

Lucky Diamond System

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1 Notations

Notation	Meaning
Bal / unBal	Balance / unbalance
M / m	Major / minor
oM / om	Other major / other minor
X / Y / Z	Unbid / unmentioned suit
NF / F1R / I / I ⁺	Non-forcing / Force one round / Invitational / Invitational or better
COG / FG / FG= / ST	Choice of game / Forcing to game / Forcing to game only / Slam try
P/C	Pass or correct
J / NJ	Jump / Non-jump (suit)
Art / Nat	Artificial / Natural
Dbl / Rdbl	Double / redouble
+	Equal or more in terms of HCP (18 ⁺) or length (5 ⁺ ♥), or equal or higher in level (2♣ ⁺)
-	equal or less, or equal or lower
4 ⁺ ♠ / 4=♠ / 4-♠	Not less than 4 cards / Exactly 4 cards / Not more than 4 cards in ♠
5431 / =1534	Any 5431 / 1534 in ♠♥♦♣ order
s/v	Singleton or void
Nat. Cont.	Natural Continuation
~	Similar to / approximate
+ve / -ve	Positive / Negative (response)
KC	Key card
T	Trump. TQ = trump Queen

2 1NT

1NT - ?	
●2♣	Puppet to 2♦. Weak ♦ to play, or 4-5♠ inv, or 4=♥ inv, or 5 ⁺ ♦ GF unbal, or Bal ST, or both minors GF
●2♦	Trans. to 2♥. 5 ⁺ ♥
●2♥	Trans. to 2♠. 5 ⁺ ♠. Not 5=♠ inv
●2♠	Size ask. Bal inv, or Weak with ♣, or 5 ⁺ ♣ GF unbal
●2NT	6 ⁺ minor suit, two of AKQ, I or ST, forcing
●3♣	4 ⁺ ♥ 4 ⁺ ♠ GF
●3♦	Three suiter short major GF
●3M	4=oM COG
3NT	To play
●4m	SA Texas transfer. May have slam interest
4M	To play

2.1 2♣ Puppet to 2♦

1NT - 2♣; 2♦ - ?	
Pass	Weak ♦. To play
•2♥	4-5♠ Inv. May be 4-4 majors inv
•2♠	4=♥ Inv. After 2NT reject inv no ♥ fit, 3m shows 6 ⁺ m
•2NT	Bal ST. Confit
3♣	5 ⁺ 4 ⁺ minors SI. 3♦ ask longer. 3♥/3♠ Fit ♣/♦
•3♦	5 ⁺ ♦ 4=♥ GF
•3♥	5 ⁺ ♦ 4=♠ GF
•3♠	Long ♦ ST
•3NT	Long ♦ MST

1NT - 2♣; 2♦ - 2♥; ?	
2♠	Reject. 3=♠. 3m then shows 6 ⁺ m
2NT	Reject. 2 ⁺ ♠. 3m then shows 6 ⁺ m
•3♣	Accept. 3=♠. GF
•3♥	Accept. 2=♠ 4-5♥
3♠	4=♠ Min
3NT/4♠	To play

2.2 Balanced Slam Try (Confit)

1NT - 2♣; 2♦ - 2NT	
•3♣	4 ⁺ Control. 3♦ re-ask (3NT=3, 3M=4 ⁺ card and 4 controls)
•3♦	5 controls. No 5M. 3♥ asks min-max (3NT = min)
•3♥	5=♥. 5 controls
•3♠	5=♠. 5 controls
•3NT	6 controls
•4X	7 ⁺ controls, lowest 4 ⁺ cards

Then, the development follows the following rules:

- Any time responder rebids NT, opener must pass.
- Opener must not raise the level unless fitting partner.
- Both players bids the suit up the line, rebidding a suit shows 5.
- Fitting partner by a raise.

2.3 2♦/2♥ Transfer

1NT - 2♦; ?	
2♥	Normal response
2NT	Super accept. 4=♥. No weak doubleton
•2♠/3♣	Super accept. 4 ⁺ ♥, weak doubleton ♠/♣
•3♦	Super accept. 4 ⁺ ♥, weak doubleton ♦
3♥	Super accept. 5=♥
After super-accept, no retransfer	
~ 1NT-2♥	

1NT - 2♦; 2♥ - ?	
Pass	To play
•2♠	Art. 5=♥ Inv
•2NT	Art. 5=♥ 4=m GF or 5♥332 SI.
3m	5=♥ (4)5 ⁺ m GF
3M	6=M inv
•3oM	6 ⁺ M SI
3NT	COG
4m	self splinter
4♥	Long ♥ MST
~ 1NT-2♥; 2♠	
1NT - 2♦; 2♥ - 2♠; ?	
2NT	2=♥ Min. Then 3m shows 5 ⁺ m
3♥	Fit. Min
3NT	2=♥ Max
4♥	To play

2.4 2♠ Size Ask

1NT - 2♠; ?	
2NT	Min
3♣	Max

1NT - 2♠; 2NT/3♣ - ?	
Pass	Was bal inv after 2NT. Was weak ♣ after 3♣
3♣	(After 2NT) Weak with ♣
3♦	5 ⁺ ♣ 4=♥ GF
3♥	5 ⁺ ♣ 4=♠ GF
3♠	6 ⁺ ♣ ST
3NT	To play

2.5 Higher Responses

1NT - 2NT; ?	
•3m	Weak doubleton (no A/K/Q) in that minor
3NT	No weak doubleton in a minor

1NT - 2NT; 3 any - ?	
Pass	No good fit, to play
Game	To play
•4m	Forcing if it is a 'raise', else invitational
4NT	Natural, ST

1NT - 3♣; ?	
3♦	Ask major distribution. 3M=4=M 5 ⁺ oM (Smolen response); 3NT=44; 4m=55 short m; 4M=6M5oM
3M	Fit
3NT	Not interested in major contract

1NT - 3♦; ?	
•3♥	Ask shape. 3♠ ⁺ = short ♥ / short ♠ NF / short ♠ ST
•3♠	Ask longer minor. 3NT = 4-4
4m	Fit.

Sequences that follows 2NT developments:

- 2NT: (20)21-22
- 2♦ - 2♥; 2NT: 23⁺ wide range
- (2X) 2NT or (2X) P (P) 2NT: 16-18. Could be offshape
- Any other positions of the above sequences

2NT - ?	
3♣	Muppet stayman. 5 ⁺ ♠4 ⁺ ♥ / 5 ⁺ ♥4 ⁺ ♠ ST possible
•3♦	Transfer. 5 ⁺ ♥. May have 4 ⁺ ♠
•3♥	Transfer. 5 ⁺ ♠. 3 ⁺ ♥
•3♠	Minor suit stayman
3NT	To play
•4♣/♦	Long ♥/♠
•4♥/♠	Long ♣/♦ ST
4NT	Bal. ST
5m	To play

2NT - 3♣; ?	
•3♦	At least one 4=M. No 5cM.
•3♥	No 4 or 5cM
3♠	5=♠
•3NT	5=♥

2NT - 3♣; 3♦ - ?	
•3♥	4=♠ 3 ⁺ ♥
•3♠	4=♥ 3 ⁺ ♠
3NT	To play, was looking for a 5-card major
•4♣	4-4 majors with slam-interest. Opener re-bid 4♦ to set ♥ as trump. Other bids set ♠ as trump and cue bid.
•4♦	4-4 majors without slam-interest or slam-going

2NT - 3♣; 3♥ - ?	
•3♠	Puppet to 3NT
•3NT	5=♠ 4=♥ COG
•4♣	5=♥ 4=♠ ST.
•4♦	5=♠ 4=♥ ST.
•4♥	5-5 majors, S.T.

2NT - 3♣; 3♥ - 3♠; 3NT - ?	
Pass	To play
4m	5 ⁺ m S.T.
•4♥	5-5 majors. COG

2NT - 3♣; 3♠ - ?	
•3NT	To play (was looking for a ♥ fit)
4m	5 ⁺ m ST.
•4♥	Fit ♠ ST.
4♠	To play

2NT - 3♣; 3NT - ?	
Pass	To play (was looking for a ♠ fit)
4♣	5 ⁺ ♣ (Denies ♥ fit) ST.
•4♦	Transfer to 4♥. May have Slam interest
•4♥	5 ⁺ ♦ (Denies ♥ fit) ST.

2NT - 3♦; ?	
3♥	Normal accept
3♠/4m	Super accept, cue bid, no retransfer
•3NT	3=♥ with a good 5-card suit. Then 4♣/♠ is Cue-bid ST (no retransfer) and 4♦ is re-transfer
4♥	4 ⁺ ♥ min.

2NT - 3♦; 3♥ - ?	
•3♠	3 ⁺ ♠. Opener rebids 3NT to show 2=♥. 4♥ to play
•3NT	4=♠ 5=♥. COG
4X	Nat. ST.

2NT - 3♥; ?	
3♠	Normal accept
•3NT	3=♠ with a good 5-card suit. Then 4m is Cue-bid ST (no retransfer) and 4♥ is re-transfer
4X	4 ⁺ ♠ cue
4♠	4 ⁺ ♠ min.

2NT - 3♥; 3♠ - ?	
3NT	5=♠ COG
4m	4 ⁺ m. ST
•4♥	Serious ST in ♠
4♠	ST in ♠

2NT - 3♠; ?	
3NT	No 4-card minor
4m	4 ⁺ m, better minor. Fit

2NT - 3♠; 3NT - ?	
Pass	To play
4m	4=m and 5 ⁺ om. ST. Then 4X is cue-bid, ST in om; 4NT is to play.
4M	5 ⁺ 5 ⁺ in minors, s/v in M. ST. Then 4NT is 6-cards RKCB and 5m is to play.
4NT	5-5 minors, no slam interest

2NT - 4♣/♦; ?	
•4♦/♥	General slam interest
•4♥/♠	No slam interest
4NT	RKCB (rare, shows extra strength)

2NT - 4♥/♠; ?	
5m	To play
Others	Turbo

3 3NT

3NT shows a 7⁺ major suit headed by AKQ, 8.5-9.5 tricks.

3NT - ?	
Pass	Enlightened decision
•4♣	ST. Should be able to distinguish the major. Then 4♦ show max, 4M shows min
•4♦	Ask opener to bid 4M, and request not to compete to 5 th level
•4♥	P/C. Opener may compete to the 5 th level

3.1 Contested Auction of 1♣/1♦

1♣ (Dbl) ?	
Rdbl	10 ⁺
•1♦	4 ⁺ ♥ 6 ⁺
•1♥	4 ⁺ ♠ 6 ⁺
•1♠	No major. 6-GF=
•1NT	6-10. Want to declare. Can hide 4-card major
2/3X	Nat. Comp

1♣ (P) 1♦ (Dbl); ?

Pass	12-14 Bal. No ♦ stop
Rdbl	16 ⁺
1♥	11-15. 5 ⁺ ♣ 3 ⁺ ♥. NF
1NT	12-14 Bal. ♦ stop
Others	Same as uncontested
~ 1♣ (Dbl) 1♦ (Dbl); ?	

1♣ (P) 1♦ (Dbl); P (P) ?

1♥	Worst hand
Rdbl	Ask partner to bid 1NT. Back to system
Others	Nat

1♦ (Dbl) ?

Rdbl	10 ⁺
1M	6 ⁺ F1R
1NT	6-10 Nat Want to declare
2♦	Comp
2♣/2M	Comp. NF
3♦	Preemptive
3X	Comp.

1♣ (1♦) ?

Dbl	4 ⁺ ♥. Sys on.
2♣	Min raise in ♣
Others	System on

1m (1M) ?

Dbl	4-5oM 6 ⁺ . None of below
•1♠	3 ⁺ ♠ 6-GF=
1NT	Nat 6-10. May not be stopped after 1♠. May conceal 4-card oM
2m	Comp
2om	5 ⁺ om F1R. Can have 4oM if GF
2oM	Nat Constr NF
•2M	Good raise, or bal not suitable for 2NT
2NT	Nat Inv. Stopped
3m	Preemptive
3om	6 ⁺ om constr. NF
3oM	GF 5 ⁺ oM Good suit
•3M	GF 5 ⁺ oM with m fit
3NT	Nat. To play

1m (1NT) ?

Dbl	Penalty
•2♣	4 ⁺ ♥4 ⁺ ♠
•2♦	Transfer to 2♥
•2♥	Transfer to 2♠
•2♠	Good raise in m
•2NT	Minors
•3♣	Preemptive

1♣ (P) 1NT/2X (Dbl or bid); ?

System off. Forcing sequence applies.

1♦ (2♣) ?

Dbl	Either (1) 3 ⁺ 4 ⁺ Majors or (2) Inv with 5 ⁺ M
2♦	Comp ♦ raise
2M	Nat Constr. NF
2NT	Nat Inv
•3♣	Good ♦ raise
3♦	Preemptive

3.2 Contested Auction of 1♥/1♠

1M (Dbl) ?

Rdbl	10 ⁺ . 2 ⁺ M
1♠	4 ⁺ ♠. Nat. F1R
1NT	8 ⁺ 5 ⁺ ♣
2♣	8 ⁺ 5 ⁺ ♦
2♦	8 ⁺ 5 ⁺ ♥
2M-1	Good raise
2M	Raise
2X	Competitive. NF
•2NT	LR ⁺ . System on
3M	Preemptive
3X	FG Nat

1M (1NT) ?

Dbl	10 ⁺
•2♣	Good M raise. Defensive hand
•2♦	5oM, Hx M.
2oM	Nat comp NF
•2NT	Good raise. Offensive hand. System on
3M	Preemptive

1M (1NT) P (P); ?

•Dbl	Take out in a minor or any 18 ⁺
2 lower	Natural. Promise extra
2M	Natural. Promise extra
2♠	(over 1♥) Shapeful. Constructive but NF.

1M (1NT) P (P); Dbl (P) ?

•2♣	P/C
•2♦	4 ⁺ oM, max
2M	To play

1M (1♠ or 2-lower) ?

Dbl	4-5oM. None of the below
2m	Nat. F1R. Can have 4oM if GF
2oM	Nat. Constr. NF
2M	Comp
•2NT	LR ⁺ . Offensive
•Cue	LR ⁺ . Defensive
3M	Pre-emptive
3m	Constr. NF
3X	Nat FG ⁺

3.3 Methods after 1M support interventions

Cue bids are only forcing to 3M:

- 1M (1X) 2X
- 1M (2X) 3X

We cannot let opponents play undoubled after 2NT LR. We stop below game only when we have wasted values.

- 1M (P) 2NT
- 1M (Dbl) 2NT
- 1M (1X) 2NT
- 1M (2X) 2NT

Principles when opponent intervene at 3-level:

- New suit below 3M is nat and cooperative, but not game forcing. It does not state anything about holding in opponents suit
- Double is PEN when we double a solo-bidder at 3-level
- Opener's double shows shortness when opponents have a fit
- If a double shows shortness, cue-bid shows void
- If a pass is forcing and if opponents have a fit, passing denies control
- If 3M is still available, 3M shows minimum with shortness in opponent's suit and NF.
- Opener's 3N is never natural
- Responder's 3N is always natural
- We always pass without a control, but pass does not deny a control

1♥ (1♠) 2♠ (3♠); ?

P	Min. NF
Dbl	SI. ♠ short
3NT	Art. Establish forcing pass if they bid over 4♥
Others	Nat

1♥ (P) 2NT (3♦); ?

P	Min without ♦ short, or any strength without ♦ control. F1R
Dbl	Pen
3♥	Min with ♦ short. Removed forcing pass status
New suit.	Nat. Cooperative. Does not say anything about ♦
3NT	Art. GF with ♥ A/K and extra.
4♦	Extra. Short ♦
4♥	To play. ♦ short

1♥ (2♦) 2NT (3♦); ?

Dbl	Extra with ♦ short
4♦	Extra. ♦ void
Others	Same as 1♥ (P) 2NT (3♦);

1♥ (P) 2NT (3♠); ?

4♥	Min with ♠ control (may be stretching)
Others	Same as 1♥ (P) 2NT (3♦);

1♥ (P or 2X) 2NT (4X); ?

P	Extra. Dbl ask for control
Dbl	Control but min
4M	Min. No control, or a very bad hand for slam. May be stretching
New suit	Control in the suit bid and in opponent's suit. Extra

3.4 Contested Auction of 1NT

1NT (Dbl) ?

Pass	Ask for 5-card suit, or strong hand
Rdbl	Some 5 ⁺ suit. Puppet to 2♣, then P/C
2♣/♦/♥	4 ⁺ 4 ⁺ in the suit bid and a higher suit. P/C
•2♠	Art. GF. 5 ⁺ 5 ⁺ in 2 of ♣/♦/♥. 2NT ask the excluded suit
•2NT/3m	GF. 5 ⁺ 5 ⁺ in ♠ and the next suit.
Higher	system on

1NT (Dbl) P (P); ?

Pass	No 5-card suit. To play
Rdbl	have 5-card suit. Partner pass shows strong hand, or 2♣ to be weak and P/C

1NT (P) P (Dbl); ?

Pass	Ask for 5-card suit
Others	Same as 1NT (Dbl) ?

1NT (2♣⁺) ?

Lebensohl applies (slow show), doubles are takeout at 2-level (real suit) or suit-showing (artificial), optional at 3-level

If opponent doubles responder's puppet bid

Pass	Stopper (responder double to retransfer)
Rdbl	Length
Complete	No stopper

If opponent doubles responder's transfer bid

Pass	No fit (responder double to retransfer)
Rdbl	Length
Complete	Fit

If opponent doubles responder's asking bid

Pass	Stopper (responder double to re-ask)
Rdbl	Suggesting contract
Answer	No stopper

3.5 Contested Auction of 2♣ Opening

2♣ (Dbl) ?

Pass	Weak with ♣
Rdbl	6 ⁺ Bal / semi-bal
2X	NF
2NT ⁺	Lebensohl

2♣ (2♦⁺) ?

Pass	Neutral. Weak
Dbl	6 ⁺ Bal
2M	NF
2NT ⁺	Lebensohl

3.6 Spiral Raise

We don't play supportive double. Opener can, but not obliged to, raise responder's new suit response.

Responder's 2NT invites, denying 5th trump.

Responder's new suit are help-suit game tries. Promising 8-card fit.

Be cautious when raising partner with 3 cards. Opener should:

- Believe 2M is likely to be a good contract, and
- No wastage in opponent's suit

3.7 Cards Double

After 1 of a suit opening and when opener is strong, he will always have 5+ in the suit opened. Unbal when opening 1m.

1X (Dbl or 1Y) Call (Pass or 1Z or Dbl); ?	
Rdbl	16+. Cards
Pass	Nothing special. Probably trump stack or min bal
Dbl	Take out or strong
•1NT	<ul style="list-style-type: none"> If partner has shown a suit and 1 of the suit is unavailable, 1NT shows 5+X, 3-card support and unbal 16- If partner has shown a suit and 1 of the suit is available, 1NT is to play and promises stopper If partner has not shown a suit, 1NT shows 5+X, 4+ in the lowest unbid suit that is unbidable below 2X. 16-

4 Competitive bidding

4.1 Advancing Natural Overcalls

Suit overcalls are natural. 1-level (5)8-16, 2-level 12-16.

(1♣) 1♦ (P) ?	
1M	Nat. Usually 5+ cards. F1R
1N	Nat 9-11. Could hide 4-card major
2♣	F1R with ♦ support. Usually Bal
2♦	Nat. Wide range. NF
2M	Constructive. 6+ cards
2NT	Inv+ with ♦ support. Sets up force
3♣	Art. Mixed raise
3M	GF+ 5+M with ♦ support

(1m) 1M (P) ?	
1♠	Nat. Usually 5+ cards. F1R
1NT	Nat. 9-11. Could hide 4-card ♠
•2♣	Art. F1R. Either <ul style="list-style-type: none"> 9+ with 3+ support 13+ with 5+ oM 13+ Bal / semi bal without support
•2♦	Art. Inv+. 5+om. unbal. If 1m is Art, 2♦ shows either minor
2M	Not invite. Wide range
2oM	Constructive NF
•2NT	Limit raise+. Offensive hand. System on with point adjustment
3m	Mixed raise
3X	GF+ 5+X with M support
3M	Preempt

(1m) 1M (P) 2♣	
•2♦	Art. 12+
2M	8-11. Nothing Special
2♥	(after 1♠) 8-11 4+♥
•2NT	10+. 6+M 4+ side suit. 3♣ ask. (3M = ♣)
3X	Nat 5-5
3M	Long M

(1m) 1M (P) 2♣; (P) 2♦ (P) ?	
2♥	(After 1♠) 4+♥. F1R
2♠	(After 1♥) 13+ 5+♠
2M	9-11. 3-card support
2NT	GF Bal / misfit
3m	Ask for stopper
3M	Fit M GF
3N/4M	To play

(1♥) 1♠ (P) ?	
Similar as (1m) 1M (P) except	
2♦	Nat F1
•2♥	♣

(1M) 2♣ (P) ?	
•2♦	Art. 10+ 5+oM, or GF 4+oM
2oM	Constr. NF
•2M	(Cue) 10+ 3+oM. Not suitable for NT
2NT	Nat. Inv
3♣	Support. Courtesy
3M	Ask stopper
3♦/oM	GF+ 5+♦/oM with ♣ support
3NT	To play

(1M) 2♦ (P) ?	
Similar to (1M) 2♣ (P) except	
•2M	(Cue) 10+. Not suitable for NT. May have 4=oM
•3♣	Art. Inv+ 5+oM

If Responder Dbl / Bids a Suit

Previous advance methods are off

Dbl/Rdbl	Strength. Usually no fit
1NT / 3NT	Natural
•2NT	Inv with 4+ fit. Offensive
1-suit	Nat. F1R. Good suit if Neg Dbl shows that suit
Raise	Block
2-suit	Comp
•Cue open	Fit. I+. Tends to be balanced
•Cue resp	Fit. I+. 5+ in unbid suit (If neg dbl show that suit, 2 level of that suit is cue)

If Responder Raises

Previous advance methods are off

Dbl	Strength. No convenient bid
•2NT	Art. Support. Offensive
2-suit	Comp
3-suit	GF
Raise	Comp
3NT	to play
•Cue	Fit I+. Tends to be bal

If Advancer is a passed-hand

Previous advance methods are off

Cue-bid	limit support. Defensive
2NT	limit support. Offensive
2om	Constr. Tolerance in partner's suit
2oM	Constr. Tolerance in partner's suit

4.2 Advancing Takeout Doubles

(1X) Dbl (P) ?

NJ suit	at most 8(10) points
Jump suit	9-12. Good 4 ⁺ cards / 5 ⁺ cards
Jump 3-suit	9-12. Good 5 ⁺ suit
1NT	7-10. May not be stopped. Later cue by either side ask stop
2NT	11-12 stopped
3NT	13-15 stopped
•Cue	11 ⁺ . None of the above

After a non-jump suit advance

P	High enough
Raise to 2	4-card support. Non-promising extra
Raise to 3	4-card support. Inv
New suit	strong case with 5 ⁺ suit. NF
Jump suit	Very strong with a good suit. Forcing
NT	19-21 Bal / semi-Bal
Game bid	to play
•Cue	Strong hand. no good suit to bid. Respond rebid suit to show weak (5), and does not promise length. Other bids show 6-9 and Nat.

After 1NT advance

2NT	Inv
Others	same as suit advance

After a cue-bid advance

2X	4 ⁺ X. F1R. Any strength
2NT	Min with stopper
Jump	Good hand with good suit. GF

Then, raising partner's shown suit to 3 is NF.

4.3 Defense to 1NT

(1NT) ?

Dbl	X + ♠
•2♣	♣ + ♥
•2♦	♦ + ♥
2M	5 ⁺ M Natural. At least a good 5-card suit. Develop as we opened weak 2
•2NT	5 ⁺ ♣ 5 ⁺ ♦
3m	Natural
3M	Preemptive

Apply for direct seat, pass-out seat, and passed hand.

Bid aggressively (4-4 okay) opposite strong NT NV.

Bid constructively (opening hands) opposite weak NT.

Dbl denies a good 5-card ♠ suit (unless both M). 2m denies a good 5-card ♥ suit.

(1NT) Dbl (P) ?

Pass	Convert to penalty. 10 ⁺
2♣	P/C
•2♦	Strong ask.
2♥/♠	To play
Ignore third seat rdbl.	

(1NT) Dbl (P) 2♦; ?

2♥	Nat. 4-5♥. Min
2♠	Min. Not 4♥. 2NT ask side suit
3m	4 ⁺ ♠ 4 ⁺ m Max. 3♥ ask 5 th ♠
3♥	5 ⁺ ♥ 4=♠ max
3♠	5 ⁺ ♠ 4=♥ max
•3NT	5 ⁺ ♥ 5 ⁺ ♠ max

(1NT) 2m (P) ?

P / 2♥	Preference
New suit	To play
2NT	Strong ask
3m / 3♥	Block
Ignore third seat dbl.	

(1NT) 2m (P) 2NT; ?

3m	Min. 4=♥
•3om	Max. 4=♥
3♥	5=♥ Min
•3♠	5=♥ Max
3NT	4-4 Max

4.4 Doubles

Takeout	(Direct) emphasize majors, minors unclear; (Bal) 4 cards in 2 of remaining suits
Negative	Up to 4♥
Responsive	Up to 4♥
Supportive	(No)
Game try	After we raise and they compete and raise

4.5 Pass-double Inversion

(We do not have consensus right now. We do not play PDI.)

4.6 Opponent bid and raise

(1M) P (2M) ?

Dbl	Promise 4-4 in any 2 unbid suits. Can be a queen lighter
2NT	5 ⁺ 5 ⁺ in minors. Can be a queen lighter
NJ suit	5 ⁺ in the suit bid. Can be a queen lighter
Higher	See "Against Major Preempt / Raise to 2M" section

~ balance position

~ (1m) P (1M) P; (2M) and the minor is considered 'unbid'

(1M) P (2M) X; (P) ?

NJ suit	Preference
2NT	Ask doubler to bid his lowest 4 card suit. Then P/C

4.7 Against Major Preempt / Raise to 2M

Applies in the following situations:

- (1M) P/Dbl (2M) ?
- (2M) ?

(...2M) ?

Dbl	Take out
NJ suit	Nat. Constr
3M	Asking stopper for 3NT
3NT	To play
•4m	Leaping Michael. 5 ⁺ m 5 ⁺ oM

4.8 Against Major Preempt / Raise to 3M

Applies in the following situations:

- (1M) P/Dbl/1N (3M) ?
- (2M) P/Dbl/2N (3M) ?
- (3M) ?
- 1N (3M) ?

(...3♥) ?

Dbl	Takeout, could be off-shape
3♠	5 ⁺ ♠ constr
3NT	To play
4m	Nat. Constr
•4♥	5 ⁺ ♠ GF. Strong two suiter / Long ♠ ST
4♠	To play
•4NT	Minors

(...3♠) ?

Dbl	Takeout, could be off-shape
3NT	To play
•4♣	Long ♥ GF. Partner 4♦ shows slam interest
•4♦	♦ + ♥ GF
•4♥	♣ + ♥ NF
•4♠	♣ + ♥ Strong
•4NT	Minors
5m	Nat

4.9 2NT Complex

Lebensohl:

Used when only one of the opponents has shown his strength and you are forced to bid.

Slow shows stopper, fast denies stopper.

Doubler may bypass the puppet if he has extra.

Scramble:

Used when both of the opponents have shown his strength and you are forced to bid.

Partner bids the lowest 4⁺ card suit.

Weak reverse:

Used when (1) we know we have no game interest, (2) a player has shown a suit, and (3) partner did not raise. 2NT shows a two suiter: 5⁺ cards in the suit bid and 4-5 cards in the (possible) suit above. No tolerance in the third suit when take-out double is available.

Natural:

Used when only one of the opponents has shown his strength or a simple raise by opponents, and you bid voluntarily.

4.10 Michael Cue Bid and Unusual 2NT

(1m) 2m	Majors. 5-5 ⁺
(1♥) 2♥	♠ and a minor. 5-5 ⁺
(1♠) 2♠	♥ and a minor. 5-5 ⁺
(1X) 2NT	5 ⁺ 5 ⁺ in the lowest unbid suits ~ balance position except unusual 2NT.

Then advancer:

- Cue bid again to ask for stopper for 3NT.
- Bidding 2NT is balanced invite.
- Bidding the known suit is to play.
- (Cue bid shows one known suit) Bidding any unknown suits are P/C.
- (Cue bid shows two known suit) Bidding the fourth suit is to play (rare).

4.11 Unusual vs Unusual

When 2 suits are specified:

Dbl	Penalty in at least one suit (not yet set up forcing pass)
Cue low	Limit raise or better in opener's suit (If they assume our 1♣ is natural, we also do).
Cue high	FG with 5 ⁺ in the fourth suit
Others	Compete

When only one suit is specified:

Dbl	Penalty in the known suit (not yet set up forcing pass)
Cue	Limit raise or better in opener's suit
New suit	F1R
Others	Compete

4.12 Against Some Artificial Openings

Against strong 1♣ / 1♦ / 2♣

Dbl	Majors, at least 5-4
NT	Minors, at least 5-4 (1NT) or 5-5 (2NT)
Others	5 ⁺ suit. Natural

Strength strongly depends on vulnerability and level.

Against gambling / Namyats 3NT

Dbl	Strong, subsequent Dbls suggests penalty
4m	Takeout in m, shortness
Others	To play

Against standard weak 2 or Muiderberg

Dbl	Take out or strong
NJ suit	Natural
2NT	15-18 Bal. system on
Higher	See "Against Major Preempt / Raise to 2M" section

Against multi 2♦

Dbl	12-16 Bal / semi-bal or 18 ⁺ strong hand
NJ suit	Nat. Constructive
2NT	15-18 Bal. Likely stopped in both majors

After (2♦) (2M), Dbl is takeout in M

Against Flannery 2♦ (or 2♦ = weak ♥ or str Bal)

Dbl	♦
2♥	Take out in ♥
Others	Natural

Against 2♥ = weak with both majors

Dbl	Balanced takeout
Others	Natural