# 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 on all 4-4-3-2, and 4-3-3-3 hands and many 5-3-3-2 hands in the point range.

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

2 Clubs = Promissory Stayman with 8+ points invitational plus hand

* Over 2D response
  + 2H shows 5H and 4S and maybe weak
  + 2S shows 5S and 4H and maybe weak
  + 2NT shows 8 points + a 4cM
  + 3 minor is 5 or 6 of minor FG
  + 3H/ 3S is 4 of that and 5 of OM and forcing. Puppet
  + 3NT = good 9 points + 4cM
* Over Major held bids natural except that
  + - 2S over 2H response agrees Hearts and is a slam try in Hearts
    - 3H over 2S, confirms spades and is a slam try in spades
* 4 level are cues
* Over Major not held
* 2NT is 8 points
* 3 of minor is 5/6 card minor FG - Opener to choose
* After 2 level response to Stayman, 4NT is Quantitative

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

* Breaking the Transfer
* 2H transfer to 2S – with 4cs and a good hand we can
  + Jump in suit transferred or
  + Break into small doubleton
* Subsequent bids by responder are mild slam tries
* We can use retransfer is appropriate
* 2D transfer to 2H – with 4cs and a good hand we can
  + Break to 2S
    - If responder was an invitational balanced hand will bid 2NT
* With hearts responder will bid 3Clubs natural forcing, 3D as a retransfer or just rebid Hearts
* If Transfer is completed
* Second bid by responder is natural and FG
* Raising the transferred bid from 2 to 3 is a single suited slam try
  + - After this we play non-serious e.g. after 1N-2♦-2♥-3♥,
* 3♠ is non-serious,
* 4♥ is worst hand and
* cue bids show positive hands
  + - After 1N-2♥- 2♠-3♠
* 3NT is non-serious, with
* 4♠ the worst hand and
* cues are positive
* 4 level new suit by responder is a splinter,
* 4NT after completion of the transfer is Quantitative
* If there is a Double of the transfer bid
* completing the transfer shows 3cs and minimum, system on for stronger support,
* Without 3cs – pass unless -
* redouble shows interest in playing there if responder is suitably placed.
* Game tries in competition = 1NT (p) 2H (x) 2S (p)
  + 3C/3D = GT whereas
  + 3S = competitive
* Summary with Majors
  + One 4 card major and invitational values = Stayman
  + 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

* 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 are new in April 2018

* 3♣ = Old fashioned 5 card stayman (To be used when 4-3 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.
  + 4♥/♠ are slam tries with 4♣/♦ respectively.
* 3♥ = 5♥ After this,
  + 3♠ is slam try ♥,
  + 4♣/♦ are natural, 5+ cards, slam try, and
  + 4♥ to play
* 3♠ = 5♠ and After this,
  + 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

* 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 – not a slam try
* 4H and 4S are natural to play
* 4NT is quantitative
* 5NT is pick a slam by bidding 4 card suits upwards

### System over Double of our 1NT

Where Double is for penalty/or is a strong hand

* Redouble asks partner to bid 2 Clubs – with 5 card suit to follow
* Bids is lower of 2 suits

This also operates if it goes (1x) 1NT (x)

Where Double is artificial

* We ignore the double and play full system on.
* If responder plays XX card it says the hand belongs to us in terms of HCP, and we play all subsequent X as penalty unless there is a Jump when x is for TO
* If responder passes, and it passes to opener who plays xx card – says I have a 5-card suit, if you want me to reveal, please bid 2 Clubs

Over a double of our Stayman bid where Double shows clubs

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

### System over Intervention of our 1NT – The opponents Bid

Doubles

* + We play double for take out whether conventional or not – whether in 3rd seat or when a conventional bid comes back to you.
  + 2nd Double is penalty

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

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

2NT and all bids above are transfer bids except…. see red below – here are some examples

* 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

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

Notes that this system also operates if it goes (1H) 1NT (2H) = then all bids of 2NT onwards are transfers as above, so here a bid of 3D = extreme shortage.

Direct 3NT is to play

Note 4 level bids are still system on – ie transfers or natural

### when we overcall with Int 15-17 or 11-14 / 11-16

* Direct seat = 15-17 with system on
* 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

In competition,

* if we are doubled = system on with redouble to bid 5 card suit otherwise bids are lower of 2 4 card suits.
* If they support partners suit
  + X = TO
  + Rubensohl operates
* If they bid a new suit
  + X = TO
  + Rubensohl operates?

## 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 Puppet Stayman only after an opening 2NT, or 2NT after a 2Club opening relay and a 2NT in protective position.

### 3 Level Bids – Puppet stayman and Red Suit Transfers

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 3D= H and 3H = spades

* Red suit transfers can be broken with 4cs
* If opponents double a transfer bid, completing the transfer shows 3 or more
  + Redouble by partner now reconvenes the transfer
    - 4NT after a transfer is Quantitative

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

**In Summary**

* 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 – Slam tries

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

### Other Notes

2NT in the protective situation is 19-21, or over a weak 2 16+ = system on as above

* with Puppet, RST and 2 under SLT system on.

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

* 3Clubs = Stayman
* 3D = I have no 4cM
  + - * 3H = 4H and 5S
      * 3S = 4S and 5H
* 3D and 3H = transfers
* 3S = 5/4 minors

# 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.

We play 2 over 1 so opening bids are not made on flat 11 counts at pairs, although NV we may open a balanced with an 11 count and 4-4 in majors depending on texture

3 Card Support

* 6- 9 points simple raise
* 10/11 points jump shift in OM (so 1H-2S = 10/11 points + 3cs)

Opener can respond with long suits looking for a secondary fit, 4 level cues, 4NT is RKCB

4 Card Support

* 4 – 6 Jump raise
* 7 – 9 Bergen 3D
* 10 – 11 Bergen 3C and no shortage
  + Suits bid are long suit tries
  + 4 level bids are slam tries
* 9-12 and any singleton
  + 1H – 3S = singleton somewhere and 3N asks
    - 3N asks which suit - 4C = clubs, 4D = diamonds,
  + 1S – 3N = singleton somewhere
    - 4C asks and 4D = D, 4H = H and 4S = clubs
* 9-12 and any void
  + 4 C/4D or 4H if Spades is opened= 4cs and void in suit shown
  + 4NT is RKCB discounting the void suit . A sequence as follows = 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

### Drury After Passed Partner

* 2C = 9-11 points with 3cs, may have 4cs if 4-3-3- shape
  + rebid suit if minimum
  + 2D shows interest in game
  + new suit = natural and slam try unless 1S-2C-2H
* 2NT = 9-11 with 4cs my best passed hand raise

### the 1NT response with 2/1 system

This is semi-forcing or wide ranging up to 11 (or poor12) count. Opener will only pass if he has a minimum hand (12/13?).

* 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.
* 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.

### action over DOubles and overcalls

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

Over an overcall, we use the following =

* negative doubles for values 7+ and interest in the other suits, unlikely to have more than 2cs
* 3 Card support as follows
  + Weak 5-8 simple raise
  + 10+ by way of a cue bid: if 2 cue bids are available without raising the level we use the cue in which we have something
* 4 card support as follows
  + 0-6 = Jump raises which are weak
  + 7-9 = Jump cue is a mixed 4c raise
  + 11+ = 2NT is a good 4c raise over a M (but is natural and invitational over a m)
  + 10+ Fit Jumps are good 4c raises e.g. 1S (2C) 3D = fit jump with 4S and 5D
  + 4 level splinters
* 3NT is to play
* We also play Game Try Doubles where there is no room to make a GT bid

Over a Double we play the following

* Strength showing redoubles: These have less than 3card support and an interest in penalty of at least 2 of the other 3 suits.
* If it goes 1H (x) xx (1S say)
* If opener bids = I am embarrassed by my bid on 10/poor 11 e.g. AQTxxx
  + - * + If opener passes = forcing = I have a normal opening bid

then subsequent Double by responder = penalty

* + - Subsequent x’s by us = penalties unless opponents show a fit, when x= TO

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) are forcing for1 round. For example, 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 = limit rise with 4cs
  + 3H = 0-6 points 4H

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

* Double over the overcall = penalty

### Advanced Bidding in 2 over 1 Auctions

* An example of a 2/1 sequence and what the bids mean – so over 1S -2C -2D
* 2S = normal hand with 3S, setting trumps and allowing for further exploration
  + 2NT = Balanced or semi-balanced, not 3S either 12-14 or 18+. 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 = strong hand with 3S, setting trumps and showing 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 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
* When opener rebids his 5-card major e.g. 1H - 2C -2H
  + This does not promise a 6-card suit, it does promise 12-14? 1H -2D -2H-fb
    - * 2NT = 12-14 or 18+
        + opener can now bid 3 card suit
      * 3NT = 15-17
        + A new suit at the 4 level now shows slam interest
  + We could rebid with a 5-card suit with a 5332 shape if it is not positional to rebid 2NT
* When opener rebids 2NT = balanced 12-14 or 18+ e.g. 1H - 2C - 2NT
* 3NT from responder = 15 -17
  + - * + 4NT now =18+
* 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 1S -2C -2M = 14+
* 3 level reverse such as 1H – 2D -3C = extras 14+ and 10 cards in 2 suits 5-5 shape
* Jump rebids

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. This sets trump suit, and Step 1 = non-serious and other bids are cues. A suit e.g. KQJxxx is not good enough. AKQTxx is OK.

* 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.
* 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.

Over 3Spades agreeing hearts non-serious -

* 3NT is 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

Over 3NT agreeing spades non-serious

* + 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

Example sequences are as follows

### Slam Try Bidding where we find we have an 8 card Major suit fit

When we have agreed a major suit 8 card fit 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 over 3S agrees spades

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

Example sequences = 1H-1S-3S = now 4H = H shortage

## Opening 1 Diamond

Based 4+ card suit and with 4C and 4D, we open 1D. We could be as weak as Kxx Qxx KQT9x Jx at love all – with the emphasis on3-3 in the M.

Responses to an opening ID are as follows -

* 1 Major = natural
  + 1NT rebid = 12-14 balanced and may have 3cs for Major
  + 2M = either 3cs or 4cs with system on. If only 3cs will not be suitable to rebid 1NT
  + 2NT = 18/19 with transfers see later section
  + 3C =
  + 3D = = 6 card suit 16+, may have 3 card Major support
  + 3M now = 14 -19 promises 4cs and 4 Diamonds and extra values: System on
  + 3OM now = 18/19 4cs and splinter
  + 3NT = 18/19 to play with running diamond suit
  + 4D shows 6 diamonds and 4 card major support with suitable hand
* 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
* 2D = (10)11+ 4cd 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.
  + 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
  + 2NT = Asks for shortage if maximum or bid 3NT
* 2NT = good 11+
* 3Clubs = invitational 9-11 with 6 card club suit
* 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
* 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 with support

* 1D (x or suit bid) 2D = natural and weak
* 1D (x) 2NT = natural
* 1D (overcall) 2NT = natural
* 1D (x or overcall) 3D if vulnerable = mixed raise 7-9 looking for 3NT, if nv = pre-emptive
* cue bids show stronger raise than 1D (overcall) 3D
* 1D (x or suit bid) 3Clubs = constructive 6 card suit looking for 3NT

**Other notes**

* 1D-2C-2D/2NT -3C = FG sequence

In Competition, when partner overcalls Diamonds

* + - We do not raise in competition with very minimum hands with 3cs – we pass and bid later if appropriate examples
    - Partner overcalls with 2D – raise with, Axx = with A the key
    - Partner overcalls 2D = do not raise with Qxxx, Jxxx, xxx, Kx

## 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.

! club followed by from responder

* 1 Major = natural
  + 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
    - 2NT is blackout for partner to bid
      * 3clubs and responder to follow through with a minimum hand
  + 2NT shows 18/19 balanced hand with transfers on – see below
  + 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
* 1NT denies Major 5-11 and more promises 4+Clubs
* 2C 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
  + 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
* 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
* 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 is slam try in Clubs immediate RKCB

**Over intervention double or suit bid**

* 2C is natural and weak
* 2N = natural
* cue bids = show stronger raise than 1C (overcall) 3C
* We do Not play fit jumps over Club openings

**Other notes in competition**

* 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
* 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.
* 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

### Raising partners 1M response to 2M (after opening 1Club 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 –

For example, 1C-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

Over 1m-1H -2H, 2S is the enquiry bid and 2NTnow 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 similar to raising from 1M to 2M as follows – For example

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

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

### Over 1NT rebid 12-14 and Checkback

* We do not rebid 1NT when we have a singleton in Partners suit except under desperate circumstances. 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. Only exception is 1-3-4-5 with 5 terrible clubs and partner bids your singleton, then you would risk 1NT rebid.
* We play 2 way check back, so
  + 2C is puppet to 2D: responder then shows invitational hand with 2NT = 11/poor 12
  + 2D is FG and all bids up to and including 2NT are 12/13 and bids above are 14

*Note that*

* Going through checkback and responder bidding first H and then S shows 5H and 4S (whereas not going through checkback shows 4-4 in the majors)
* It is the only way to subside in 2D with a weak hand
* We play that an immediate raise from 1NT to 2NT = I have a raise to 3NT unless you are an 11-point hand

### Over 2NT rebids, 3C relay and Blackout and Generic FG sequences

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

* **1C -1D -2NT**
* 3C = ♦ (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.
  + Example -1♣ 1♥ 2N 3♣ then 3♠ = ♣
* 3D = transfer to H = opening hand in my own right
  + Opener rebids 3♥ with a FIT (3).
* 3♠ no fit and with 4 of them, or
* 3NT with neither.
* 3H = transfer to Spades = opening hand in my own right
* 3S = clubs - maybe 5/5 minimum 6 count or 5D/4C and slam try
* **1C -1H -2NT**
  + 3C = Transfer to ♦ (may be weak with long ♦, or maybe FG (any continuation FG)
  + 3D = Transfer to Hearts, GF
    - * + Complete with fit or bid
        + 2S with no fit and 4S
        + sequence 3S -3NT -4H = checking spades but with fit.
  + 3H = transfer to Spades 4/4M
  + 3S = transfer to clubs unsure of strain or level
* **1C -1S -2NT**
  + 3C = ♦ (may be weak with long ♦, or maybe FG (any continuation FG)
  + 3D = transfer to Hearts GF

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 GF
  + 3S = clubs as above unsure of strain
* **1D -1H/1S -2NT**
* 3C = ♦ (may be weak with long ♦, or maybe FG (any continuation FG
* 3D = hearts opener to complete with fit
* 3H = 4/4 majors
* 3S = clubs notes re strain
* **1H - 1S -2NT**
* 3C = ♦ (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 GF – complete with fit
* 3S = clubs either 4S and 6C and 6 count or 4/4 and 11 count

**2NT rebids by Responder**

* 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.

**Rebid of a second suit by Opener**

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

# 2 Level Suit Opening Bids

## Strong Opening 2 Clubs – Acol Big Hand + Kokish

Over 2 Clubs

* 2♦ = Relay
* 2♥ = Natural positive, can be quite light if it is a good suit - AQTXX and out
* 2♠ = Natural positive, can be quite light if it is a good suit - AQTXX and out
* 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

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,
  + - 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♥/♠ = 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
* 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

### Interventions - Doubles

Over Double of 2Clubs

* Responder= Pass with 0 – 3 points
  + - Opener redoubles with Strong Balanced hands
    - Opener rebids 2NT with 2 or 3 suited hand
* Responder bids 4 card suits up
* Opener bids suit with natural one suited not balanced
* Responder = Continue with 2D relay with 4+ points
* Responder = with 8+ natural 5 card suit with values in suit, bid it

Over Double of 2D relay

* + - Opener redoubles with 22+ Balanced
    - Opener rebids 2NT with 2 or 3 suited hand
      * Responder bids 4 card suits up the line
    - Opener bids natural one suited not balanced

### Interventions -Overcalls

When there is an overcall over our opening 2 Clubs, 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

* + - 3S = natural
    - 3NT = balanced 22-23
    - 4C = natural
    - 4D = good hand with hearts (suit below)
    - 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

**3 Level Suit Pre-empts**

* Green 1st IH: QJTxxxx and 3 points, or Axxxxx and nothing
* Green 2nd IH: AKJ9xxx x xxx xxx
* KQJTxxx = 4S 1st IHG, 3S 2nd IHG
* Be careful if you have 3 cards in other major
* Amber we open with KQJxxxx or AQT9xxx – we need 2 of top 3 hons plus T9 or J
* Kxx xx x AQJxxx open 1 Club
* X x QJTx QJTxxxx – open 4 Clubs: key is singleton Majors
* Do not open 3Clubs 2ndIH Vul with xxx KJ9x KQTxxx
* Jx xx KQJT9xxx x = Could open 4D even at red 1st IH

**Responses**

* Simple raises – we do not raise with 3csupport alone
* New suit bid is natural and **forcing, raise with 2cs**
* Over a Minor -4 other minor = RKCB
  + over 3Clubs, 4D = RKCB and 4H= 0/3 and 4S = 1/4
  + and over 3Diamonds, 4C = RKCB
  + 4NT now confirms slam interest
* Over a Major
  + 4C is a general slam try

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

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

In Competition - Doubles of opponent’s overcall is penalty

Gambling 3NT

3NT is gambling with a 7-card minor with no more than a Q outside (eg x x Jxxx AKQ8532)

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

4 Level pre-empts = all natural

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

# Defensive and Competitive Bidding

## Notes on Competitive Bidding

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
* In protective seat overcalls may be based on as little as QJxxx, xx, Kxx, Qxx .
* In competition at the 1 level, overcalls may be to help partner with the lead

Responder bids -

* 0-9 points bid to level of fit BUT do not raise without a genuine fit – xxx is not a g-fit: Axx is
* 9-12 = 1NT responses to 2nd seat overcall
* 10+ points UCB opponents suit at lowest level promises 3cs+ (must be up to strength)
  + - Overcaller responds using LTC based on overcall = 8LT (simple rebid with 8LT, +1 with 7LT and jump with 6LT)
* 2NT shows 4csupport for Partner’s major, and balanced 11+ over partners minor
* 3NT shows 15
* A jump in the opponent’s suit is a mixed 4 card raise with 7-9 points
* NT responses to 2 level overcall are 2NT = 10 – 12 and 3NT = 13+

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 opponents suit to show shortage, bid a second suit to show where our values lie (double fit for example)

If opponents double Partners overcall

* + immediate redouble shows = I have 10± points and doubleton in your suit
  + 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

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

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

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

* + 2C = Majors
  + 2D = natural

### Jump Overcalls

**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 NV they can be very weak. Jump overcall in a Major having passed, may well have 4 cards in the other Major.**

* (1C) – 2H = 5-10 + 6cs
* 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
* (1C) – 3H = 3-10 + 7cs

**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.**

### DOUBLES AND Special DOubles/Redoubles

* Immediate Take out doubles
  + Nothing new, initially showing shortage but could be xx in Opener’s suit
  + 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.
* Equal Level Conversion at 2, 3 and 4 level only

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
* (4H0 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
* constructive responses 8-10
* cue bid shows a game going stronger hand
* NT responses to Doubles after 1a (x) pass or
  + - 1NT = 7-9 + stop
    - 2NT = 10-12
    - 3NT = 13
* NT response after (1a) p (p) x (p)
  + 1NT = 9-12 + stop
  + 2NT = 13 + stop
* In Protective seat - Double may be as little as 10 points
* Another protective type pf x we have
  + p (p) 1H (p) 2H (p) (x) now xx = says I am 7-9, max for my 2H support.
* Doubles in sequences where the opponents reach 3NT are as follows
  + 1N- p -3NT- x = I have a long suit partner find it
  + 1b (p) 1H (p) 1NT (p) 3NT X – says I have Dummy’s suit covered pls lead unless you have better choice.
* 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
* Doubles when they Double our slam try cue bids = redouble says I have 1st round control
* Other 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

### Michaels Cue and Leaping Michaels

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
    - 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
    - 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 as per Mudiberg responses
    - 3 Cue = FG in Major partner has sown with a very strong hand
    - Jump in Major partner has shown = 3-7 mixed raise
    - sequence e.g (1S) 2S (4S) – 4NT by us = Slam interested in either Major or minor so jump to minor to show this

Example (1S) 2S (4S) then

* Double = cards
* 4NT = what’s your minor
* 5C = p/correct
* 6C = p/correct
  + In competition remember
    - (1C) p (1D) 2C = 5/5M whereas x = 4/4M
    - (1C) p (1D to H) 2C = 5D/5S whereas 2D = Diamonds and 2H = hearts
    - 1C (1NT) 2C = majors, 2D is natural

2NT in direct seat = Minors or lowest 2 suits

* + - Cue bid = Good hand

Leaping Michaels over 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 show 5 cards on 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 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

### StroNG Club Systems

* Over 1 Club or 1C (p) 1D
  + Immediate bids are weaker than if you come in later
  + Double = **Majors**
  + 1NT is minors
  + 2D/2H/2S = WJO with 2NT from partner = system on asking bid

### When Opponents open 1 Club may be only 2

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

### Defence to opening 1NT = 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
    - 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 p or correct
  + 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
* If it goes (1NT p (3NT) now we also play Multi Landy so
  + 4C = Majors
  + 4D = single suited Major
  + 4H = H and a minor
  + 4S = Spades and a minor

### When we Double opponents 1NT

Style - Against a weak NT providing you are not a passed hand these are 15+ penalty orientated with action as follows

If RHO passes

* 5+ points = pass
* less than 5 points – bid 5 card suit

if RHO redoubles as a wriggle

* pass = waiting
* Bid = very weak hand, less than 5 points
* 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
* Subsequent x = penalty
* 2NT = Lebensohl

Examples (1NT) x

* (2H) p (p) x = penalties
* (2H) p (p) x (p) 3C = says I cannot sit penalty but I have clubs
* (2H) 3D = cannot think of penalty of their suit but interested in game with mine

Against a Strong NT or if you have already passed. As likelihood of a penalty double is very small, we use this bid for a hand with a 4card M and 5 or more card minor. The responses are as follows

* + Pass = I have 10+ points and am converting your double to a penalty, please lead your minor
  + 2C = pass or correct
  + 2D = please bid your Major
  + 2H/2S natural to play with 6 card suit

### Defence to Weak 2’s

* 2NT = 15-18 balanced with a stop with Stayman, transfers and Smolen
* 2 Level overcalls = standard
* cue could be a good raise 10+ or a NT probe e.g (2S) 3H (p) 3S: bid 3NT with a stop, partner will make things clearer next round.
* Jump overcalls are STRONG 17+ and 5cs
* Leaping Michaels as above
* Doubles = Lebensohl responses **(Fast shows)**
* Suit bid at 2 level natural and weak 0 -7 points
* 2NT puppet to 3Clubs which can be passed
  + - 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
* Direct Cue = shows 4 cards in OM + STOP
* 3NT = no interest in OM, + STOP to play

### Defence to Multi 2’s

* With shortage in a major wait and double on return round then Lebensohl in place
* Double with 12- 15 points balanced - responder then bids
  + Suit at 2 level natural and weak 0 -7 points
  + 2NT Lebensohl puppet to 3Clubs for competing hand only
  + with 8-11 points = 3 level bids natural constructive and non-forcing 5 card suit
  + 3NT to play
* Where the Multi 2D can be weak or Strong (or if they open 2C either weak or strong)
  + Jump overcalls are weak
  + Better hands have to double first
* Where Multi 2D is weak only
  + Jump overcalls are Strong
* Trash multi pass out
  + (2D) p (p) x = cards

### Defence to Weak 3 pre-empts

* Double is take out
* note if it goes say 3m (p) 3S – x shows take out of minor with at least 4 spades.
* Cue bid of the minors (3C) - 4C or (3D) - 4D = both majors
* Non-leaping Michaels
* Over (3C) - 4D jump = D + M (4H= pass or correct)
  + Over (3D) – 4C non-jump = C + M (4D = which M)
  + (3M) – 4m = Minor shown + OM
* (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 Mybe 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 3N:
* 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♣

### 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

### 4th suit forcing

* Forcing to Game – but interested in more information than specifically a stop in 4th suit, and may have the suit bid
* 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

# 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.

### 4NT Roman Key Card

* 5C = 0 or 3
  + 5D ask Q if not sign off
    - 5H no Q
    - 5S yes Q no side King otherwise bid side K
* 5NT confirms all key cards are held and asks for Kings
* 5D = 1 or 4
  + 5H asks Q if not sign off
    - 5S no Q
    - 5NT yes Q no side King otherwise bid side K as well
* 5H = 2 no Q
* 5S = 2 + Q
* 5NT = 2Key cards plus useful void

### After 4NT a bid of 5Nt confirms all Key Cards and asks for Kings

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

### When opponents interfere

* Ignore all doubles to responses
* 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
  + One 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

### Slam Tries in competition examples

I need to write some examples of these

### A 5NT bid without 4NT

This is usually to say “pick a slam”. Example sequence s to follow.

# leads, Signals and Discards

### Leads- need to be updated

* 4th from Long suits
* 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
* 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
* K against No trump contract demands unblock whereas A or Q ask for attitude

### 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
* Suit preference signals for switch eg if singleton in Dummy or suit return for ruffing
* Suit preference where your attitude is known
* Standard count 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 carryon.

### Smith Peters against NT contracts

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
* 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.

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