Over 2D response
* Pass with the weak Diamond hand
  + 2H shows 5H and 4S weak, or 4-4
    - Correct with 3S and 2H to 2S
  + 2S shows 5S and 4H weak
  + 2NT shows 8 points + a 4cM - Invitational
  + 3 minor is 5 or 6 of minor FG with 5431 shape or 11+ count with 5422 shape
  + 3H/ 3S is 4 of that and 5 of OM and forcing. Puppet
  + 3NT = good 9 points + 4cM
* Over Major held bids are natural except that
  + A simple raise is invitational
    - 2S over 2H response agrees Hearts FG and is a slam try in Hearts
    - 3H over 2S, confirms spades FG and is a slam try in spades,
* 4 level suit bids are splinters **eg 1N-2C-2H-4C**
* Over Major not held
* 2NT is 8 points and 4 cards in OM invitational
* 3 of minor is 5/6 card minor FG and 4 cards in OM - Opener to choose
* 3NT shows singleton in Partners Major and 4cOM
* After 2 level response to Stayman, 4NT is Quantitative

Red suit Transfers (2D= H and 2H= S)

* Breaking the Transfer over 2H with Spade support
* Jump in suit transferred = 4cs and a good hand
* Subsequent bids by responder are mild slam tries
* 4 card support and Maximum the choice is to break into a small xx or into 2NT
* Subsequent bids by responder are mild slam tries
* We use re-transfers if there is room
* Breaking the Transfer over 2D – as this may not be a true Heart suit
  + The only break is to 2S with a 4cs and Max,
    - 2NT is now Baron so without Hearts
    - 3C is a long suit try agreeing H, invitational
    - 3D is a retransfer
* If Transfer is completed - There is no invitational raise
* Second suit by responder is natural and FG
* Note 3H after a transfer to spades shows 5S and 5H
* Raising the transferred bid from 2 to 3 is a single suited slam try

**After this we play non-serious so after 1N-2♦-2♥-3♥,**

* then 3♠ is non-serious
* 4♥ is worst hand and
* cue bids show positive hands

**After 1N-2♥- 2♠-3♠ then**

* 3NT is non-serious, with
* 4♠ the worst hand and
* cues are positive
* 4 level new suit by responder is a splinter – auto splinter. If suit is below the trump suit, it must be 9/10 slam try as there is no room for last train,
* Note **1NT-2H-2S-4S and 1NT-2D-2H-4H** are mild slam try with 12+ count and 7cs as the route via 4 level transfer has not been chosen
* 4NT after completion of the transfer is Quantitative

This shows 16-17 with 5cM and no second suit: partner you choose 4NT/5H/6H/6NT

* 6C as a suggestion with useful added values
* If there is a Double of the transfer bid
* completing the transfer shows 3cs and minimum, system on for stronger support,
* Without 3cs = pass
* redouble shows interest in penalty if responder is suitably placed.
* Game tries in competition **for example = 1NT (p) 2H (x) 2S (p)** 
  + 3C/3D = GT whereas - 3S = competitive

**Summary with Majors**

* 4 + 3 = bid 3 Clubs – see below
  + 4 + 4 Majors = Stayman
  + 5H + 4S = Stayman then Smolen over 2D
  + 5S + 4H = ditto
  + 5H + 5S = transfer to Spades and then bid H

**Raise to 2NT with 8 count**

* By way of an artificial transfer of 2D-2H-2S = bid 2NT and then Baron or 3NT if max

### Minor Suit Transfers (and Slam Tries)

2S is a transfer to Clubs and 2NT is a transfer to Diamonds

We complete with Qxx or better (system on with intervention or double)

Transfer into Clubs 1N - 2♠ -2N (no club fit)

* 3♣ = To play
* 3♦ = ♦ Shortage (may be game only, but may be ST)
* 3♥ = ♥ Shortage (may be game only, but may be ST)
* 3♠ = ♠ Shortage (may be game only, but may be ST)
* 3N = Must be a mild slam try - otherwise why did I bother with 2♠

Transfer into Clubs 1N - 2♠ - 3C (with club fit)

* 3♦/♥/♠ = As above.
* 3N = To play (may have just been looking for partner to accept for game)
* 4♣ = Slam try, usually no shortage (otherwise show shortage at 3 level then bid again)

The options are identical if diamonds are the suit transferred to instead.

### System Over 1NT - 3 Level Bids

These were new in April 2018

* 3♣ = Old fashioned 5 card Stayman (To be used when holding game going values, with 4-3/4-2 in the majors, or when just looking for a 5 card Major, but NOT when 4-4 when normal Stayman is employed)
* 3♦ = Minors, 5-4 either way round, 2-2 in majors (as no 3M response to 1N), slam try (if 5422 no slam interest just bid 3N)
* 3♥ = Singleton or void heart, at least 5-4 in the minors, game forcing, may be S/T
* 3♠ = Singleton or void spade, at least 5-4 in the minors, game forcing, may be S/T

1N-3♣ 5 card major enquiry

* 3♦ = Simply says opener has no 5M (doesn't promise a 4M). After this responder bids
  + 3♥ to show 4♠ Puppet
  + 3♠ to show 4♥ (can't have both to employ 3♣). Puppet
  + 3N is to play,
  + 4♣/♦ are natural slam tries with 5+ cards.
    - Any suit bid below 4NT is now cue and then 4NT = RKCB
    - Direct 4NT is a sign off
  + 4♥/♠ are slam tries with 4♣/♦ respectively.
* 3♥ = 5♥ After this,
  + 3♠ is slam try ♥,
  + 3N to play
  + 4♣/♦ are natural, 5+ cards, slam try, and
  + 4♥ to play
* 3♠ = 5♠ and After this,
  + 3N to play
  + 4♣/♦ are natural, 5+ cards, slam try.
  + 4♥ is slam try ♠,
  + 4♠ is to play
* 3NT = Does not exist.

1N - 3♦ 5/4 minors and 2-2 Majors and some slam interest

* 3♥ = I have ♥ controlled, worried about ♠
* 3♠ = I have ♠ controlled, worried about ♥
* 3NT = Both majors stopped, not a good hand for slam purposes.
* 4♣/♦ = Agreeing that suit, suitable for slam purposes

1N - 3♥ singleton/void Heart

* 3♠ = 4♠, suggesting a 4-3 ♠ fit.
* 3NT = To play (♥ well stopped)
* 4♣/♦ = Agreeing that suit, showing 4+ cards, leaving room for partner if slammy
* 4♥ = Good hand, both minors
* 4♠ = 5♠
* 4NT = Not a good hand, both minors

1N - 3♠ singleton/void Spade

* 3N = To play (♠ well stopped)
* 4♣/♦ = Agreeing that suit, showing 4+ cards, leaving room for partner if slammy
* 4♥ = 4+ good hearts, suggesting 4-3 ♥ fit.
* 4♠ = Good hand, both minors
* 4NT = Bad hand, both minors

### System Over 1NT - 4 and 5 Level Bids

4 and 5 Level Bids (operate with interventions or doubles)

* 4C is transfer to Hearts and 4D is Transfer to Spades
* This may be positional and partner will pass
* Or partner might now bid RKKCB
* 4H and 4S are natural to play
* 4NT is quantitative
* 5NT is pick a slam by bidding 4 card suits upwards

### System When Opponents Double Our 1NT

1NT (opponents double) - where Double is for penalty/or is a strong hand

* Redouble asks partner to bid 2 Clubs = with 5 card suit to reveal, for example
  + **1NT (x) xx = please bid 2C partner, I have a 5 card suit**
* Suit Bids = lower of 2 suits
  + **1NT (x) 2C = I have two 4 card suits, clubs and another higher suit**

This system also operates if it goes **(1a) 1NT (x)** where the x is penalty orientated.

1NT (opponents double) - where Double is artificial

* We ignore the double and play full system on with Stayman/ Transfers at the 2,3 and 4 level
* If responder plays XX card this says the hand belongs to us in terms of HCP, and we play pass is now forcing and all subsequent X as penalty up to and including 2H – they cannot play undoubled in 2C/2D or 2H. However, if they bid 2S or jump now pass = non-forcing and double is TO for example -
  + **1NT (x) xx (2H) x = penalty**
  + **1NT (x) xx (2S) x = TO or 1NT (x) xx (2S) p (p) x = TO**
  + **1NT (x) xx (3C) p (p) x = TO**
* If responder passes, and it passes to opener who plays xx card – this says I have a 5-card suit, if you want me to reveal, please bid 2 Clubs eg. **1NT (x) p (p) xx**

Over a double of our Stayman bid where Double shows clubs

* Bid as system on **with** a stop,
* Without a stop, we pass and await redouble to reconvene Stayman response.

### System Over Intervention of Our 1NT - The Opponents Bid

1NT (opponents overcall) and we Double

* + We play double for take out whether conventional or not – whether in 3rd seat or when a conventional bid comes back to you.
  + However, once the doubled card has been played, the opponents cannot play in 2C/2D or 2H undoubled so pass becomes forcing as double = penalty. As per system above if the opponents bid 2S or jump then pass = non-forcing and x = TO.

Examples

* 1NT (2C=Majors) x = TO of clubs
* 1NT (2C=Majors) p (2H) p p x = TO of Hearts
* 1NT (2D nat) p (2H), p (2S) x (= TO) p, p (3D) x = Pens
* 1NT (2H nat or 2 suited) p p x = TO of Hearts partner can be waiting to take a penalty
* 1NT (3S) x = TO
* 1NT (2C=M) x =TO (2H) x = pens (2S) x = pens

1NT (opponents overcall) and we make a Two-Level suit bid

* + 2 level bids are less than invitational e.g. **1N (2H) 2S = weak with spades**
  + Suit bids below anchor = weak less than 7 points e.g.
  + 1N (2C= majors) 2D = weak with D,
  + 1N (2C= majors) 2H/2S are natural as opponents have only promised 4

1NT (opponents overcall) then 2NT and all 3 levels bids above are transfer bids except 3S as follows

* 1N (2H) 2NT = clubs
  + - 1N (2H) 3C = diamonds
    - 1N (2H) 3H = spades 5cs and could be FG
    - 1N (2H) 3D = 4144 hand singleton H
    - 1N (2H) 3S = invitational with 6c spade suit (not GF)
    - 1N (2C = 5/4M) 3C = invitational in Diamonds as 2D would be weak
    - 1N (2C =5/4M) 3D = transfer into H = MUST have 5H for this invitational
    - 1N (2D = single suited M) 3D = shows 5H
    - 1N (2D = Single suited M) 3C = transfer to Diamonds

Normally you would just complete the transfer, but if you have a big fit you might choose to break it

1NT (opponents overcall) then Direct 3NT is to play

1NT (opponents overcall) then direct 4 level bids are as follows (new in May 2019)

* 1N (2C)
  + 4C = transfer to H and
  + 4D = transfer to Spades
  + 4H/4S = to play
* 1N (2D = single suited Major)
  + 4C = Transfer to hearts
  + 4D = Transfer to spades
  + 4H/4S = to play
* 1N (2H)
  + 4C = slam try in unbid Major = Spades
  + 4D = transfer to unbid Major = Spades
  + 4H = 5-5 minors slam try. 4NT=sign off.
  + 4S = positional bid to play In 4Spades
  + Ditto if overcall is 2Spades, these bids refer to Hearts as the suit

### When We Overcall With Int 15-17 or Protective 11-14 / 11-16

In Direct seat = 15-17 with full system on as follows eg **(1S) 1NT**

* At the 2 level – 2C = Stayman and transfers, note raise of the transfer is invitational not a st
* At the 3 level = system on
* At the 4 level = system on

In competition = 15-17 with system on as per

* (1H) 1NT (2H) x = take out
* (1H) 1NT (2H) 2S = weak to play
* (1H) 1NT (2H) 3D = Rubensohl transfer = extreme shortage
* (1H) 1NT (2H) 4D = Transfer to Spade
* (1C cb2) 1NT (2H) 2NT = natural transfer to clubs NOT shortage

Protective seat = 11-14 over a Minor and 11-16 over a Major with system on (transfers)

* 2Clubs = enquiry
  + 11-13 = bid a natural 2D, 2H, 2S
  + 14 = bid 2NT and then
* 3Clubs now = Stayman
* 15-16 = natural 3D,3H,3S,3NT
* 2D/2H.2S/2NT = transfers and system on

Note - Double by us and then a bid of 1NT shows 18+ points: then system is on with Stayman and transfers

In competition if we are doubled we play system is on for example (1C) 1NT (x)

* + Redouble with a 5-card suit, requesting partner to bid 2C, otherwise
  + bids are lower of two 4 card suits.

In competition if opponent’s support partner’s suit then

* + X = TO eg **(1S) 1NT (2S) x = TO**
  + 2 level suit bids are to play
    - **(1C) 1NT (2C natural) 2D/2H/2S = to play**
  + Bids of 2NT and above = Rubensohl for example (1H) 1NT (2H) = then all bids of 2NT upwards are transfers so
    - here a bid of 3D = extreme shortage and
    - 3H = invitational with Spades

In competition if opponent’s bid a new suit then

* + X = TO
  + Rubensohl operates for example
    - **(1H) 1NT (2C) 2D = weak, whereas 3C = transfer to D**
    - **And (1S) 1NT ((2D natural)** then
* X = TO of Diamonds
* 2H = natural and weak
* 2S = TO of spades
* 2NT = clubs
* 3C = Diamonds so big TO of Diamonds = Diamond shortage
* 3D = Hearts with values
* 3H = big TO of Spades = Spade shortage

Note re Rubensohl – If the opponents opened a minor which could be short (less than 3), we would transfer into that suit as natural, if not it would be shortage.

Note – All doubles are TO unless we find an 8-card fit when doubles become penalty

Challenging example - The bidding goes (1D) from your RHO and with AQJx AT8x A984 Q you choose to bid 1NT at green. Partner has **T8xxx x x AT98xx.** Partner will bid 2NT = transfer to clubs and follow this with 3S and then with 4S …. until you reach 6S.

## SYSTEM OVER 2NT 20-21

Style = whilst this is 20-21, we may upgrade a good 19 with a 5-card suit, or if we have both majors

We use Muppet Stayman only after an opening 2NT, or 2NT after a 2Club opening relay and a 2NT in protective position.

### 3 Level Bids – PUPPET Stayman

3Clubs Puppet Stayman

* + 3D = I have 1 or 2 4c Major
* 3H shows 4 spades and not 4 Hearts
* 3S shows 4 Hearts and not 4Spades
* 3NT to play
* 4C = slam try both majors
* 4D = Game only both majors
* 4H = 5+clubs and slam try (4NT is sign off)
* 4S = 5+ diamonds and slam try (4Nt is sign off)
  + 3H = 5 hearts
* 3S = slam try without shortage
* 3NT to play
* 4c/4d = shortage
* 4H = to play
* 4S = 4 cards in diamonds and slam try (4NT sign off)
  + 3S = 1 have 5S
    - 3N to play
    - 4C/4D = shortage
    - 4H = slam try without shortage
    - 4S = to play
  + 3NT = I have no 4 or 5 card Major
    - 4C = 5 clubs and a 4 card Major – immediate 4NT is to play
    - 4D = 5 diamonds and a 4 card Major – immediate 4NT is to play
    - 4H = 6 cards in hearts and 4 in Spades
    - 4S = 6 cards in spades and 4 in hearts

### Red Suit Transfers

Red Suit Transfers 3D= H and 3H = spades

* We play Red suit transfers
* If opponents double a transfer bid, completing the transfer shows 3 or more
  + - 4NT after a transfer is Quantitative
* Red suit transfers can be broken with 4csupport in 2 ways eg 2NT-3H (trans to Spades)
  + - 4C = generic raise with interest in slam
    - 4S = no 2 top losers in any of the side suits, happy for partner to bid RKCB **for eg with AQxx KQ9x AKT Kx you would bid 4S**

3 Spades = 5/4 in the minors with mild slam interest

* 3NT is to play either minimum or no fit with either minor
* 4C = agrees Clubs, to be followed by cue bids, 4NT is RKCB whilst 5C is sign off
* 4D = agrees Diamonds to be followed by cue bids, 4NT is RKCB whilst 5D is sign off

**In Summary with Both Majors**

* With 5H and 4S, transfer to hearts and then bid Spades
* With 5S and 4H bid Puppet and over 3D bid 4C or 4D
* With 5S and 5H we transfer into Spades and then bid 4H
* With 4-4 in both Majors go through Puppet, and over 3D, bid either 4C (slam try) or 4D (Game)
* Over 4Clubs then
* 4D agrees spades
  + 4H is last train for Spades
  + 4S is a min slam try for Spades
* 4H = minimum agreeing H
* 4S = agrees H and a cue bid
* 4NT = agrees H and is RKCB

### 4 Level Bids – 2 Under Slam Tries and 4NT

4 level suit bids are all 2 under slam tries

* 4C = slam try with 6H, 4N = RKCB
* 4D = slam try with 6S, 4N = RKCB
* 4H = Slam try with 6clubs, 4NT is sign off and 4S = RKCB
* 4S = Slam try with 6 diamonds, 4NT is sign off, and 5C = RKCB

4NT is Quantitative

### 2NT Responses in Protective Position or Defensive Situations

2NT in the protective situation is 19-21 with Puppet, RST and 2 under SLT system on.

2NT over a weak 2, or other competitive auctions – we use ordinary 4 card Stayman, RST + Smolen

* 3Clubs = Stayman
* 3D = I have no 4cM
  + - * 3H = 4H and 5S Puppet
      * 3S = 4S and 5H Puppet
* 3D and 3H = transfers
* 3S = 5/4 minors
* 4 level bids = 2 under slam tries
* Examples
* (2D weak) 2NT (p) 3C = Stayman
* (2D multi) 2NT (p) 3C = Stayman

# OPENING 1 OF A SUIT

## OPENING 1 OF A MAJOR

We open 5 Card Majors, Diamonds are always a suit, and Clubs will only be as few as 2 if the shape is 4-4-3-2 or if 18-19 balanced..

We play 2 over 1 so opening bids are not made on flat 11 counts at pairs for example we do not open on **Jxxx Axxx Qx KJTx**. However, NV we may open a balanced 11 count and 4-4 in majors depending on texture.

### Responses With Support

3 Card Support

* 6- 9 points simple raise
* 10+ points jump shift in OM (so 1H-2S = 10/11 points + 3cs)
* With an opening hand of say 12/13 count and 3 card support, you may start with the jump shift in the OM waiting and if partner subsides in 3M, you may bid on.

Opener can respond with long suits tries (3+) looking for a secondary fit, 4 level cues, 4NT is RKCB

With 4 Card Support, these are our responses

* 4 – 6 = Jump raise
* 7 – 9 = Bergen 3D. So, for example 1H-3D then
  + 3H says “enough”
  + 3S = ST no shortage and asks for shortage
    - 3N = Spades
    - 4C = clubs
    - 4D = Diamonds
  + or **for example 1S-3D-3N** =ST no shortage and asks for shortage
* 10 – 11 and no shortage = Bergen 3C
  + Suits bid are long suit tries
  + 4 level bids are slam tries
* 9-12 and **any singleton,** we bid as follows -
  + 1H – 3S = singleton somewhere and 3N asks
    - 4C = clubs, 4D = diamonds and 4H = spades,
  + 1S – 3N = singleton somewhere and 4C asks
    - 4D = D, 4H = H and 4S = clubs
* 9-12 and **any void** we bid as follows
  + 1H – 3NT (void spade) 4 C (void club) and 4D (void D)
  + 1S – 4C/4D/4h = are all void showing splinters then
* 4NT is RKCB discounting the void suit.

Example: **1S-4H-4S-4NT-5D** = void H and then 4NT = RKCB excluding H, 5D = 1/4 and now

* 5H asks for Q trumps
* 5NT would ask for Ks
* 6C now asks for 3rd round control in clubs
* 12+ 2NT Jacoby GF
  + 3 Club = minimum
    - 3D asks shortage with 3H/3S/3N = C/D/OM
    - or 3H/3S/3N = shortage in C/D/OM
  + 3D = maximum no shortage
  + 3H = max splinter in Clubs
  + 3S = max splinter in Diamonds
  + 3N = splinter in OM

New January 2019 - When opponents interfere over our Jacoby we bid as follows -

* 1M (p) 2NT (3C)
  + P = any min
    - Then X = penalties
    - 3D = asks for shortage (3H=C 3S=D 3N=OM)
    - 3H/3S/3N = own shortage = C/D/OM
  + X = pens
  + 3D = bal extras
  + 3H/3S/3NT = short C/D/OM (14) 15 system on
* 1M (p) 2NT (3D)
  + P = any min, after this
    - Then X = asks for shortage
* x = Bal extras
* 3H/3S/3NT = short C/D/OM (14)15+ system on
* IM (p) 2NT (3oM)
  + pass = nothing to say
    - Then X = penalties
* x = pens
* 4L = cue, 4 of their suit = void

Special responses when Partner has passed (Drury)

Our third in hand openings can be aggressive particularly at green, and our 4th in hand openings can be shaded. In response, we can bid

* 2C = 9-11 points with 3cs, may have 4cs if 4-3-3- shape, or 8 count and 4cs = I have a good raise to at least 2S
  + rebid suit if minimum
  + 2D shows interest in game
  + Note special bids **= 1S-2C-2H** = 5S/4H
  + or **1H-2C-2S =** 5H/4S promising extras
  + 2NT = FG offering a choice of game 3N or 4M say 18/19 bal 6cM = 9 tricks may be easier than 10.
  + New suit jump = **eg 1S-2C-3H** (=5-5 Ma), **3S -4D (cue) 4S -4NT = RKCB with K8xxx AKJxx x AK opposite AJTx Tx JTxxx Jx**
* 2NT = 9-11 with 4cs my best “passed hand” raise
* Note **p (p) 1S (p) 2C (x) now** 
  + 2D = shows diamond suit while
  + 2H = shows heart suit
  + XX = a big hand sets up penalty X

### The 1NT Response With 2/1 System

This is semi-forcing or wide ranging up to 11 (or poor 12) count. Opener will only pass if he has a minimum hand (12).

Opener Responds

* As this is quite a bucket bid there are some challenges that need care so usually one has 6cs to repeat your major, but if suit is good and your values mean you need to bid, you may rebid your major. Otherwise if you have a 5/4/3/1 shape and are too strong to pass 1NT you may rebid your 3-card minor – and partner should correct with doubleton in the major.
* 1M – 1NT now
  + 2NT = 18/19
  + 3NT = eg 1H (p) 1NT (p) 3NT = good 6 card suit Acol 2 type
* 1M-1NT-3M = invitational 15+
* 1M-1NT-3 new suit = 5-5 and forcing

Responders options

With an invitational hand and a 6-card minor, or with hearts if partner opens 1S, you would normally bid 1NT and hope to be able to jump in your suit next time **eg 1S -1NT -2C -3D/3H** shows 6cs and 9-11. But if auction goes **1S-1NT-2H,** you will have to bid either 2NT (invitational) or 3 minor forward going but not forcing. If you have a weak hand with a long suit you must give partner false preference.

### Opening Bids of 1H and Partner Bids 1 SPADE – What is then Forcing/Not Forcing

Examples

* 1H-1S -3H = 15-16 with good 6 card suit non-forcing and invitational
* 1H-1D-4H = 17-21 with good 6 cards suit **eg xx AKQxxx ATx Ax**
* 1H-1S-2S = this is just a weak NT with 3 card support unbalanced or 4 card support
  + 2NT from responder = asking
* 1H-1S-2NT = 18/19 with transfer see later
* 1H-1S-3NT = Acol 2 in Hearts semi balanced
  + 4C = cue for hearts

### Advanced Bidding in 2 Over 1 Auctions

Here are examples of example of a 2/1 sequence and what the bids mean,

Opener bids a second suit– so over 1S -2C -2D

* 2H = 4sf
  + **Example 1S-2C-2D-2H** now 2NT = I have 11-14 or 18+
* 2S = normal hand promising 3S, setting trumps and allowing for further exploration
  + 2NT = 12-14 or 18+ Balanced or semi-balanced, without 3S. With 18+ you will make a move later e.g. when partner bids 3NT, you will bid 4NT
  + 3D = natural 4+ D
  + 3H = splinter in H agreeing Diamonds
  + 3S = 15+ good strong hand with 3S, setting trumps and a slam try in responder’s hand
  + 3NT = 15-17 balanced or semi-balanced not 3S
  + 4C = old fashioned strong jump shift with single suited club slam try
  + 4D = natural 4cs and setting D trumps, slam try
  + 4H = void splinter
  + 4S = natural to play, but showing a minimum hand with all our values in Spades and clubs = picture jump

Opener rebids his Major so over 1H -2C -2H

When opener rebids his 5-card major this does not promise a 6-card suit as it may not be positional to do so. With 3 card support, we show Suit Agreement and we play Serious/non-Serious (see below) ….

Without 3cs responder can bid as follows -

* + 2NT = 12-14 or 18+ without 3cs for M

opener can now bid a 3-card suit or confirm a good 6-card major eg AKJTxxxx (where he is happy for partner to raise with a singleton

* + Responder bids a second suit = at the 3 level we have a generic rule = when opener/responder bids 2 suits that takes bidding to 3 level **(eg 1S-2D-3C or 1S-2D-2S-3C)** usually there are 10 cards in the 2 suits – unless 5/4 anti-positional
    - Opener rebids good 6cs or 7cs
    - Opener bids 3NT to play
  + 3NT = 15-17 without 3cs for M
    - * + A new suit at the 4 level now shows slam interest

Serious/Non-Serious sequences

In a 2 /1 auction where partners Major has been agreed at the 3 level, we play that Step 1 = I don’t have s slam try do you? (non-serious 3NT) = if Hearts agreed, this bid is 3S. if spades agreed, this bid is 3NT. Example sequences - are as follows

* 1H-2D-2H-3H now for example **with ATxx Kxx KJxx AQ opposite Jx AQJ98x xx Ktx**
  + 3S = agrees hearts non-serious while
  + 3NT = slam try with spade control
  + 4C = slam try with club control and no spade control
  + 4D = slam try with diamond control, and no club and no spade control
  + 4H = sign off
* 1S-2C-2S-3S, now
  + 3NT = agrees spades non-serious while
  + 4C = slam try with club control
  + 4D = slam try with D control and no Club control
  + 4H = slam try with H control and no Club or D control
  + 4S = sign off

Opener rebids 2NT = balanced 12-14 or 18+ e.g. 1H -2C -2NT

* 3NT from responder = 15 -17 – opener bids 4NT with 18+
* 4NT from responder = 18+

Opener Reverses

* We try to avoid reverses especially on minimum hands, so a reverse shows extra values 14+.
* One exception is 1H-2mi-2S = this does not show extra values as we need to show both majors.
* 2 level reverse such as 1D -2C -2H = 14+
* 3 level reverse such as 1H - 2D -3C = extras 14+ and 10 cards in 2 suits 5-5 shape

Opener Jump rebids his suit for example IH-2C-3H

A jump rebid after a 2/1 bid is reserved for specific hands – a hand with extra values and a suit that will play for 1 loser at most opposite a singleton e.g. **AKJTxxx or AKQTxx.** This sets trump suit, and Step 1 = non-serious and other bids are cues. A suit e.g. **KQJxxx i**s not good enough.

We try not to jump in a 2/1 auction because it uses up space thus 1S-2D-2S-3C shows 5-5in the minors by responder and so opener can support the second suit by a simple raise, do not jump to agree a suit.

### Slam Try Bidding Where We Find We Have An 8 Card Major Suit Fit

When we have agreed a major suit 8 card fit, and one side is limited, we play shortage/no shortage

For example, where 3H agrees/confirms Hearts

* 3 Spades = slam try no shortage
* 3NT = spade shortage
* 4C/4D = club/diamond shortage

And where 3S agrees spades for example 1H-1S-3S

* + 3NT = slam try no shortage
  + 4C/4D/4H are slam tries with shortage in bid suit

Penalty Doubles when we find we have an 8-card fit

* Example 1H (p) 2H (2S) = now x = penalties

### Action When Opponents Overcall Our 1 Major

In competition, we do not use Jacoby, Bergen raises or the jump shift in the other major.

Over an overcall, with a fit, we use the following =

* 3 Card support as follows
  + Weak 5-8 = simple raise
  + Cue = 10+: if 2 cue bids available without raising the level we use the cue with values
* 4 card support as follows
  + 0-6 = Jump raises which are weak
  + 7-9 (10) = Jump cue is a mixed 4c raise
  + 8+ = Fit Jumps are 4c raises with good values in 2nd suit e.g. 1S (2C) 3D = fit jump with 4S and 5D typically **QJxx and KQxxx as a minimum**
  + 10/11+ = 2NT is a good 4c raise over a M (but is natural and invitational over a m)
  + 4 level bids = 4cs and splinters
* We play Game Try Doubles (must be alerted) where there is no room to make a GT bid eg
  + 1H (p) 2H (3C) now 3D = Gtry and x = penalty but
  + 1H (p) 2H (3D) now x = Gtry as no room
  + 1H (p) 2H (2S) now x = penalty as 3C/3D are Gtry

When partner opens the bidding, and the opponents overcall a suit, without a fit,

* We may pass - If we are NOT a passed hand, and the opponents overcall at the 1 or 2 level, where we have a hand best suited to defend, we must first pass and await partner to re-open - hoping for a TO double. In this position, opener cannot pass if short in the suit overcalled and should make a TO double for Example 1H (2C) p (p) x = TO (p) p.
* We may double = negative (take out) doubles for values 7+ and interest in the other suits, unlikely to have more than 2cs so 1H (2S) x = TO and 1H (3C) x = TO
* We may bid a new suit
  + 1H (1S) 2C = Forcing
  + 1H (2C) 2D = Forcing
* We may bid 3NT = to play

Where the opponents, overcall after we have supported partners suit response

Once we have agreed an 8-card fit, x from us is penalty unless it is a Game try thus **1H (p) 2H (2S) p (3S) x = penalty.**

Where the opponents, overcall after we have opened and made a 2/1 response

* Double over the overcall = penalty, pass is forcing unable to make a penalty x
* Double under the overcall shows 3 or more cards in Trumps and convertible values and says Partner you can pass if you have 3 trumps too.

When opponents overcall 1NT after Partner has opened 1H or 1S

* X = penalty orientated
  + After this double up to and including 2H (if not suit bid) = penalty, and double of 2S (if not suit bid) = TO
* Over 1H (1NT) 2C = I have 5S and 2H
* Over 1S (1NT) 2C = I have 5H and 2S
  + Over either bid of 2C, the response of 2D = ditto I have xx in your Major, you choose.
* Other 2 level bids are natural and weak
* 2NT and bids above are as follows
  + 1H (1NT) 2NT = good 4 card raise in hearts **eg KJx QTxxx x xxxx** (3-5-1-4 shape**)**
  + 1H (1NT) 3C = weak with long clubs

When partner opens 1H and the opponents make a jump overcall of 2S

As this creates a problem for showing support we bid

* 2NT = invitational plus raise
* 3S = now shows FG hand with 4cs and shortage in spades

### Action When Opponents Double Our 1 Major Opening Bid

When opponents double after Partner has opened 1H or 1S we play

Strength showing redoubles:

These have no support for partner and most commonly have an interest in penalty of at least 2 of the other 3 suits. For example, if it goes 1H (x) xx (1S say)

* If opener bids = I am embarrassed by my bid on 10/poor 11 e.g. AQTxxx and not a lot
  + - * + If opener passes = forcing = I have a normal opening bid
* then subsequent Double by responder = penalty unless opponents Jump bid when pass = non-forcing and x = TO for example 1C (x) xx (2H) x = TO
* 2NT = natural **eg 1S (x) xx (2C) p (p) 2NT shows 10/11 count with 2-4-4-3 shape**

Note – once redoubled card has been played we cannot let the opponents play in a minimum response undoubled unless we believe they have found a fit when pass = non-forcing and x = TO.

Transfers over 1H/1S (x) which are forcing for 1 round. e.g over 1H (x) bids are as follows,

* + - * + 1NT = 5 clubs could be weak or better
        + 2C = 5 Diamonds could be weak or better
        + 2D = 8+ points 3cs – this could be the first bid on a stronger hand with 3cs
        + 2H = 5-7 points 3cs
        + 2S = 7-9 4cs
        + 2NT = 10 – 11 limit raise with 4cs
        + 3C/3D = Jump fit = raise to 3 of partner’s suit with 3cs and 5 good cards in suit bid. Could be very strong but more usually 8-11 count
        + 3H = 0-6 points 4H

## OPENING 1 MINOR

### Opening 1 Diamond

We open 1D based on a 4+ card suit. With a weak NT 12-14 we open 1D if balanced with a 4card diamond suit or 4-4 in the minors. We could be as weak as **Kxx Qxx KQT9x Jx** at love all – with the emphasis on 3-3 in the M.

However, if we are balanced with an 18 count we do not open 1D but instead open 1 Club. With 18+ points we only open 1D if we have 5D (so unbalanced). In this way, we can use the Major suit responses (eg 1C-1H-3D, 18+ balanced with 4cs H) to best effect with the stronger hands, and if we rebid 2NT, partner will know we have a 5 card Diamond suit should this be useful if slammy.

Responses to an opening ID are as follows -

* 1 Major = natural
  + - Opening Hands without extras
      * 1NT rebid = 12-14 balanced, and may have 3cs for Major
      * 2C = 4 clubs, may have 4 or 5 Diamonds, not suited to 1NT rebid
      * 2D = minimum, unbalanced with 5 or more Diamonds
      * 2M = either 3cs or 4cs with system on. If only 3cs, will be unbalanced
    - Opening Hands with extra values
      * 2NT = 18/19 with transfers see later section with 5 Diamonds
      * 3C = natural and GF
      * 3D = 15/18 with 6 card suit, may have 3 card Major support
      * 3M now = 14/17 promises 4cs and 4 Diamonds and extra values: System on
      * 3OM now = 18/19 4cs and splinter example 1D-1S-3H = agrees Spades and shortage H
      * 3NT = 18/19 to play with running diamond suit (Acol 2 in Diamonds)
      * 4C = splinter with 4cs for M
      * 4D shows 6 diamonds and 4 card major support with suitable hand
      * 4M = 18/19 with 4cs for M and 5D say 2-4-5-2 shape
* 1NT denies Major 5-11 (so has clubs but not enough to bid 2Clubs)
  + - 2NT = 16-17 unbalanced usually short in clubs
    - 3NT = 18-19 balanced or equivalent
* 2C denies Major (10) 11+HCP and is FG
  + - 1D-2C- 2D/2NT -3C = FG sequence, and stronger than 1D-3C which is invitational
* 2D = (10)11+ 4c D support and no 4cM. Initially FG with interest in NT, but 3D rebid is cool off.
  + - 2H/2S = natural 4H/S and 5D and not subminimum opener
    - 2NT = 12-14 balanced forcing to 3D
    - 3C = 5D, 4C and not subminimum opener
    - 3D = unbalanced 5+ diamonds, very minimum and can be passed (should be passed unless responder has a more than a minimum 2D response).
    - 3H/S/4C = splinters
    - 3NT = 18-19
    - 4D = Slam try in Diamonds and RKCB
* 2H/2S jumps = weak in major 3-7 (8) points nv and 5-8 points V **eg JT8xxx Axx Txx x (JT8xxx AKx Txx x is too good for this).** The difference between responding 1S and then bidding 2S is this would show 9-11 points not 5-8.
  + - 2NT = Asks for shortage, if maximum bid shortage or bid 3NT
* 2NT = good 11+
* 3Clubs = invitational 9-11 with 6 card club suit inviting 3NT if partner is suitable
* 3D = looking to pass out NV (normally try to respond 1NT), At V = mixed raise looking for 3NT
* 3H/3S = very weak 7 card suits = to a weak 3H/3S opener
* 3NT = to play 13-15, no 4cM
* 4D slam try in Diamonds immediate RKCB

**Generic rule**

* If opener or responder bids 3D at their second turn, then that is non-forcing – so any other auction is FG.
* All splinter raises must go through inverted raises

Over intervention of 1NT

* 1D (1NT) x = penalty orientated. If opponents now run, up to and including 2H, then p = forcing and x = penalty, 2S or higher then p = nf and x = TO
* 1D (1NT) 2C = Majors

Over intervention with support

* 1D (x) 2D = 6-9 with 3 or 4cs
* 1D (1H/1S) 2D = ditto, 6-9 with 3 or 4cs
* 1D (x) 2NT = Good raise 4cs, Forcing
* 1D (x or overcall) 3D if vulnerable = mixed raise 7-9 looking for 3NT, if green = pre-emptive
* UCB = stronger raise than 1D (overcall) 3D = 10+ could be good 3cs or 4cs
* 1D (1H) 2S = fit jump
* 1D (1S) 3C = fit jump with 4cs and 5clubs = values in those suits
* 1D (2S) 3S = splinter agreeing D ec **void Axxx KJ9874 Qxx**
* 1D (2H) 3S = fit jump
* 1D (x) 3Clubs = fit jump

Over intervention may/may not have support

* 1D (x) xx = 10+ penalty interest, without support for Diamonds
* 1D (1M) 2NT = natural 11+ and stop
* 1D (x or overcall) 3NT = natural 13-15 to play with stops
* 1D (2H) x = TO
* 1D (3H) x - TO

Other sequences

* 1D-1S-2C-2H-2S = shows 2-2-5-4 shape
* 1D (2C) 2H = natural and forcing
* 1D (2H weak) 2S = Forcing with s**ay KJT543 K3 A A953**
* 1D (2H) 3C = natural and forcing
* 1D (x) 2S = natural and weak

Responses to note when Partner is a passed hand

* 2D = is still an inverted raise 9-11 with no 4cM, is a best passed hand and is forcing to 3D

In Competition, when partner overcalls 2 Diamonds

We do not raise in competition with very minimum hands with 3cs – we pass and may bid later **for example** we **do not raise with Qxxx, Jxxx, xxx, Kx**. but we do raise with**, Axx = with A the key**

### Opening 1 Club

Because we play Strong NT and 5card majors, whilst very often 1C is based on a 4-card suit, there are occasions when it may be a 3-card suit, and more specifically when we hold a 4/4/3/2 shape with 2 Clubs and either a weak NT or an 18-19-point hand we may open 1 Club.

If we open 1 Club and follow this with another suit at the 1 level, we are promising a Club suit, otherwise we rebid 1NT or 2NT.

If we have both 4C and 4D and 12-14, we open 1D, but if we have a balanced 18 count with 4-4 we open 1 club. Even if we have 4D and 2 clubs, if we have 18/19 balanced hand we still open 1Club – it is only when we have 5 card diamond suit, balanced 18.19 that we open 1D

! club followed by 1Major from responder

* support could be with 3 or 4, but if only 3cs will not be a hand suitable to rebid 1NT
  + 1NT rebid = 12-14 balanced
  + 2D/2OM are now reverses after which (note 1C-1S-2H is not GF while 1C-1H-2S is GF)
    - 2NT is blackout for partner to bid see notes later
  + 2NT shows 18/19 balanced hand with transfers on – system on
  + 3C = 6 card suit 16+, may have 3 card Major support
  + 3D now = shows 18/19 with balanced 4-card fit with Major: does not promise 4Clubs
  + 3M now = 14 -19 promises 4cs and 4 clubs and extra values. System on
  + 3OM now = 18/19 4cs and splinter
  + 3NT = to play with 18/19 and running club suit
  + 4 Clubs = 6 card club suit and 4 card support for partner

1 Club followed by 1NT from responder = 5-11 denies a Major and promises 4+Clubs

* 2NT = 16-17 unbalanced and for some reason not suited to 1NT opener
* 3NT = 18-19 balanced or equivalent

1 Club followed by 2C from responder denies Major and has (10)11+ with 5 Clubs is initially FG but 3C is a cool off rebid

* 2D = I have a balanced hand 12-14 or 18-19 and not 4Clubs
* 2H/2S = value showing FG
  + - 2NT = non-forcing invitational
    - 3C = non-forcing invitational
    - 3D/H/S = splinters FG
  + 2H/2S natural 5C and 4H/S not sub min and not promising extras
    - Subsequent bid by responder shows shortage
  + 2NT = With 12-14 with 4Clubs (and forcing to 3Clubs as we have a fit)
  + 3C = unbalanced, very minimum opener with 5C (can be passed)
  + 3D/3H/3S = splinters, unbalanced hand with 5+ clubs, FG
  + 3NT = 18-19 Balanced with 4Clubs

1 Club followed by 2D/2H/2S jumps = weak in major 3-7 (8) points nv and 5-8 V

* + 2NT = Asks for shortage if maximum over M and for feature over 2D or bid 3NT if Max without shortage

Other responses to 1 Club opener

* 2NT = good 11+
* 3Clubs = weak to play with 5 or 6 card club suit
* 3D/3H/3S = very weak 7 card suits may be only 3 points as per opening weak 3
* 3NT = to play
* 4C = slam try in Clubs with immediate RKCB responses 30/41

Over intervention suit bid or a double

* 2C is natural and weak with 5 card suit
* 1C (x) 2D/2H/2S = are all weak
* 2N = natural
* UCB = shows stronger raise than 1C (overcall) 3C, and usually has 6 card support
* We do Not play fit jumps over Club openings
* If our 1Club is doubled and allowed to run, we should run unless we have a 5-card suit, by using the xx card to find a better fit with partner.

### Notes in Competition When Partner Opens 1 Club or 1 Diamond

* We play 1m (1H) x = 4+ spades and
* opener can rebid 1S with 3S, 2S with 4S or 1NT for a minimum hand without spades.
* We play 1m (1H) 1S = shows TO double without spades
* We play 1C (1D) = with 1 4cM, we can bid this
* We play 1C (1D) x = 4-4 in both Majors
* We play over 1C (1D) with 5-5 in both Majors, we bid 1S and then hearts next round
* We play over 1C (1S) 2D/2H = are all forcing
* We play 1C (1S) 2S = Good hand doesn’t promise clubs
* We play 1C /1D (1NT) 2C = Majors 5-5 and 2D = natural
* We play 1C /1D (1NT) x = Penalty
* We play 1C (1D) 2D = as an UCB 10+ with 5 good clubs (could be 4 and stuck).
* We play 1C/1D (2H) 2S = forcing 5 card suit
* We play 1C/1D (2H/2S/3C) x = TO
* We play 1C (x) 2NT as a limit raise in clubs (generic rule)
* We play Game try doubles/cue bids for example
  + 1C (1H) x = spades (p), 2S (3H) x = Game try
  + 1C (1H) x = spades (p), 2S (3D) 3H = Game try whereas 3S is just competing

### When Partner Responds 1NT to Opening 1C/1D

When partner responds 1NT to our opening 1 Club/1Diamond, our NT responses to this are as follows

* 1C-1NT
  + 2NT = 18/19 Balanced
  + 3NT = Acol 2 in suit opened
* 1D-1NT
  + 2NT = 15-17 short clubs unbalanced
  + 3NT = 5 Diamonds 18/19 balanced

### Raising Partners 1M Response to 2M (After Opening 1 Club or 1 Diamond)

We raise the major with 4cs. With 3cs and a balanced hand, initially we respond bid 1NT and hence responder should always remove this with a 5-card major in an uncontested auction as we do not rebid 1NT with a singleton in partner’s suit. However, with an unbalanced hand we may raise the major with only 3cs, and hence we have an enquiry bid available as follows

**1mi-1S-2S, 2NT** asks about the spade support/shape and strength

* + - 3C = 6C and 3S
    - 3D = 4 card suit showing 3/1/4/5 shape
    - 3H = 4 card suit showing 3/4/1/5 shape
    - 3S = minimum with 4cs
    - 3NT = max with 4cs balanced
    - 4C = Max with 4cs and a 4/2/2/5 shape
    - 4D/4H = both splinters with 4cs

**1mi -1H -2H, 2S** is the enquiry bid and 2NT now shows 4 spades and 3cs

### Raising Partners 1M Response to 3M (After Opening 1C/1D or 1H)

We raise the major with 4cs and 15+ unbalanced. Now next step is an enquiry like raising from 1M to 2M as follows – For example

1C-1H -3H then 3S = enquiry and all other bids – 3N and 4D show shortage. Responses to 3S =

* + - 3NT = short spades
    - 4C = 2-4-2-5 with 16-17 count
    - 4D = short Diamonds
    - 4H = 2-4-2-5 with 14-15 count

1D-1S -3S then 3NT = enquiry and all other bids – 4C and 4H show shortage. Responses to 3NT=

* + - 4C = shortage
    - 4D = 4-2-5-2 with 16-17 count
    - 4H = Shortage
    - 4S = 4-2-5-2 with 14-15 count

1H-1S -3S then 3NT = enquiry and all other bids – 4C and 4D show shortage. Responses to 3NT=

* + - 4C = shortage
    - 4D = shortage
    - 4H = S4-5-2-2 with 16-17 count
    - 4S = 4-5-2-2 with 14-15 count

### Over 1NT Rebids and System with Checkback

Our 1NT rebid shows 12-14 balanced or semi-balanced

* We do not rebid 1NT when we have a singleton in Partners suit except when desperate -
  + With 1-4-4-4 we open 1D and rebid 2C over 1S,
  + With 4-1-4-4 we open 1D and rebid 1S over 1H.
  + Exception is 1-3-4-5 with 5 bad clubs, partner bids your x then you may risk 1NT

We play that an immediate raise from 1NT to 2NT

* = I have a raise to 3NT unless you are an 11-point hand

We play 2 way check back (even in competition), so when Responder bids

* + 2C = puppet to 2D: We use 2C on any invitational hand. 2C forces 2D, and
    - * + then responder shows his invitational hand or he may
        + pass = as this is also the only way to subside in 2D with a weak hand
        + A bid of 3NT from Responder = specifically a hand with 5H,332 shape, offering a choice of games 4H or 3NT. This maybe so that a 9-trick game will be easier than a 10-trick game. For example = **1C/D-1H-1NT-2C-2D-3NT**
  + 2D = used for Game forcing hands, and bids are natural –
    - * + All bids up to and including 2NT are 12/13 and bids above are 14
* Bidding a second suit shows a 4-card suit (see notes below for 5-5)
* Note - When responder has both Majors
  + Going through checkback and responder bidding H and then S = 5H and 4S
  + Not going through checkback shows 4-4 in the majors even in competition so for example (1C) 1D (p) 1H (p) 1NT (p) 2S = invitational with 4H and 4S
* In competition for example = **1D (p) 1S (p) 1NT (p) 2C (x)** now
  + 2D is forced providing you have club stop otherwise
  + pass is waiting without a club stop for partner to bid

But when Responder bids at the 3 level, this is FG with slam interest

* + - * When Responder rebids his suit at the 3 level rather than using 2C/2D checkback, this shows a 6-card suit offering a choice of games **for example 1C-1D-2NT-3D** = setting his suit as 6 card slam try **for example 1C-1D-1NT-3D with Axx Q AQJTxx Axx opposite Kxx AKJx 9xx KTx**
      * Or if Responder bids a second suit = 5-5 FG and some slam interest

### Over 2NT Rebids by Opener in 1/1 Sequences

2NT rebids by Opener over a 1/over 1 bid = 18+. Transfers to a Major are Generically Game forcing

* 1C -1D -2NT
* 3C = Transfer to ♦, may be weak with long ♦, or maybe FG (any continuation FG) Transfers to ♦ may be planning to bail out into 3♦ so almost always completed except for when you have a super fit.
* 3D = transfer to H FG = opening hand in my own right
  + 3♥ = 4 card FIT
* 3♠ no fit and with 4 of them, or
* 3NT with neither.
* 3H = transfer to Spades = opening hand in my own right, complete with 4cs
* 3S = clubs. Either 5/5 minimum 6 count or 5D/4C slam try
* 1C -1H -2NT
  + - * + 3C = Transfer to ♦, may be weak with long ♦, or maybe FG (any continuation FG)
        + 3D = Transfer to Hearts with 5 or more H, FG

Complete with fit (3cs) or bid

3S with no fit and 4S

Example sequence = **3D-3S -3NT -4H** = this is checking spades 4/4 S fit, but with 3H.

* + - * + 3H = transfer to Spades 4/4M
        + 3S = transfer to clubs unsure of strain or level
* 1C -1S -2NT
  + - * + 3C = Transfer to ♦, may be weak with long ♦, or maybe FG (any continuation FG)
        + 3D = transfer to Hearts FG

Note if we have responded 1♠, and then partner rebids 2N and we bid 3♦ showing 4+♥, opener knows we have 5♠4♥ so they pick the best fit or rebid 3N without a fit

* + - * + 3H = Transfer to Spades FG – complete with 3cs
        + 3S = clubs as above unsure of strain
* 1D -1H-2NT (note this denies 4 spades in the strong hand)
* 3C = ♦ (may be weak with ♦, or maybe FG (any continuation FG)
* 3D = 5 or more hearts, opener to complete with 3cs FG
* 3H = 4/4 majors with slam interest
* 3S = clubs, notes re strain
* 3NT = 4-4 Majors no slam interest
* 1D -1S - 2NT
  + 3C = ♦ (may be weak with ♦, or maybe FG (any continuation FG)
  + 3D = hearts opener to complete with 4cs FG (so responder has 5S and 4H)
  + 3H = 5 or more spades, opener to complete with 3cs
  + 3S = transfer to clubs, notes re strain
* 1H - 1S -2NT
* 3C = Transfer to ♦, may be weak with long ♦, or maybe FG (any continuation FG)
* 3D = Transfer back to hearts - opener must complete – as maybe baling out
* 3H = 5 or more Spades FG – complete with fit
* 3S = clubs either 4S and 6C and 6 count or 4/4 and 11 count

### When Opener Reverses or Re-Bids a Second Suit

Reverses and Blackout 2NT

We play that after a reverse, 2NT = Blackout asking partner to bid 3Clubs which may be passed. This also allows responder to show weaker support of a second suit than the immediate bid, or weak false preference. Opener should bid 3C unless he has 18/19 or GF hand. Note

* + If Responder bids 3NT after the 3 Club bid by opener this shows doubt over strain – for example stop in 4th suit.
  + **Note 1C-1S-2H is not FG whilst 1C-1H-2S is FG**

Opener rebids bids second suit

We play that a rebid of the second suit by opener is a generic FG

### 4th Suit Forcing

Generically forcing to Game – but interested in more information than specifically a stop in 4th suit, and may have the suit bid but see exception note below –

Responses

* If Opener raises the 4SF = is natural and shows 4 cards
* If Opener jumps in response to 4SF = extra values
* If 4th suit is bid again by responder = 5th suit forcing – tell me more

Exception

* 1C -1D -1H -1S = shows spades and is forcing
* 1C - 1D - 1H -2S = is 4th suit forcing without spades

# 2 LEVEL SUIT OPENING BIDS

## STRONG OPENING 2 CLUBS – ACOL BIG HAND + KOKISH

Style = our 2 Club bids are forcing to game except for the 2C-2D-2H-2S relay, so bids are up to strength. However, some 21 count hands are worth more than 2 and should be opened 2C on the Kaplan –Rubenx calculator - for example AT AKQxx KJTx A9 -

Over 2 Clubs

* 2♦ = Relay
* 2♥ = Natural positive, can be quite light if it is a good suit - AQTXX and out
  + Now 4S = light 2C opening with long Spades
* 2♠ = Natural positive, can be quite light if it is a good suit - AQTXX and out
  + Now 4H = light 2C opening with long hearts
* 2NT = Both minors, 5-5, GF so 4+ roughly
* 3♣ = Natural positive, 6+ cards and emphasis on a GOOD suit
* 3♦ = Natural positive, 6+ cards and emphasis on a GOOD suit
  + 3♥ = 4♥ and 5+♦ and a positive response
  + 3♠ = 4♠ and 5+♦ and a positive response

Continuation after 2♣-2♦ relay

* 2♥ = EITHER a game forcing hand with 5+♥ (may have another suit too) or 22-23 Balanced (see section 2. below)
* 2♠ = Game forcing 5+♠
* 2N = 24 Balanced with puppet system and 2 UST
* 3♣ = 5+♣ GF
  + In response to this, 3♦ is stayman and
  + 3M shows 5+ cards from responder
* 3♦ = 5+♦ GF, no 4cM
  + - In response to this 3M shows 5+ from responder)
* 3♥ = 4♥ 5+♦ GF
  + - 3♠ is natural 5+
    - 4♦ from responder sets ♦,
    - 4♣ agrees ♥
* 3♠ = 4♠ 5+♦ GF
  + - 4♦ from responder sets ♦,
    - 4♣/♥ are cue bids for ♠
* 3NT = 5-5 minors and FG hand (NF but VERY seldom passed)
* 4♣ = 6+♣ 5♦ FG
  + - 4♦ agrees ♦,
    - 4M agrees ♣,
    - 4N is weakest NF
* 4♦ = 6+♦ 5♣ FG
  + - 4♥ agrees ♣,
    - 4♠ agrees ♦,
    - 4N is weakest NF
* 4♥/♠ = Embarrassing single suited 2♣ opener (rare)

After 2♣-2♦-2♥, responder is almost obliged to bid 2♠ "relay" to find out why opener bid 2♥, except for these rare cases:

* 2NT = I have 6+ cards in a minor and a yarborough - opener can bid 3m pass or correct or bid game somewhere.
* 3♣/♦ = Very weak hand, no outside Honours, something **like QTXXXX** in the bid suit

After 2♣-2♦-2♥-2♠ relay, here is how to continue as opener:

* 2N = 22/23 Balanced, game forcing, with Muppet system on
* 3♣ = 5+♥, 4+♣, GF **eg JTxx x QJT98x AQ**
* 3♦ = 5+♥ 4+♦, GF
* 3♥ = 6+♥ single suited GF
* 3♠ = 5+♥ 4+♠ GF – after this
* 3N is to play,
* 4♣ agrees ♥ slam try and
* 4♦ agrees ♠ slam try

Follow on sequences some examples

* 2C-2D-2H-2S-3H = with **QJxx Kx KJxx Txx** = bid 4D accepting with cue and denying spade/club cue

### Over Opponents Interventions

Over opening 2Clubs, Opponents Double, then Responder takes the following action (new May 2019)

* 0-4 points = XX
* 5+ points no positive = pass
* 8+ points and no suitable suit = 2D waiting
* Otherwise system on

When opponent’s Double responders 2D relay – Opener ignores this and system continues

When opponents overcall our opening 2 Clubs

* 0-4 points weak = X
* 5 -7 points no positive = pass
* suitable positive = bid it

It is very important to get a suit into the bidding before the opponents start to bounce so

* if it goes 2C (3D) 3H from Partner then bids from Opener are
  + - * 3S = natural
      * 3NT = balanced 22-23
      * 4C = natural
      * 4D opponents suit cue = good hand with hearts
      * 4H = nf

## 2 LEVEL OPENING BIDS – WEAK

### Weak 2 in Diamonds, Hearts and Spades

2D/2H and 2S = 6-10 HP in a suit bid but 1st in at green may only be 3-6 points. We do not open with weak 6M-4M, we tend to wait and Jump in 6cs as an overcall at the next opportunity.

Over 2D we bid as follows

* 2M = is natural NF 5 card suit
* 2NT = responder’s strong enquiry
* with 7 or less we rebid our suit
* with a good 7 or more (say A and K if 7) we bid suit with a feature
* with 3 of top 4 Honours we bid 3NT
* Over intervention
  + Doubles are penalty,
  + Suit bids are forcing
  + 2NT is system on

Over 2H or 2S weak

* 2NT is forcing with game interest
  + If weak rebid your suit
  + If good bid shortage
  + If good with good suit rebid 3NT
* New suit is constructive and forcing
* 4 level bids are splinters
* Over Intervention = Responder bids as follows
  + Over a double
    - 2NT is system on
    - new suit is constructive and forcing
    - 4 level bids are splinters
  + Over a suit overcall
    - Doubles = penalties
    - 2NT is system on
    - UCB are good 3 card raises
    - 4 level bids are splinters

# 3 AND 4 LEVEL PRE-EMPTS

## MAJOR SUIT PRE-EMPTS

Style

Suit quality and strength depends on position and vulnerability. 2nd IH must have 7 card suit and 3 of top 5 honours but looks at vulnerability and residual shape. For example

* At Green
* 1st IH = QJTxxxx and 3 points, or Axxxxx and nothing = Open 3H/3S
* 1st IH = J876542 xx KJx x = Open 3S
* 2ndIH = AKJ9xxx x xxx xxx = Open 3S (must have 2 of top 3hons plus 2 of JT9)
* 1stIH = KQJTxxx = Open 4S
* 2ndIH = KQJTxxx = Open 3S
* Jump overcall = With AKQT9xx x x Jxxx: = over 1D/1H p p bid 4S at red is fine.
* T876432 xx KJx x = Open 3S at green
* QJ98432 AJ83 8x void = open 4S after p (p) 3rdIH.

Be careful if you have 3 cards in other major

* At Amber,
* We open with KQJxxxx or AQT9xxx = we need 2 of top 3 hons plus T9 or J
* At Red,
* We might open with AJTxxx x Kxx xx for example 2ndIH

**R**esponses to opening pre-empts

* Simple raises - we do not raise with 3csupport alone
* New suit bid is natural and forcing, raise with 2cs
* 4C = Poor man’s Blackwood
  + - 5C= 0, 5D = 1, 5H = 1 + Q, 5S = 2
  + 4NT = doesn’t exist

## MINOR SUIT PRE-EMPTS

Style

* Opening 3 Minor Style =
* **Kxx xx x AQJxxx** = we open 1 Club – we do not open 3C
* T xx KQ8654 97xx = Ist IH green, we open 3D
* **x xxx KJ9x KQTxxx =** We do not open 2ndIH Vul
* Opening 4 minor Style =
* **X x QJTx QJTxxxx** = open 4 Clubs: key is singleton Majors
* **Jx xx KQJT9xxx x** = Could open 4 Diamonds even at red 1st IH

Generic Responses to opening pre-empts

* Simple raises - we do not raise with 3csupport alone
* New suit bid is natural and forcing, raise with 2cs

Slam tries - Over a 3 Minor, 4 of the other minor = RKCB so

* + over 3Clubs, 4D = Poor Man’s Blackwood so
    - 4H= 0
      * then 4S = Step 1 Q asks
      * 4N = Step 2 = K asks
    - 4S = 1
    - 4NT = 1 + Q
    - 5C = 2
    - 5D = 2 + Q (**eg KQxxxxx and outside A!!!)**
  + and over 3Diamonds, 4C = RKCB so 4D = 0, 4H = 1, 4S = 1 + Q, 4N = 2 etc

Over an opening 3Clubs we have a gadget where 3D asks about whether opener has a 3cM

* 3C-3D (asks)-3H= 3 spades Puppet
  + - * + When 3S agrees spades, and is a slam try in spades
        + 4Clubs is a slam try in clubs
  + 3C-3D (asks) 3S= 3Hearts Puppet
  + 4Clubs slam try in Clubs
  + 4Diamonds is a slam try in Hearts
  + 3C-3D (asks) 3NT = no 3cM after which bids are slam tries in clubs
  + 3C-3D (asks) 4Clubs = shows 3-3 in both Majors
  + 4D is slam try in clubs
  + 4M is to play

### The Gambling 3NT

This shows a solid 7-card minor with no more than a Q outside **(eg x x Jxxx AKQ8532).** Now

* 4Clubs/5 Clubs/ 6 Clubs = are all pass or correct
* 4Diamonds = asks for singleton (bid M or om or 4N with none)

### In Competition Over 3 Level Pre-Empts

Opponents Overcall

* Doubles = Penalty
* 4C = if opponents bid for example 3H (3S) 4C = says you can bid on over 4S if you have clubs so 4C is either a non-jump fit or long clubs
* 4NT = if opponents bid so 3H (3S) 4NT = RKCB

Opponents Double

* Redouble = Weak NT with xx in partner’s suit. Never 4-0-5-4 shape always shows some support.

## 4 LEVEL PRE-EMPTS

Style = 4 Level pre-empts are all natural for example

* 1st IH = KQJTxxxx
* 3rd IH = QT98432 AJ8 xxx Open 4S not 3S

Responses

* Over opening 4 minor – 4NT is to play
* Over 4C then 4D = RKCB (so 4H = 0/3 and 4S = 1/4) and over
* Over 4D – 5C = RKCB (so 5D = 0/3 and 5H is 1/4)

# DEFENSIVE AND COMPETITIVE BIDDING

## NATURAL SUIT OVERCALLS – STYLE AND RESPONSES

Style

Our overcalls are usually based on suit quality rather than values with 5cs at 1 level and 6cs at 2 level - However at love all, we could overcall 1S with **2H on xx 98765x AKxx x.** When partner is a passed hand, the reward for the overcall is reduced while the risk remains, so hence overcalls at the 2 level are judicious. At the one level our overcalls can be aggressive. Other notes are

* In competition at the 1 level, overcalls may be to help partner with the lead for example with as little as **KQT9x x xxxx xxx** – even at red
* In protective seat
  + overcalls may be based on as little as **QJxxx, xx, Kxx, Qxx (8 count)**
  + we do not protect with a 6 count.
* We do not overcall at the 2 level with a weak NT type hand on a 5-card suit unless it is able to withstand a penalty double
* When we overcall with 2C or 2D this is almost always a six-card suit.

With a fit Responder bids – for example (1H) 1S (x)

* Bid 2S = With 5-9 points and 3 csupport it is usual to show a courtesy bid of raising 1 to 2. Be wary of raising without a genuine fit xxx is not always a fit whereas Axx is
* Bid 3S = with 4cs 5 -9 points bid to level of fit BUT do not raise without a genuine fit
* Bid 2H UCB = 10+ points with 3(+) csupport must be up to strength. Note though that sometimes this is used as a way of creating a force.
  + - Overcaller responds to UCB using LTC based on overcall = 8LT (simple rebid with 8LT, +1 with 7LT and jump with 6LT)
    - But be wary as the UCB bidder may just have a strong hand so you may need to set up a waiting bid for example 1D) p (p) 1S (p) 2D = the 2D bidder may have a 14-15 balanced invite so don’t just jump to game but bid something to show game going interest
* Bid 2NT = 4c support for Partner’s major 10+, and balanced 11+ over partners minor
* Bid 3H = 7-9 with 4 card raise (mixed raise)
* Fit jumps = 4 cs and a good side 5 cards in suit bid with a good 8+ points but may be less
* 3NT shows 15 – 17

Without 3 card support, Responder can bid

* 1NT = 9-12 in response to 2nd seat overcall
* 2NT responses to a 2-level overcall = 10 – 12 and
* 3NT = 13+
* Change of suit is forcing as follows (1 over1) = (1C) 1H (p) 1S = forcing
* Change of suit is constructive nf (2 over 1) = (1C) 1S (p) 2H = only bid with a fit and a good hand

If opponents double Partners overcall

* + immediate redouble shows = I have 10± points and doubleton xx in your suit, competitive
  + cue bid shows good raise
  + otherwise bid to the level of the fit

If opponents have bid 2 suits

* + Cue of LHO shows 5-5 in unbid suits whereas double shows 4-4 in the other 2 suits
  + Cue of RHO shows that suit (to protect against psyches) (1C) p (1H) 2H: now 2H = hearts
  + Also in a competitive situation where we are looking for 3NT, if opponents have bid 2 suits, we adopt a style where bidding their suit = shows stops in that suit

When opponents raise their suit pre-emptively

* (1S) p (3S) if this is
  + Limit raise then 4C = clubs
  + If it is a weak/mixed raise (up to 9) then 4C = C and OM
* (1D) p (3D) if this is
  + Limit raise 4C = clubs
  + Weak/mixed raise = Clubs and a Major

If the opponents bid (1D) p (1NT) we play

* + 2C = 5-4 in the Majors
  + 2D = Michaels 5-5 in the Majors

If Partner opens 1C or 1D, and opponents overcall 1NT, we play that

* + 2C = Majors 5-5
  + 2D = natural

If Partner Opens 1H (or 1S) and opponents overcall 1NT, we play that

* 2C = I have 5S and 2H partner (5H and 2S)
  + 2D says I have opened with 5H and 2S (5s and 2H) – you choose

Responding to Partner’s overcall with a new suit – what is forcing?

* Change of suit at the 1 level is forcing eg (1C) 1H (p) 1S = forcing
* Change of suit at the next level up is constructive nf eg (1C) 1S (p) 2H
* When partner has a passed hand it may be offering another place to play

Responding to partners overcall when you have a strong hand – here are two special sequences

* (1C) 1S (p) 2Cucb (p) 2S (p) 3H is unusual, cancelling UCB with a forcing Heart suit say **AKQxxx** **and 15 points**
* (1C) 1S (p) 2Cucb (p) 2S (p) 2NT = invitational hand with 14-15 balanced

Responding to partners overcall when you have a Monster hand

* (1S) 2D (3S) 4S = says I have a monster hand, have you got an AK/K for me – if so, please bid it or rebid your suit = the hand is ours

When you have a 6-card minor and 4-card Major

* (1S) 2mi (2S) p (p) now
  + 2NT = 6mi and 4M
  + x = denies 4cM

When partner cue bids opponent’s opener at the 3 level

* (1c cb2) - 3C = says bid 3NT partner if you have clubs stopped
* (1C) 3C = ditto
* (1H) 3H = ditto

Higher Levels

* In competitive auctions, when we have agreed or implied agreement of our suit, we need to help partner as much as possible to judge who should win the auction. To this end, we can cue bid the opponents suit to show shortage, bid a second suit where our values lie (double fit for example).
* When is a pass forcing at the higher level
  + (1D) 1S (4H) 4S, (5H) p = not forcing eg AKJ9x x xxx KT8x
  + over a 2/1 sequence or if opponents are clearly sacrificing, then pass = forcing

### About Our UCB Style

Here are some notes on this

* In principle, this usually shows 3 card support for Major, and possibly 4 card support for minor and constructive values (10+)
  + - Overcaller responds to UCB, rebidding his suit at the minimum level if his overcall or bid was a little “thin”
    - But if the bid was up to strength with 10+ points from partner and potentially 3cs, then a constructive bid needs to be made – see why below
* Sometimes, Partner has a good hand when you have overcalled and needs to create a force and so will use a UCB without 3 card support in one of the following circumstances
  + He has 14-15-point balanced hand and is interested in better things
    - * Bidding may **go (1D) p (p) 1S (p) 2D** = respond with care
  + He has his own 6 card suit and is interested in progressing with this – either the game or even possibly to slam level
    - * Bidding may go **(1D) p (p) 1S (p) 2D (p) 2S (p) 3H** = this sets the scene with 6 card heart suit and maybe 17 count

## JUMP OVERCALLS

Style

* When opponents have opened the risks/odds of pre-empting partner are not the same
* Pre-empts at the 2 level are a 6-card suit and at the 3 level are 7 card suits.
* In second seat and vulnerable our jump overcalls are sound.
* In 3rd seat Jump overcalls may be best described as pre-emptive rather than just weak especially at green and are based on playing strength rather than points
* Jump overcall in a Major having passed, may well have 4 cards in the other Major.
* In the pass out position we have 10-14 points and a good suit eg (1D) p (p) 2H

Examples

* x KQ9842 J98 J75 = (1C) we bid 2H
* AK98xx K9x x Qxx = (1D) p (p) we bid 2S
* QJ98xx x QJ9x Qx = (iD) we overcall 3S not 2S at Green with 6/4 shape

We play system on as follows -

* (1C) 2H = 5-10 + 6cs so (1C) 2H (p) now
* 2NT = shortage asking over a major/or feature over 2D
* Bids = to level of fit
* Cues bids are invitational raise, with a less good hand
* 3NT = to play
* (1C) 3H = 3-10 + 7cs so (1C) 3H (p) now
* 3NT = to play
  + - 4C = good raise regardless of opponent’s suit
    - note (1D) 3H (p) 4C = good raise, so
    - (1D) 3H (p) 4D = clubs
    - 4 level Cue of suit opened = shows clubs

Note - If we pre-empt a subsequent x by pre-emptor says I have extra Offence (such as void in opponent’s suit) and would like to bid on unless you feel sure we should be defending or have a trump stack.

Note - If the opponents bid over our Jump overcall – Double from Partner = penalty

## DOUBLES AND SPECIAL DOUBLES/REDOUBLES

Immediate Take out doubles

* + Nothing new, initially showing shortage but could be xx in Opener’s suit
    - When partner is a passed hand, the risk-reward ratio shifts towards greater risk so with a hand such as **Axx Jx ATxx K7xx** we might double 1H for TO if partner has not passed, but if he has passed, we would not take the risk
  + If hand is too strong to overcall, double followed by bid = 19+ and 5cs
  + Double fb 1NT = 17-18
  + Double fb a second double or a third double is for take-out until partner has bid.
  + We do NOT make a protective double in a sequence where the opponents have a non-fit auction, on a minimum hand e.g**.. p (1H) p (1NT) p (2D) p (2H) p (p)** = do not double here on a minimum flat hand, as you will not have a fit either!

Equal Level Conversion

We play Equal Level conversion when the opponents open a Major at the 1, 2, 3 and 4 Level. This means that if when we make a take out double and partner responds with clubs we can correct to Diamonds without promising extras

* (2S) x (p) 2NT (p) 3D = shows Hearts and Diamonds and does not promise extras
* (4H) x (p) 5C (p) 5D =shows 4S and 6D: **not AQxxxx + a 12 count: say KQJx x AKJxxx xx**

Responses to TO doubles

* + bid (x) bid = double is now Responsive/competitive and denies 4cards in OM
  + (1H) x (2H) now 2NT = Lebensohl
  + (1H) x (2H) now 3Clubs = constructive
  + (1H) x (2H) now 3H = good hand stopper
* constructive responses = 8-10 so **(1H) x (p) now jump to 2S** with 4cs and 8-10
* cue bid shows a game going stronger hand
* NT responses to Doubles after 1a (x) pass
  + - 1NT = 7-9 + stop
    - 2NT = 10-12
    - 3NT = 13
* NT response after (1a) p (p) x (p)
  + 1NT = 9-12 + stop
  + 2NT = 13 + stop
* Strong hands that start with a TO x for example **(1S) x (p) 2C (p)** 
  + 2NT = 19+
  + new suit = eg 2H = Strong non-forcing
  + cue bid of opponent’s suit = Big hand with another bid to follow or a fit

If we Double 1 club could be 2

* 2C = sets up force until suit is agreed
* 2D = 8-11 5 card suit
* 3D = AKJTxx suit looking for 3NT

Scrambling responses to TO doubles

* 1H (1S) p (2H ucb), x = TO (p) now 2NT = scrambling
* (1S) x (2S) p (p) x (p) now 2NT = Lebensohl
* 1H (1S) p (2S) x = TO now 2NT = scrambling

In Protective seat - Doubles

* Double may be as little as 10 points
* 1H (x)) 2H (p) p (x) now xx = says I am 7-9, max for my 2H support.

Doubles when they cue bid

* + our suit as 4sf = I like the lead eg (1C )1S (2D) p, (3C) p (3S) x= please lead
  + (1C) 1S (2S) x = I was going to raise to 2S happy for you to lead

Game Try Doubles

* 1S (p) 2S (3H) x = Game Try and 3S = to play

Penalty Doubles

* 1S (p) 2S (3D) x = penalty double as we have bid and agreed a suit and they have not

Doubles in sequences where the opponents reach 3NT are as follows

* + (1NT) p (3NT) x = I have a long suit partner find it
  + (1a) p (1H) p (1NT) p (3NT) now X = I have Dummy’s suit covered pls lead unless you have better choice.

Doubles when they Double our slam try cue bids = redouble says I have 1st round control

High Level competitive bidding of doubles =

* + (1S) x (4S) x = cards with say 10 count, bid if distributional
  + (2S) x (4S) x = as above
  + (2D weak) x (4D) x = TO = Bid Partner
  + 1H (1S) 4H (4S) x = penalties as we have shown fit
  + 2H (2S) 4H (4S) x = I have extra offense eg void in their suit would like to bid on

### Notes On The “Forcing Pass” Position

The forcing pass happens when

* We make a penalty Double at the 1 level
* We bid constructively to game and opponents are sacrificing
* When we bid to say 6D and they suddenly bid 6S, then P = forcing
* I have opened, partner invites and we bid to game. And they then bid to the 5 level then P = forcing and X = says I think we should defend

Here is an example – **1H (x) 3D FJ (4S) now**

* X = penalties as we have agreed a suit
* 4NT = Blackwood for Hearts
* 5C = cue
* 5D = happy to play
* Pass = not forcing as nobody has promised Game values

Here is another example – **1S (x) 3D FJ (4H) now**

* X = penalties as we have agreed a suit
* 4NT = Blackwood for Spades
* 5C = cue
* 5D = happy to play
* 5H = ST H control looking for club control
* 5S = please bid 6 if you have control in Hearts
* Pass = not forcing as nobody has promised Game values

## 2 SUITED CUE BIDS – MICHAELS/LEAPING MICHAELS

### Michael’s

Style – we use Michaels on all 5-5,6-5, 6-6, 5-7, 6-7 shapes. Michaels cues at any strength 8+

* Over a minor = both Majors (1D)-2D
  + - * 2NT = Game try, tell me more
      * **(1D) 2D (p) 3D** = invitational in one of the Majors =
        + 3H = enough partner, not interested in GT
        + 4D = no preference
        + or Bid Longer Major
* Over Major = OM and a minor = (1H) - 2H
* 2NT = with game interest as per Mudiberg responses
  + - * + 3C/3D are natural minimum bids
        + 3H/3S are max with Clubs/Diamonds respectively
    - 3C = pass or correct as per Mudiberg responses
    - 3D = Invitational Agreeing Major
    - 3 Cue = FG in Major partner has shown with a very strong hand
    - Jump in Major partner has shown = 3-7 mixed raise
    - Slam try in competition sequence e.g (1S) 2S (4S) 4NT by us =Slam interested in either Major or minor so jump to minor to show this
* Example in competition - **(1S) 2S (4S) then**
* Double = cards
* 4NT = what’s your minor
* 5C = p/correct
* 6C = p/correct
* 2NT in direct seat = Minors or lowest 2 suits
  + - * Cue bid = Good hand
* In competition remember (is this the same where 1C- could be 2
  + (1C) p (1D) 2C = 5/5M whereas x = 4/4M
    - * (1C) p (1H) 2C = 5D/5S whereas 2D = Diamonds and 2H = hearts
      * (1D) p (1NT) 2C = 5/4Majors multi Landy while 2D = 5/5 in Majors Michaels

### Leaping Michael’s

Leaping Michaels operates over opponents weak 2’s

* + (2M) 4m = minor shown plus OM 5-5
  + (2D) -4D = both Majors
  + (2D) -4C = Clubs + M (4D = which M)

Note If the opponents raise the level, our 4NT bid shows interest in slam

Over Lucas/Mudiberg 2’s

* + Treat anchor suit as weak 2

### Countering Michael’s and 2 Suited Interventions

* + Where overcall specifies both suits
  + Cue bids of cheaper suit = shows either support for partner if partners suit is lowest or shows 5 cards in 4th suit if this is lowest **- So 1H (2NT) now 3C** = support for Partner **and 3D =** 5 spades.
  + Cue bid of higher suit = reverse of above
  + Direct support for partner = weak raise
  + Cue showing the 4th suit is Forcing
  + Bid of 4th suit = non-forcing and is competitive
  + Double is penalty orientated – subsequent doubles = penalty
  + Where overcall specifies just 1 suit
    - Cue of anchor = good raise for Partner
    - Bid of new suit is forcing
    - Double is competitive showing interest in other 2 suits and tolerance for Partner
  + Example - 1D (2NT = Majors!) now
    - 3C = clubs natural nf
    - 3D = diamonds natural nf
    - 3H = clubs FG
    - 3S = Diamonds FG
* Example – 1D (2NT = clubs and Hearts) now
  + - 3C = clubs Diamonds good raise
    - 3D = diamonds natural nf
    - 3H = Spades good hand FG
    - 3S = Spades nf 6cs
* Example 1D (2D = Majors)
  + - 2H = Clubs good hand
    - 2S = Diamonds good hand UCB
    - 2NT = natural
    - 3C = Clubs natural nf
    - 3D = Diamonds natural nf
* Example 1H (2H = spades and a minor)
  + - 2S = good raise for partners Hearts
    - 2NT = natural
    - 3C /3D = natural and forcing
    - 3H = weak raise
    - x = competitive interest in the other 2 suits, tolerance for partner

### Defence to 2NT Overcalls

* 1C (2NT) = opponents show red suits
* 3C = natural NF
* 3D = good raise or better in clubs (lower cue)
* 3H = good hand with 5+ Spades (higher suit) at lease invitational
* 3S = competitive hand with 6+ spades
* 3NT to play
* 4C = pre-empt with long clubs
* 4D/4H = splinters for clubs
* 4S = to play
* 1H (2NT) = opponents showing minors
* 3C = good raise or better in H
* 3D = good hand with 5+ spades (at least invitational)
* 3H = natural and NF
* 3S = competitive 6+ S and NF
* 3NT = to play
* 4C/4D = splinters for H
* 4H = pre-emptive raise
* 4S = to play 7 card suit and not a great hand

## WHEN OPPONENTS OPEN 1 CLUB

### Strong Club Systems

Over 1 Club or 1C (p) 1D

* + Immediate bids are weaker than if you come in later
  + Double = Majors
  + 1NT = minors
  + 2D/2H/2S = WJO with 2NT from partner = system on asking bid

### Polish Club

We treat this as a weak NT style 1 Club opening – so 1 Club may be 2 – see below

### When Opponents Open 1 Club May Be Only 2

General Style

* 2 Clubs is natural
* 2D is Michaels for Majors
* 2N = Diamonds and Hearts
* 2C opposite an overcall is UCB

If we double for example (**1C) x (p)** then

* 2C = forcing to suit agreement
* 2D = 8-11 5cs
* 3D = AKJxxx (6cs) looking for 3NT

## WHEN OPPONENTS OPEN 1NT

### We Play Multi Landy Against Weak and Strong NT

2C = Both Majors 5/4+ 8 -15

* + 2D asks partner to bid their longer major and is usually when you have equal length – or singleton in one suit and doubleton in the other.
    - Bid major then - Forward move with 10-12 2NT
  + 2M is to play
  + 2NT asks with invitational say 12 (like over multi 2D) but is unlikely to have more than 2-2 in the major
    - 3C (3D) = longer/equal H (S) up to 11 points
    - 3H (3S) = longer/equal H(S) 12 +
  + 3 minor is natural and forward going
  + 3 of Major = 4 card support and 8 losing tricks invite for game
  + if 2C is doubled
    - Responder bids major with 2 card preference or passes
    - Pass returns to overcaller
      * Bids longer major
      * XX is equal length

2D is a single suited major

* + 2H/2S 3H/3S are all pass or correct - note with 2S/3H = these are not invitational hands
  + 2NT shows game interest and asks
    - 3H/3S are max and puppet hands
    - 3C = min with Hearts, 3D = min with spade
  + 3C/3D forward going non-forcing
  + 3NT to play

2H = shows 5H and 4c minor

* + 2S = natural and forward going 6cs
  + 2NT = Forcing enquiry
    - 3C/3D minimum
    - 3H max with clubs
    - 3S max with Diamond
* 3C = pass or correct
* 3D good raise to 3H or better
* use Muidberg responses if max?
* 3H = raise but not as good as 3D
* 3S = splinter for H
* 3NT to play

2S = shows 5S and 4cminor

* + 2NT = Forcing enquiry
    - 3C/3D minimum
    - 3H max with clubs
    - 3S max with Diamond
* 3C = pass or correct
* 3D good raise to 3S or better
* 3H = natural forward going with Hearts not forcing
* 3S = raise but not as good as 3D
* 3NT to play

2NT = shows 5-5 in minors but with a decent hand

* + 3C/3D = to play
  + 3H/3S = forward going 6cs non-forcing
  + 3NT = to play
  + 4C/4D natural and invitational

3 any = like a light opening hand 6 card suit with up to 14 points

* + 3NT to play

If it goes (1NT) p (3NT) or (1NT) p (2NT) = now we play Multi Landy or if opponents open 2NT

* + 4C = Majors
  + 4D = single suited Major
  + 4H = H and a minor
  + 4S = Spades and a minor

### When We Double Opponents 1NT

Against a weak NT - TEAMS

When we are playing **Teams**, providing you are not a passed hand, a double shows 15+ penalty orientated with action as follows

* so (1NT) x by us - If RHO passes
* 5+ points = pass
* less than 5 points – bid 5 card suit
* If the opponents bid up to and including 2H
  + X = penalty
  + Pass = forcing
* If opponents bid 2S then
  + X = TO
  + Pass = nf
* If opponents make an artificial bid eg a transfer = Double = that suit
* if RHO redoubles as a wriggle
* pass = waiting
* Bid = very weak hand, less than 5 points with 5 card suit?
* Jump bid = 3points say and **QJxxxxx**
* subsequent doubles are penalty
* If RHO or LHO bids 2C or 2D or 2H
* Pass = forcing
* Double =penalties 4 cards sitting over and 3 cards sitting under
* Subsequent x = penalty
* 2NT = Lebensohl
* If RHO or LHO bids 2S
* pass = nf
* Double = TO: example (1NT) x (2S nat) p (p) x = TO
  + Then any Subsequent x = penalty
  + Or if it goes (**p) 2NT** = Lebensohl
* 2NT = Lebensohl

Examples

* (1NT) x (2H) fb...p (p) x = penalty
* (1NT) x (2H) fb …p (p) x (p) 3C = now 3 clubs is clubs and weak
* (1NT) x (2H) fb …p (p) x (p) 2NT = says we need to scramble partner?
* (1NT) x (2H) fb …3D = cannot think of penalty of their suit but interested in game with mine whereas
* (1NT) x (2H) fb …2NT (p) 3C (p) 3D = weak hand with long diamonds

Against a Strong NT or if you have already passed, or against a weak NT in **Pairs**

We play that a double = hand with a 4card M and 5(+) cards in a minor. The responses are as follows

* + Pass = I have 10+ points and am converting your double to a penalty, please lead your minor
    - Now if the opponents run eg **(1NT) x (p) p (2c/2D/2H)**
      * Double = penalty
      * Pass = forcing
    - But if the opponents run to 2S eg **(1NT) x (p) p (2S)** 
      * Double = TO
      * Pass = nf
  + 2C = pass or correct
  + 2D = please bid your Major
    - If it goes **(1NT) x Mm (xx) 2C** = still says pls pass/correct and 2D = pls bid your Major
  + 2H/2S natural to play with 6 card suit
  + 2NT = doesn’t exist

## DEFENCE TO OPENING 2 BIDS

### Defence to Weak 2’s

* 2NT = 15-18 balanced with a stop with Stayman, RS transfers and Smolen (and 2 under slam tries
  + (2H) 2NT (p) 3H = transfer to Spades
  + (2D) 2NT (p) 3C = Stayman, (p) 3D (p) 3H = I have 5 spades and 4H
  + (2H) 2NT (p) 4D = slam tries spades
* 2 Level suit overcalls = natural
* now a cue could be a good raise 10+ or a NT probe **eg (2S) 3H (p) 3S:** bid 3NT with a stop, partner will make things clearer next round.
* **(2S) 3H (3S) X** = TO, partner may pass, encouraging
* Jump overcalls are STRONG 17+ and 5cs
* Leaping Michaels as described earlier
  + (2H) 4C = c + OM
  + (2H) p (p) 4C = C + OM
  + (2D) p (p) 4D = Both Majors
* Doubles = Take out 13-15 or 19+
* 0 -7 points = bid suit at 2 level or use Lebensohl 2NT to sign off in suit below the pre-empt suit
* 8+ and 5 card suit bid at 3 level directly or use Lebensohl to bid suit above pre-empt suit
* 2NT is Lebensohl puppet to 3Clubs which may be passed or responder may bid
  + - 3 level below suit bid = weak
    - Cue bid = now shows 4 card in OM no STOP
    - 3 level above bid = 8+ 5 card suit constructive
    - 3NT = values for game but no STOP
  + Note with a 19 count when partner uses Lebensohl…. you may need to take action
* Direct Cue = shows 4 cards in OM + STOP
* 3NT = no interest in OM, + STOP to play

Lebensohl in action

* (2H) x (p) 2NT (p) 3C (p)
  + p = weak to play in 3 Clubs
  + 3D = weak to play in Diamonds
  + 3H = 4 cards in spades + no Heart stop 8+
  + 3S = 5 card spade suit, constructive 8+
* (2H) x (p) 3C/3D = 8-11 with 5 card suit constructive
* (2H) x (p) 3H = stop and 4 spades (stayman + stop)
* (2H) x (p) 3S = 11+ and 5 or 6 spades??
* (2H) x (p) 3NT = stop to play no 4 spades

Competitive Sequences

* (2H) x (3H)
  + Double = take out without Spades
  + 3S = competitive
  + Other bids = non-forcing

### Defence to Multi 2’s

* With shortage in a major wait and double on return round then Lebensohl is in place – however take care in case it should go **(2D) p (p) p =** in 4th partner needs to be alert to possibility of partner having values but waiting for clarity on the strain and suit of the multi 2D. Example – **(2D) p (2H) p (2S) p (p) x** = Take out now
  + 2NT = Lebensohl with responses as if opening bid had been weak 2S
  + Direct 3 level bids are constructive 8+
  + So with say **K KQx AKxxx Qxxx bid 3S** asking for a stop and denying a 4cMajor
* Double with 12- 15 points balanced or Strong 19+- responder then bids
  + Suit at 2 level natural and weak 0 -7 points
  + 2NT Lebensohl puppet to 3Clubs for competing hands only
  + 3 level bids = 8-11 natural constructive and non-forcing 5 card suit
  + 3NT to play
* Double and then they compete
* (2D) x (2Hp/c) x = TO
* (2D) x (2S p/c) x = TO
* (2D) x (2Hp/c) p (p) x = TO
* (2D) x (4Hp/c) x = TO ASK
* 2NT – Good 16 -18 with Stayman and transfers and Smolen. 4 Level bids = 2 under slam tries
* Where the Multi 2D can be weak or Strong (or if they open 2C either weak or strong)
  + Jump overcalls are weak
  + Better hands must double first
* Where Multi 2D is weak only
  + Jump overcalls are Strong
* Trash multi pass out
  + **(2D) p (p) x** = cards (see note above)
  + **(2D) p (p) 3D** = please bid 3NT if you have D stopped

### Other Lebensohl Sequences for Clarification

Lebensohl sequences

* (1H) p (2H) x (p) 2NT = Lebensohl, partner please bid 3C, I have a bad hand
  + Direct 2S = would be weaker than 3S through Lebensohl
* (1NT) x (2D=H) 2NT = Lebensohl
* (1NT) x (2S nat) 2NT = Lebensohl

Scrambling Sequences

* (**1NT) x (2H nat) p (p) x (p) now 2NT** = scrambling 2 places to play
* **(IS) x (2S) p (p) x (p) now 2NT** = scrambling 2 places to play

### Opponents Open 2 Clubs “Could be Strong or Could be Weak 2 in Diamonds”

We treat this as if it is a weak 2 in Diamonds as this is what it is most of the time. In addition, it is handy to make things messy for the opponents if it is strong so this is our defence

* Double = multi style (see previous Defence to Multi 2D notes)
* 2D = Majors Michaels
* 2H/S = natural and opening hand
* 2NT = 15-18 and stop in Diamonds
  + 3C = 4 cards Stayman with Smolen
  + Red suit transfers
  + 3S = Clubs and Slam try good hand
* 3C = natural and opening hand
* 3D/3H/3S = natural and pre-emptive
* Old fashioned strong hands we start with a X and then bid again

### Defence to Precision 2D = 4414 or 4405 or 4315 Hands

Defence to this is tricky and so bidding needs to be carefully considered. Fortunately, opening Precision 2D does not come up very often. We play

* (2D) x = 15-18 Strong and balanced
  + Second Double is TO from either side, subsequent doubles are penalty
  + 2NT is now Lebensohl with an 8-count invitational
* (2D) 2M = natural
  + 2N = UCB
* (2D) 2NT = 15-18 semi balanced with say 6 diamonds
* (2D) 3C = Michaels 5-5 Majors

### Defence to Precision 2 Clubs = Shows Clubs

* 2 level overcalls are natural and opening hand strength
* 2NT = natural 15-18 with
  + 3C = 4 card Stayman and Smolen
  + Red suit transfers
  + 3S = Diamonds and interest in Slam or 5D rather than 3NT
* (2C) x = TO with bids as follows
  + 2N = transfer to Clubs (their suit) so it is invitational and Staymanic
    - Bid 4CM if you have it or
    - Bid 3C with a good hand asking partner to bid 3NT with a stop
    - Bid 3D = denies a Major
* 3C = transfer to Diamonds and invitation 10+ courtesy bid
* 3D = Hearts and invitational
* 3H = Spades and invitational
* 3S = Partner can you bid 3NT with a club stop
* 3N = natural
* 3C = Michaels = both Majors
* (2C) 3D/3H/3S = strong 14-17 with 6 card suit

### Defence to Ekren 2 Diamonds = Weak (3-10) With Both Majors 4+-4 +

* Double = Multi style 13-15 balanced or 19+ Strong
  + With follow up bids as per Multi Defence
* 2M = natural and knowing they have both Majors
* 2NT = 15 – 18
  + 4 card Stayman, Red suit transfer
  + 3S = minors
* 3Minor = natural
* 3Ma = Strong Jump 6cs 14-17
* 3NT = to play probably based on running minor

## SYSTEM OVER OPPONENTS 3 AND 4 LEVEL PRE-EMPTS

### Defence to Weak 3 Pre-Empts

Double is take out with subsequent bids as follows

* (3C) x (p) 4C = 2 places to play, maybe 4M 5mi: bid your lowest 4 card suit partner
* Note if it goes say (3m) p (3S) – x shows take out of minor with at least 4 spades
* (3S) p (4S) x = take out = with **x KQTx QJx AK8xxx** make a TO double
* 1C (4C) x (p) 4NT = natural

We play non-Leaping Michaels so

* Cue bid of Minors (3C) 4C or (3D) 4D = Majors
  + if it goes (3C) 4C (5C) p = so now bid 5D to say `’Partner you choose`’ **K97543 AKQJx Kx void**
* Over (3C) then 4D jump = D+M 5/5 Forcing (4H= pass or correct)
* Over (3D) then 4C non-jump = C+M (4D = which M?)
* Over (3M) then 4m = Minor shown + OM

Partner bids over a 3 level pre-empt and you have a good hand this is what we play (22.03.19)

* (3C) 3M (p)
  + 4C = power raise/slam try in that Major
  + 4D = natural and Forcing
* (3D) 3M (p)
  + 4C = power raise/slam try in that Major
  + 4D = clubs forcing
* (3H) 3S (p)
  + 4C = power raise/slam try in that Major
  + 4D = natural and forcing
  + 4H = clubs

(3minor) – 3NT could be bid on a range of hands

* 4♣ = Please bid 4♦ partner, subsequent bids are mild slam tries
  + 4C - 4D - 4NT = 12-14 mild try
  + 4C – 4D -4H/4S = mild try in bid suit
* 4♦/♥ = Transfers to ♥/♠ respectively
  + After partner completes, 4N = RKCB and 5N = Pick a slam
* 4♠ = Slam try in the other minor than the one opened
* 4NT = Nat, quantitative, heavier than bidding 4♣ then 4N. Say bal 15/16 Maybe 17
* 5 of the non-opened minor = To play
* 5 of the opened minor = both majors slam force (5/5)

If 3M opener and partner bids 3NT

* 4♣ = Please bid 4♦ partner, after which subsequent bids are mild slam tries
  + if we then cue bid opener's suit that is a massive hand, forcing to slam.
  + If we bid 4NT it is a slam try with a running minor
* 4♦ = Transfer to ♥ (or clubs if opener showed hearts)
* 4♥ = Transfer to ♠ (or clubs if opener showed spades)
* 4♠ = Transfer to diamonds
* 4NT = Natural, quantitative, stronger than via 4♣

**Example (3S) 3NT (p) 4C, (p) 4D-(p) 4H = mild slam try with 32 AKJ65 AK9 xxx. This is not a hand to bid a transfer to H and then RKCB = as doubleton spade and not enough values/shape.**

### When Opponents Make Jump Overcalls Over Our Opening Bid

Example 1H (3D) now

* 4C = generic power raise
* 4D = pre-emptive with Clubs

### How We Manage 4 Level Pre-Empts From Opponents

When opponents open 4 of a suit we play

* Double = Take out
* 4NT = choice of 2 places to play

If partner opens and opponents jump to the 4 level, this is what our bids mean

* **1H (4S) x** = Take out and says we should be bidding at the 5 level
  + 1H (4S) x (p) 4NT = 2 places to play or slam interest? **Eg A AQJxxxx KQJ Qx**
  + 1H (4S) x (p) 4NT (p) 5C = partner has **xx Kxx Axxx Kxx a**sk Simon
  + 1H (4S) x (p) 4NT (p) 5C (p) 5H = slam try hearts

# SLAM BIDDING

## CUE BIDDING

Our style is to bid second and first round controls. Say spades are agreed, and partner cue bids diamonds, to cue bid Hearts would show a club control. It may be last train, showing a club control with or without a heart control. If partner signs off in 4S, to continue confirms the heart bid showed a control.

## BLACKWOOD CONVENTIONS

### 4NT Roman Key Card And Follow On Bids

When a suit has been agreed, 4NT is Roman Key Card Blackwood asking for Key cards as follows

* 5C = 0 or 3
  + 5D ask Trump Q if not sign off in Trump suit
* 5H no Q
  + - 5S yes Q no side King otherwise bid side K
* 5 Trump suit says do you have 0 or do you have 3 = if 3 bid on??
* 5NT confirms all key cards are held and asks for Kings
* 5D = 1 or 4
  + 5H asks Trump Q if not sign off in Trump suit
    - 5S no Q
    - 5NT yes Q no side King otherwise bid side K as well
  + 5 Trump suit says do you have 1 or do you have 4 = if 3 bid on??
* 5H = 2 no Q
* 5S = 2 + Q
* 5NT = 2Key cards plus useful void
  + next step (6C) = queen ask and then denial = bid trump suit, any other bid shows Q
* 6C = odd number of key cards and useful void
  + ditto next step (6D) for Q ask as above

Example

* **2NT-3C-3D-3S-4C** = I like my hand agreeing H now with **void KQ9x KJT9x K98x** as 4H is sign off so bid **4S-4NT-5D,** now 5S = Q ask, so now
  + 5NT = says HQ and either KS or KC and KD = so nid this
  + 6H = says no Q and not interested in GS
  + 6C = HQ and either KC or KD and KS
  + 6D = HQ and either KD or KC and KS

When 4NT is followed by 5NT

This confirms all the key cards are held including the Q trumps (if applicable), and we then bid at the 6 level the K we have the or the K we have not if we have 2 (excluding trumps of course) for example

* 6C either K clubs or other 2 Kings
* 6 trump suit = no other Kings

Asking for 3rd round controls

Sometimes we want to ask for 3rd round controls, and instead of bidding 5NT to confirm all the Key cards are held, partner will bid a non-trump suit at the 6 level – and this is looking for a Grand slam, if you have 3rd round control in this suit or something you have not conveyed that will make Grand slam a drive.

### When Opponents Interfere

Doubles - We Ignore all doubles to responses

Overcalls

* Pass = 1st step reply
* Double = 2nd step reply
* Next step over intervention = 3rd step reply
* Second step over intervention = 4th step reply
* Same system over trump Q or side King ask

### Exclusion Blackwood

This is Splinter plus 1 level jump in suit shows void and starts RCKB excluding that suit **eg 1H-2H-5Clubs**

* Exclusion suit can be opponents or unbid suit but not Partners
* If not by agreement, last suit bid is assumed to be trumps
* Key cards are based on 3 working Aces + trump K (4 key cards)
* Responder does not try to show any void of his own
  + 1 step = 0 or 3
  + 2 steps = 1 or 4
  + 3 steps = 2 and no Q
  + 4 steps = 2 and Q

### Minor Suit Blackwood

This is when you have a sequence when you bid and agree a minor suit and 4 of that minor suit initiates Minor suit Blackwood **eg 1D-2D (inverted raise) fb -4D, or 1 any – 2mi fb 4mi = minor-wood**

* Responses are steps but do not show voids
* 1 step = 0 or 3
  + 2 steps = 1 or 4
  + 3 steps = 2 and no Q
  + 4 steps = 2 and Q
* Initiator can sign off in 4NT or 5 of minor

### Opening 4NT

* 5C = no ace
* 5D/5H/5S/6C = that Ace only
* 5N = 2 Aces

### A 5NT Bid Without 4NT

This is usually to say, “pick a slam”. We do NOT play Josephine 5NT

# LEADS, SIGNALS AND DISCARDS

## LEADS- AGAINST NO TRUMPS

Principles are Attitude (reverse) count, then suit preference

Opening Leads

* K against No trump contract demands unblock (of anything from T and above) whereas A or Q ask for attitude
* 4th from Long suits and 2nd from poor suits even if they have 5 cards
* Top of 3 in Partners suit without an honour if we have supported
* Small from 3 in Partners suit if we have not supported
* Top of sequences
* Top of interior Sequences such as AJT xxx lead J or from QT9 lead the T
* From 98x lead the 8 not the 9
* From J98x you could lead the 9
* From T9x, you lead the T, then play the 9 then x
* From T9xx lead either T or x depending on what you think is best in the circumstances
* A from AKx otherwise K from AK stiff
* K from KQ but maybe from AK where count is required from Partner
* We lead remaining count

Action on Partners lead

* We always play attitude unless there is
  + Singleton in dummy – then sps
  + Unsupported A is led with K in dummy – then sps
  + K is played (maybe from KQ) and there is AJTx in dummy – then we play???
* If partner leads the A and
  + K is in dummy = sps
  + singleton in dummy = sps
  + QJTxxx is in dummy (NT contract) = attitude v suit and sps v NT contract
* If partner leads pip x and
  + QJT is in dummy – we give count
  + AK doubleton in dummy = we give sps
  + JTx in dummy = sps
  + Qxx and declarer puts up the Q = rev attitude to show the Jack or not

Smith Peters

We play reverse Smith and it is mandatory

* You lead a suit, and partner plays in the usual way and declarer wins the suit
* Partner peters on declarer’s next cards = I like your lead partner, please continue
* Opening leader peters on declarers next cards = I found a good lead partner please continue at first available chance
* The corollary is that if you do not Peter – you are saying to partner find another suit when you get in.

## LEADS- AGAINST SUIT CONTRACTS

Our style is to lead 3rd and low = so with a 5 card suit we lead the lowest, and a six card suit we lead the 3rd Opening Leads. In Summary

* A and Q ask for attitude
* K leads ask for Count only when defending 4 level bids doubled and at the 5 level and higher
* 5th from suits with 5 cards
* 3rd from 3 card suits irrespective of whether it is headed by an Honour or not
* 3rd from 4 and 6 card suits (3rd then 6th)
* Top of 3 in Partners suit without an honour if we have supported
* Small from 3 in Partners suit if we have not supported
* Top of sequences
* Top of interior Sequences such as QT9 lead the T
* From 98x lead the ……
* From J98x you could lead the 9???
* From T9x, you lead the ……
* A from AKx otherwise K from AK stiff
* We lead remaining count

Partner leads the K versus a suit contract we play count unless

* xxxx or xx or xxx on the table when we play attitude to avoid Bath coup

## SIGNALS AND DISCARDS

Style is to help partner in defense and work together to develop the defense strategy. This is especially important in advance of the end game where one of us does not want to be end-played, or there are lots of discards on a long running suit.

* Reverse attitude on Partners lead – low = like: but note low on a Q or A lead will say continue from the top
* Suit preference play in trumps = playing trumps upwards shows interest in a lower suit, playing them downwards shows interest in a higher suit
* Suit preference signals for switch eg if singleton in Dummy or suit return for ruffing
* Suit preference where your attitude is known
* Standard count only where partner needs to know this
* To drop the Q or J on partners lead shows either a singleton or the card below
* To drop an honour as the first discard promises the card below.
* When Partner Plays K on your A lead, having supported your suit, and no singleton in dummy, he is promising honour below and may be saying best defence is to carry on.

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