

# LAK Precision

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# Chapter 1

## Constructive bidding

### 1.1 List of Openings

1♣	16+ unBAL or 17+ BAL
1♦	10–15, 2+♦, denies a 5-card major unless has 6 diamonds
1♥	$\left\{ \begin{array}{ll} 10-15, 5^+ \heartsuit & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+ \heartsuit & 3^{\text{rd}} \\ 10-15, \text{good } 4^+ \heartsuit & \end{array} \right. & \end{array} \right.$
1♠	$\left\{ \begin{array}{ll} 10-15, 5^+ \spadesuit & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+ \spadesuit & 3^{\text{rd}} \\ 10-15, \text{good } 4^+ \spadesuit & \end{array} \right. & \end{array} \right.$
1♢	$\left\{ \begin{array}{ll} 14-16, \text{BAL} & 1^{\text{st}}, 2^{\text{nd}} \text{ and } 3^{\text{rd}} \text{ NV} \\ 15-17, \text{BAL} & 3^{\text{rd}} \text{ VUL and } 4^{\text{th}} \end{array} \right.$
2♣	10–15, 6+♣
2♦	10–15, 4414/4405/4315/3415
2M	$\left\{ \begin{array}{ll} 3-10 \left\{ \begin{array}{ll} 5^+ \text{M} & \text{NV} \\ 6^+ \text{M} & \text{VUL} \end{array} \right. & 1^{\text{st}}, 2^{\text{nd}}, 3^{\text{rd}} \\ 10-13, 6^+ \text{M} & 4^{\text{th}} \end{array} \right.$
2♢	$\left\{ \begin{array}{ll} 19-20, \text{BAL} & 1^{\text{st}}, 2^{\text{nd}} \text{ and } 3^{\text{rd}} \text{ NV} \\ 20-21, \text{BAL} & 3^{\text{rd}} \text{ VUL and } 4^{\text{th}} \end{array} \right.$
3X	3–9, preempt
3♢	to play
4X	preempt
4♢	vanilla Blackwood
5m	preempt
5M	11 tricks, missing AK trumps

## 1.2 1♣—

- 1♦ 0–7
- 1♥ 8–11, denies 5<sup>+</sup>♠, AK is sufficient
- 1♠ 8<sup>+</sup>, 5<sup>+</sup>♠, AK is sufficient
- 1♣ 12<sup>+</sup>, 5<sup>+</sup>♥
- 2♣ 12<sup>+</sup>, 5<sup>+</sup>♣
- 2♦ 12<sup>+</sup>, 5<sup>+</sup>♦
- 2♥ 14<sup>+</sup>, BAL
- 2♠ 12<sup>+</sup>, (4441)
- 2♣ asks
- 2♣ 12–13, BAL
- 3X nat 7 weak

Passed hand responses:

- 1♦ 0–7
- 1♥ 8–10, 5♥
- 1♠ 8–10, 5♠
- 1♣ 8–10, BAL
- 2♣ 8–10, 5<sup>+</sup>♣
- 2♦ 8–10, 5<sup>+</sup>♦
- 2♠ 8–10, (4441)
- 2♣ asks
- 3X nat 7 weak

### 1.2.1 1♣—1♦—

- PASS (5)6<sup>+</sup>♦, MIN, 1♣/2♦ dangerous
- 1♥ 4<sup>+</sup>♥ (if 4, (4441) or 5<sup>+</sup>m), F1
- 2♥ 3<sup>+</sup>♥
- 1♠ 4<sup>+</sup>♠ (if 4, (4441) or 5<sup>+</sup>m), F1
- 2♠ 3<sup>+</sup>♠
- 1♣ 17–18 (18–19), BAL [5M(332) can choose 1M or 1♣]
- system on
- 2♣ 16–21, 6<sup>+</sup>♣ or 5♣4♦, no 4M, NF
- 2♦ 16–21, 6<sup>+</sup>♦ or 5♦4♣, no 4M, NF
- 2♥ 22<sup>+</sup>, 5<sup>+</sup>♥, GF
- 2♠ 22<sup>+</sup>, 5<sup>+</sup>♠, GF
- 2♣ 21(22)–23, BAL
- system on
- 3♣ 22<sup>+</sup>, 6<sup>+</sup>♣ or 5♣4♦, GF
- 3♦ 22<sup>+</sup>, 6<sup>+</sup>♦ or 5♦4♣, GF
- 3♥ ♥ flag, GF
- 3♠ ♠ flag, GF
- 3♣ 24–27, BAL
- 4♥ to play (good long suit, weak)
- 4♠ to play (good long suit, weak)

### 1.2.2 1♣—1♥—

Usually no slam when opener has minimum hand (16–19).

1♠	5 <sup>+</sup> ♠
1♣	17–18 (18–19) or 24 <sup>+</sup> , BAL
2♣	5 <sup>+</sup> ♣
2♦	5 <sup>+</sup> ♦
2♥	5 <sup>+</sup> ♥
2♠	(4441)
2♣	asks
2♣	21(22)–23, BAL
3♣♦♥♠	flag, slam interest, demand cue-bids

After responder's second bid jump shift shows a splinter with support for last bid suit.

### 1.2.3 Waiting 2♣

In non-fit auctions 2♣ implies a hand that has no side 5-card suit, no great 7-card suit, and no great support for partner's minor.

Example:

1♣—1♥—2♦—2♥—	
2♠	4 <sup>+</sup> ♠ (shorter than ♦), denies 3 <sup>+</sup> ♥
2♣	waiting, may have 4♣, denies 3 <sup>+</sup> ♥
3♣	5 <sup>+</sup> ♦ 5 <sup>+</sup> ♣, denies 3 <sup>+</sup> ♥
3♦	7 <sup>+</sup> ♦ (or 6 very good ones), denies 3 <sup>+</sup> ♥
3♥	♥ flag, hearts is trump
3♠/4♣	splinter for hearts
4♥	very bad raise

### 1.2.4 The Implied Cue-bid

Before a fit is agreed, bidding a suit that is unreasonable as a possible trump suit at the level of 3♦ or higher implies a fit with partner's last bid suit. This is known as an "Implied Cue-bid".

The logic is: you need at least two ways to raise partner to show the difference between a bad or good hand for the auction to date.

### 1.3 1♦—

- 1♥ 6<sup>+</sup>, 4<sup>+</sup>♥, F1
- 1♠ 6<sup>+</sup>, 4<sup>+</sup>♠, F1
- 1♣ 7–bad 11, BAL, no 4M, NF
- 2♣ 11<sup>+</sup>, (4)5<sup>+</sup>♣, no 4M unless GF and 6<sup>+</sup>♣, F1
- 2♦ 11<sup>+</sup>, (4)5<sup>+</sup>♦, no 4M unless GF and 6<sup>+</sup>♦, F1
- 2♥ 0–10, 5♠4–5♥
- 2♠ 11<sup>+</sup>, 5♠4–5♥, INV opposite 10–13 BAL, F1
- 2♣ good 11–13, BAL, no 4M, INV
- 3♣ 6–10, 54 mm, P/C
- 3♦ 5–10, 6<sup>+</sup>♦
- 3♥ 6–9, 7<sup>+</sup>♥
- 3♠ 6–9, 7<sup>+</sup>♠
- 3♣ 13–16, BAL, no 4M
- 4♣ 6–10, 55<sup>+</sup> mm, P/C
- 4♦ 6–9, 7<sup>+</sup>♦
- 4♥ good 7 or 8<sup>+</sup>♥, preemptive
- 4♠ good 7 or 8<sup>+</sup>♠, preemptive

### 1.3.1 1♦—1♥—

(DBL)

PASS denies 3+♥, may have 4♠ if BAL/3-suiter

RDBL 3♥

1♠ 4♠

1♣ 1–2 ♥

2♣ 54+mm

(1♠)

PASS denies 3♥

DBL 3♥

1♣ 1–2 ♥, good stops

2♣ 54+mm

(1♣ nat)

DBL 12–15, 3♥

2♣ 54+mm

(2♣)

DBL 3♥

(2♦)

DBL 3♥

(2♠)

DBL 12–15, 3♥

2♣ good hand with 6♦ and stopper, NF

3♣ 55+mm

1♠ 4♠, other bids deny 4♠

\* XYZ

1♣ 10–13(14), no singleton, BAL

\* XYZ

2♣ 8+ cards in the minors, not 6♦4♣

2♦ 10–12, 6+♦

2♠ artificial GF

2♥  $\begin{cases} 10-13(14), 4♥, \text{BAL} \\ 10-12, 4♥, \text{unBAL} \end{cases}$

2♠ 5♠6+♦

2♣ 13–15, 3♥6+♦

3♣ 13–15, 55+ mm

3♦ 13–15, 6+♦

3♥ 13–15, 4♥, unBAL



### 1.3.2 1♦—1♠—

(DBL)

PASS denies 3<sup>+</sup>♠

RDBL 3♠

1♣ 1–2 ♠

2♣ 54<sup>+</sup>mm

(1♣ nat)

DBL 12–15, 3♠

2♣ 54<sup>+</sup>mm

(2♣)

DBL 3♠

(2♦)

DBL 3♠

(2♥)

DBL 12–15, 3♠

2♣ good hand with 6♦ and stopper, NF

3♣ 55<sup>+</sup>mm

1♣ 10–13(14), no singleton, BAL

\* XYZ

2♣ 8<sup>+</sup> cards in the minors, not 6♦4♣

2♦ 6<sup>+</sup>♦

2♥ artificial GF

2♥ 5♥6<sup>+</sup>♦

2♠  $\begin{cases} 10-13(14), 4♠, \text{BAL} \\ 10-12, 4♠, \text{unBAL} \\ 3451 \end{cases}$

2♣ 13–15, 3♠6<sup>+</sup>♦, BAL

3♣ 13–15, 55<sup>+</sup> mm

3♦ 13–15, 6<sup>+</sup>♦

3♠ 13–15, 4♠, unBAL

### 1.3.3 1♦—1♣—

(DBL)

2♣ 44<sup>+</sup> mm, unBAL

2♦ 5<sup>+</sup>♦

(2M)

DBL takeout

2♣ good 3♦rebid

3♣ 4/5♦5♣

3♦ to play

2♦ 6<sup>+</sup>♦ or 5♦ unBAL

2M 14–15, short M

2♣ 14–15, 4441

3M 6♦5M, FG or F4♦

3♣ to play, based on long running ♦

### 1.3.4 1♦—2♣—

(2M)

- PASS waiting
- DBL penalty
- 2♣ good stops
- 2♦ 5<sup>+</sup>♦, 0-3♣, unBAL
- 3♣ 11-12, 5<sup>+</sup>♣, INV
- 3♦ NF
- other GF
- 2♥ 11-13(14), BAL
- 2♠ puppet to 2♣
- 2♣ forced
  - 3♣ 5<sup>+</sup>♣, GF
  - 3♦ 5♣4♦, GF
  - 3♥ 4♥6♣, GF
  - 3♠ 4♠6♣, GF
  - 3♣ S/O
- 2♣ asks 4<sup>+</sup> card minor, ST, BAL, GF
- 3♣ 11-12, 5<sup>+</sup>♣, INV
- 3♥ 5♥6♣, GF
- 3♠ 5♠6♣, GF
- 3♣ prefers to declare, S/O
- 2♠ 4<sup>+</sup>♣, some splinter, GF
- 2♣ asks ♠♥♣
  - 3♣ ♠ splinter
  - 3♦ ♥ splinter
  - 3♥ ♣ splinter
- 2♣ 10-12, 4441
- 3♣ (41)53, GF
- 3♦ asks
  - 3♥ 4♥
  - 3♠ 4♠
- 3♦ very good 6<sup>+</sup>♦, GF
- 3♥ 5♥6♦, GF
- 3♠ 5♠6♦, GF
- 3♣ 13-15, 4441

### 1.3.5 1♦—2♦—

(2M)

- 3♦ ♦ fit, BAL, MIN
- 3M 4<sup>+</sup>♦, short M
- 2♥ 10-13(14), BAL
- 2♠ puppet to 2♣
- 2♣ forced
  - 3♣ 54<sup>+</sup> mm (could be 4♦5♣), GF
  - 3♦ 5<sup>+</sup>♦, GF
  - 3♥ 4♥6♦, GF
  - 3♠ 4♠6♦, GF
  - 3♣ S/O
- 2♣ asks 4<sup>+</sup> card minor, ST, BAL, GF
- 3♣ 11-12, 54<sup>+</sup> mm (could be 4♦5♣), INV
- 3♦ 11-12, 5<sup>+</sup>♦, INV
- 3♥ 5♠6♦, GF
- 3♠ 5♠6♦, GF
- 3♣ Prefers to declare, S/O
- 2♠ 4<sup>+</sup>♦, some splinter, GF
- 2♣ asks ♠♥♣
  - 3♣ ♠ splinter
  - 3♦ ♥ splinter
  - 3♥ ♣ splinter
- 2♣ 10-12, 6♦, BAL
- 3♣ (41)35, GF
- 3♦ asks
  - 3♥ 4♥
  - 3♠ 4♠
- 3♦ very good 6<sup>+</sup>♦, GF
- 3♥ 5♥6♦, GF
- 3♠ 5♠6♦, GF
- 3♣ 13-15, 6♦, BAL

### 1.3.6 1♦—2♠—

1♦—2♥— is similar but the responder is limited.

- PASS preference for ♠, MIN
- 2♣ asks
  - 3♣ 5♠4♥, MIN
  - 3♦ 5♠4♥, MAX
  - 3♥ 5♠5♥, MIN
  - 3♠ 5♠5♥, MAX
- 3♣ 55<sup>+</sup> mm
- 3♦ 6<sup>+</sup>♦
- 3♥ preference for ♥, MIN
- 3♣ to play
- 4♥ to play
- 4♠ to play

### 1.3.7 1♦—2♣—

PASS	10–12
3♣	mm, ♣ better, 10–12, S/O
3♦	mm, ♦ better, 10–12, S/O
3♥	good 4♥, 0–1♠
3♥	good 4♠, 0–1♥
3♣	13–15
4♥	5♥6♦
4♠	5♥6♦

### 1.3.8 Interference over 1♦

Negative doubles are used. 2-level free bids (2♦ is a free bid) are F1. After 1 of a major overcall, a jump in clubs still shows both minors. Support (re)doubles are on.

As a responder assume that opener has 10–13 BAL until told otherwise.

## 1.4 1♥

1♠	4+♠, F1 (GF with 4♠ is 2♣)
1♣	7–12, semiforcing, no fit
2♣	$\begin{cases} 2^+♣, \text{BAL, GF} \\ 5^+♣, \text{GF} \end{cases}$
2♦	5+♦, GF
2♥	7–bad 11, 3♥ usually
2♠	6+♠, less than INV
2♣	4+♥, (BAL or 14+ splinter), GF
3♣	$\begin{cases} \text{good 11–12, } 3^+♥, \text{INV} \\ \text{weak splinter} \end{cases}$
3♦	7–10, 4♥
3♥	0–6, 4♥
3♠	12–13, any splinter
3♣	asks LMH
4♥	does not care
3♣	10–12, 0♠
4♣	10–12, 0♣
4♦	10–12, 0♦
4♥	to play
4♠	to play

### 1.4.1 1♥—1♠—

- 1♣ 10–13, BAL
- \* XYZ
- 2♣ 4<sup>+</sup>♣, may have 3♠
- 2♦ 4<sup>+</sup>♦, may have 3♠
- 2♥ 6<sup>+</sup>♥, may have 4m
- 2♠ 10–13, 4♠ or 3♠ unBAL
- 2♣ 6<sup>+</sup>♥, 3♠
- 3♣ 14–15, 5♣
- 3♦ 14–15, 5♦
- 3♥ long ♥ suit, INV, NF
- 3♠ 14–15, 4♠
- 4m void splinter
- 4♥ 12–14, 8.5 tricks, 7–8 ♥ missing one of the top 5 honors
- 4♠ 11 cards in ♠ and ♥, MIN

### 1.4.2 1♥—1♣—

- (bid)
- DBL takeout
- PASS 10–13,  $\begin{cases} \text{BAL} \\ 4♠5♥, \text{ no } 4m \end{cases}$
- 2♣ 4<sup>+</sup>♣
- 2♦ 4<sup>+</sup>♦
- 2♥ 6<sup>+</sup>♥
- 2♠ 14–15, 4♠5♥
- 2♣  $\begin{cases} 6♥4m \\ 6♥5♠, \text{ superMAX} \end{cases}$
- 3♣ 14–15, 5♣, good suits, NF
- 3♦ 14–15, 5♦, good suits, NF
- 3♥ trick-based INV

### 1.4.3 1♥—2♣—

- (bid)
- DBL penalty
- 3♣ 3♣, unBAL
- 3 cue 4<sup>+</sup>♣, shortness in opp's suit
- 2♦ 4<sup>+</sup>♦, denies 4♠
- 2♥ 6<sup>+</sup>♥, 1-suiter or with 4 weak ♦
- 2♠ 4<sup>+</sup>♠, may have 6♠ or 45(04)
- 2♣ 10–13, 5♥(332)
- 3♣ 5♥4/5♣, unBAL
- 3♦ 6<sup>+</sup>♥4<sup>+</sup>♣
- 3♥ 2524
- 3♠ great long ♥

#### 1.4.4 1♥—2♦—

2♥ 6+♥, denies 4+♠  
 2♠ 4+♠, denies 6+♥ unless 6+♥5+♠  
 2♣ { 11-33, 5♥(332)  
       5♥4♣ without 3♦  
 3♣ 5+♥5♣  
 3♦ { 3♦  
       2542  
 3♥ great long ♥  
 3♠ 4+♦, 0-1♠  
 3♣ 4504  
 4♣ 4+♦, 0-1♣

#### 1.4.5 1♥—2♣

(bid)

DBL shortness in their suit  
 PASS waiting  
 3♣ 10-13  
 3♦ asks shortness, chooses not to show shortness  
 3♥ BAL  
 3♠ some void (R asks LMH)  
 3♣4♦ singleton LMH  
 3♥ some void (R asks LMH)  
 3♠♣4♣ singleton ♣♦♠  
 3♦ 14-15, asks shortness, chooses not to show shortness  
 3♥ BAL  
 3♠ some void (R asks LMH)  
 3♣4♦ singleton LMH  
 3♥ 14-15, some void (R asks LMH)  
 3♠♣4♣ 14-15, singleton LMH

#### 1.4.6 1♥—3♣—

3♦ interest in game or slam  
 3♥ bad INV  
 3♠4♣♦ LMH splinter  
 3♣ 3♥(433) good INV, NF  
 4♥ good INV  
 3♥ double-negative  
 4♥ accepts INV but no splinter

#### 1.4.7 Reverse Drury

After 3<sup>rd</sup> hand opening.

2♣ Drury response  
 2♦ 11+  
 2♥ 8-10  
 other 11+, natural

## 1.5 1♠

- 1♣ 7–12, semiforcing, no fit
- 2♣  $\begin{cases} 2^+♣, \text{BAL, GF} \\ 5^+♣, \text{GF} \end{cases}$
- 2♦ 5+♦, GF
- 2♥ 5+♥, GF
- 2♠ 7–bad 11, 3♠ usually
- 2♣ 4+♠, GF
- 3♣ 11+, 6+♥, INV+
- 3♦  $\begin{cases} \text{good 11–12, } 3^+♠, \text{INV} \\ \text{weak splinter} \end{cases}$
- 3♥ 7–10, 4♠
- 3♠ 0–6, 4♠
- 3♣ 12–13, any splinter
- 4♣ 10–12, 0♣
- 4♦ 10–12, 0♦
- 4♥ 10–12, 0♥
- 4♠ to play

### 1.5.1 1♠—1♣—

(bid)

- DBL takeout, could be 6(331)
- PASS 10–13, BAL
- 2♣ 4+♣, unBAL
- 2♦ 4+♦, unBAL
- 2♥ 4+♥, may have 6♠4♥
- 2♠ 6+♠, may have 4m
- 3♣ 14–15, 5♣, good suits, NF
- 3♦ 14–15, 5♦, good suits, NF
- 3♠ trick-based INV

### 1.5.2 1♠—2♣—

(bid)

- DBL penalty
- 3♣ 3♣, unBAL
- 3 cue 4+♣, shortness in opp's suit
- 2♦ 4+♦, denies 4♥
- 2♥ 4+♥, may have 6♠4+♥
- 2♠ 4+♠, 1-suiter or with 4 weak ♦
- 2♣ 10–13, 5♠(332)
- 3♣ 5♠4/5♣, unBAL
- 3♦ 6+♠4+♣
- 3♥ 5224
- 3♠ great long ♠

### 1.5.3 1♠—2♦—

2♥ 4<sup>+</sup>♥  
 2♠ 6<sup>+</sup>♠, denies 4<sup>+</sup>♥  
 2♣  $\begin{cases} 5♠(332) \\ 5♠4♣ \text{ without } 3♦ \end{cases}$   
 3♣ 5<sup>+</sup>♠5♣  
 3♦  $\begin{cases} 3♦ \\ 5242 \end{cases}$   
 3♥ 4<sup>+</sup>♦, 0-1♥  
 3♠ great long ♠  
 3♣ 5404  
 4♣ 4<sup>+</sup>♦, 0-1♣

### 1.5.4 1♠—2♥—

2♠ 6<sup>+</sup>♠, may have 4m  
 2♣ 5233 or 5♠4m without 3♥  
 3♣ 5<sup>+</sup>♠5♣, no ♥ fit  
 3♦ 5<sup>+</sup>♠5♥, no ♥ fit  
 3♥ 3<sup>+</sup>♥  
 3♠ great long ♠  
 3♣ 5044  
 4♣ 3<sup>+</sup>♥, 0♣  
 4♦ 3<sup>+</sup>♥, 0♦  
 4♥ 3♥, MIN

### 1.5.5 1♠—2♣

(bid)

DBL shortness in their suit  
 PASS waiting  
 3♣ 10–13  
 3♦ asks shortness, chooses not to show shortness  
 3♥ BAL  
 3♠ some void (R asks LMH)  
 3♣4♦ singleton LMH  
 3♥ some void (R asks LMH)  
 3♠4♣ singleton ♣♦♥  
 3♦ 14–15, asks shortness, chooses not to show shortness  
 3♥ BAL  
 3♠ some void (R asks LMH)  
 3♣4♦ singleton LMH  
 3♥ 14–15, some void (R asks LMH)  
 3♠4♣ 14–15, singleton LMH



### 1.5.6 1♠—3♣—

- 3♦ accepts INV
- 3♥ declines INV, may have short ♥
- 3♠ great ♠, short ♥, NF
- 3♣ accepts INV, no interest in long ♥ or 4m
- 4m natural
- 4♥ accepts INV, MIN
- 4♠ great ♠, short ♥, to play

### 1.5.7 1♠—3♦—

- 3♦ interest in game or slam
- 3♠ double negative
- 4♠ accepts INV but no splinter

### 1.5.8 Reverse Drury

After 3<sup>rd</sup> hand opening.

- 2♣ 11–12, 3<sup>+</sup>♠, INV
- 2♦ 11<sup>+</sup>
- 2♥ 4<sup>+</sup>♥
- 2♠ 8–10
- other 11<sup>+</sup>, natural

## 1.6 1♣—

- 2♣  $\left\{ \begin{array}{l} \text{Stayman} \\ 5\text{M, INV} \end{array} \right.$
- 2♦ no 4<sup>+</sup>M
- 2♥ 4–5 ♥, may have 4♠
- 2♠ 4–5♠, no 4♥
- 2♦ transfer to ♥ (including 5♠5♥INV to game or slam)
- 2♥ accept transfer
- 2♥ transfer to ♠
- 2♠ accept transfer
- 2♠  $\left\{ \begin{array}{l} 6^+♣ \\ \text{range ask} \end{array} \right.$
- 2♣  $\left\{ \begin{array}{l} 6^+♦, \text{ any strength} \\ 55 \text{ mm, signoff, no 4M} \end{array} \right.$
- 3♣ Puppet Stayman
- 3♦ 55 mm, GF
- 3♥ ♥ shortness, 54<sup>+</sup> minors, GF
- 3♠ ♠ shortness, 54<sup>+</sup> minors, GF
- 3♣ to play
- 4♣ Gerber 1430
- 4♦ 6<sup>+</sup>♥, transfer to ♥, no slam
- 4♥ 6<sup>+</sup>♠, transfer to ♠, no slam

### 1.6.1 1 $\circ$ —2 $\clubsuit$ —2 $\diamond$ —

2 $\heartsuit$  MM, no game  
 2 $\spadesuit$  3 $\spadesuit$ 2 $\heartsuit$   
 2 $\spadesuit$  5 $\spadesuit$ , INV  
 PASS declines  
 2 $\circ$  accepts, 2 $\spadesuit$   
     PASS BAL, mild invite  
     3m 5 $\spadesuit$ 4 $^+$ m, mild invite, NF  
     3 $\circ$  to play  
 3 $\spadesuit$  3 $\spadesuit$ , MIN  
 4 $\spadesuit$  3 $\spadesuit$ , MAX  
 2 $\circ$  INV, may have 5 $\heartsuit$   
     3m 6 cards, to play  
 3 $\clubsuit$  5 $^+$ 4M, unBAL, GF  
 3 $\diamond$  5 $^+$ 4M, unBAL, GF  
 3 $\heartsuit$  5 $\spadesuit$ 4 $^+$  $\heartsuit$ , GF  
 3 $\spadesuit$  5 $\heartsuit$ 4 $\spadesuit$ , GF  
 3 $\circ$  to play  
 4 $\diamond$  delayed texas, 6 $\heartsuit$ 4 $\spadesuit$   
 4 $\heartsuit$  delayed texas, 6 $\spadesuit$ 4 $\heartsuit$

### 1.6.2 1 $\circ$ —2 $\clubsuit$ —2 $\heartsuit$ —

2 $\spadesuit$  5 $\spadesuit$ , INV  
 2 $\circ$  4 $\spadesuit$ , INV  
 3 $\heartsuit$  5 $\heartsuit$ , accept  
 3 $\clubsuit$  4 $\spadesuit$ 5 $^+$  $\clubsuit$ , unBAL, GF  
 3 $\diamond$   $\clubsuit$ interest, asks LH short  
 3 $\heartsuit$  5 $\heartsuit$   
     3 $\spadesuit$  waiting, no fit or no  $\diamond$ stop  
 3 $\spadesuit$   $\spadesuit$ flag, asks LH short  
 4 $\clubsuit$  great hand for  $\clubsuit$   
 3 $\diamond$  4 $\spadesuit$ 5 $^+$  $\diamond$ , unBAL, GF  
 3 $\heartsuit$  5 $\heartsuit$   
     3 $\spadesuit$  waiting, no fit or no  $\clubsuit$ stop  
 3 $\spadesuit$   $\spadesuit$ flag, asks LH short  
 4m great hand for  $\diamond$   
 3 $\heartsuit$  4 $\heartsuit$ , INV  
 3 $\spadesuit$  any splinter raise (R asks LMH)  
 3 $\circ$  to play  
 4 $\clubsuit$  RCK  $\heartsuit$   
 4 $\diamond$  ST in  $\heartsuit$ , BAL  
 4 $\heartsuit$  to play

### 1.6.3 1 $\circ$ —2 $\clubsuit$ —2 $\spadesuit$ —

2 $\circ$  4 $\heartsuit$ , INV

3 $\clubsuit$  4 $\heartsuit$ 5 $^+\clubsuit$ , unBAL, GF

3 $\diamond$   $\clubsuit$ interest, asks LH short

3 $\heartsuit$  4 $\heartsuit$ , asks LH short

3 $\spadesuit$  5 $\spadesuit$

4 $\clubsuit$  great hand for  $\clubsuit$

3 $\diamond$  4 $\heartsuit$ 5 $^+\diamond$ , unBAL, GF

3 $\heartsuit$  relay wiht some  $\diamond$ interest, asks LH short

3 $\spadesuit$  5 $\spadesuit$

4m great hand for  $\diamond$

3 $\heartsuit$   $\spadesuit$ flag, unBAL, ST

3 $\spadesuit$  4 $\spadesuit$ , INV

3 $\circ$  to play

4 $\clubsuit$  RCK  $\spadesuit$

4 $\diamond$  ST in  $\spadesuit$ , BAL

4 $\spadesuit$  to play

# 1.6.4 1 $\circ$ —2 $\diamond$ —2 $\heartsuit$ —

- 2 $\spadesuit$   $\left\{ \begin{array}{l} 5\heartsuit 5 \text{ other, INV} \\ 5\spadesuit 5\heartsuit, \text{ GF} \\ 6^+\heartsuit, \text{ mild ST, splinter} \end{array} \right.$
- 2 $\circ$  waiting
- 3 $\clubsuit$  5 $\heartsuit 5\clubsuit$ , INV
- 3 $\diamond$  5 $\heartsuit 5\diamond$ , INV
- 3 $\heartsuit$  5 $\spadesuit 5\heartsuit$ , INV
- 3 $\spadesuit$  5 $\spadesuit 5\heartsuit$ , ST
- 3 $\circ 4\clubsuit\diamond$  6 $^+\heartsuit$  mild ST, LMH splinter
- 3 $\heartsuit$  declines INV, 3 $\heartsuit$
- 4 $\heartsuit$  accepts INV, 3 $^+\heartsuit$
- 2 $\circ$  4 $^+\clubsuit$ , GF
- 3 $\clubsuit$  no  $\heartsuit$  fit
- 3 $\diamond$  short  $\diamond$
- 3 $\heartsuit$  short  $\spadesuit$
- 3 $\spadesuit$  2524, ST
- 3 $\circ 4\clubsuit$  LH void, 55
- 3 $\diamond$   $\heartsuit$  fit
- 3 $\heartsuit$  BAL, ST
- 3 $\spadesuit$  some void, ST (R asks LH)
- 3 $\circ 4\clubsuit$  LH singleton, ST
- 4 $\heartsuit$  to play
- 3 $\circ$  values in other suits, usually 2 $\heartsuit 3\clubsuit$
- 3 $\clubsuit$  4 $^+\diamond$ , GF
- 3 $\diamond$  no  $\heartsuit$  fit
- 3 $\heartsuit$  short  $\clubsuit$
- 3 $\spadesuit$  short  $\spadesuit$
- 3 $\circ$  2542, ST
- 3 $\clubsuit 4\diamond$  LH void, 55
- 3 $\heartsuit$   $\heartsuit$  fit
- 3 $\spadesuit$  BAL, ST
- 3 $\circ$  some void, ST (R asks LH)
- 4 $\clubsuit\diamond$  LH singleton, ST
- 4 $\heartsuit$  to play
- 3 $\circ$  values in other suits, usually 2 $\heartsuit 3\clubsuit$
- 3 $\diamond$  6 $^+\heartsuit$ , INV to game or slam
- 3 $\heartsuit$  declines INV
- 3 $\spadesuit$  accepts INV
- 3 $\heartsuit$  6 $^+\heartsuit$ , mild INV (needs 3 $\heartsuit$ , MAX)
- 3 $\spadesuit 4m$  void auto-splinter
- 3 $\circ$  COG, partner expected to bid 4 $\heartsuit$  with most 3-fits
- 4 $\heartsuit$  strong 6/7  $\heartsuit$  hand, BAL, ST

### 1.6.5 1 $\circ$ —2 $\heartsuit$ —2 $\spadesuit$ —

- 2 $\circ$  4 $^+$  $\clubsuit$ , GF
- 3 $\clubsuit$  no  $\spadesuit$  fit
  - 3 $\diamond$  short  $\diamond$
  - 3 $\heartsuit$  short  $\heartsuit$
  - 3 $\spadesuit$  5224, ST
  - 3 $\circ$ 4 $\clubsuit$  LH void, 55
- 3 $\diamond$   $\spadesuit$  fit
  - 3 $\heartsuit$  BAL, ST
  - 3 $\spadesuit$  some void, ST (R asks LH)
  - 3 $\circ$ 4 $\clubsuit$  LH singleton, ST
  - 4 $\spadesuit$  to play
- 3 $\circ$  values in other suits, usually 2 $\spadesuit$ 3 $\clubsuit$
- 3 $\clubsuit$  4 $^+$  $\diamond$ , GF
- 3 $\diamond$  no  $\heartsuit$  fit
  - 3 $\heartsuit$  short  $\clubsuit$
  - 3 $\spadesuit$  short  $\heartsuit$
  - 3 $\circ$  5242, ST
  - 4 $\clubsuit$  $\diamond$  LH void, 55
- 3 $\heartsuit$   $\heartsuit$  fit
  - 3 $\spadesuit$  BAL, ST
  - 3 $\circ$  some void, ST (R asks LH)
  - 4 $\clubsuit$  $\diamond$  LH singleton, ST
  - 4 $\spadesuit$  to play
- 3 $\circ$  values in other suits, usually 2 $\spadesuit$ 3 $\clubsuit$
- 3 $\diamond$  6 $^+$  $\spadesuit$ 5 $^+$  $\heartsuit$ , GF
  - 3 $\heartsuit$   $\heartsuit$  flag
  - 3 $\spadesuit$   $\spadesuit$  flag
  - 3 $\circ$  22 majors
  - 4M to play
- 3 $\heartsuit$  6 $^+$  $\spadesuit$ , INV to game or slam
- 3 $\spadesuit$  declines INV
- 3 $\circ$  accepts INV
- 3 $\spadesuit$  6 $^+$  $\spadesuit$ , mild INV
- 3 $\circ$  COG, partner expecter to bid 4 $\spadesuit$  with most 3-fits
- 4 $\clubsuit$  $\diamond$  $\heartsuit$  void auto-splinter
- 4 $\spadesuit$  strong 6/7  $\heartsuit$  hand, BAL, ST

### 1.6.6 1♣—2♠—

2♣ MIN

PASS to play

3♣ 6+♣

3♦  $\begin{cases} 6+♣, \text{ short } ♦, \text{ GF} \\ 6+♣, \text{ no shortness, SI} \end{cases}$

3♥ asks

3♠ 6+♣, short ♦, GF

3♣ 6+♣, no shortness, SI

3M 6+♣, short M, GF

3♣ to play

4♦ RCK ♣

3♣ MAX

PASS to play

3♦  $\begin{cases} 6+♣, \text{ short } ♦, \text{ GF} \\ 6+♣, \text{ no shortness, SI} \end{cases}$

3♥ asks

3♠ 6+♣, short ♦, GF

3♣ 6+♣, no shortness, SI

3M 6+♣, short M, GF

3♣ to play

4♦ RCK ♣

5♣ choose between 6♣ and 6♣

### 1.6.7 1♣—2♣—

3♣ rejects a ♦-based invite, may have MAX but 2♦

PASS 55 mm, no game

3♦ to play, up to invite

3M 6+♦, short M, GF

3♣ 6+♦, mild ST

4♣ 6+♦, short ♣, GF

5♣ choose 6♣ or 6♦

3♦ 3+♦, accepts 3♦-based invite, Kxx and stops in side suits is good enough

PASS 55 mm, no game

3M 6+♦, short M, GF

3♣ 6+♦, was invite to game

4♣ 6+♦, short ♣, SI

5♣ 6+♦, choose between 5♣ and 6♦

### 1.6.8 1♣—3♣—

3♦ 4M, no 5M

3♥ 4♠

3♠ 4♥

3♣ no interest in 4M

3M 5M

3♣ no M

### 1.6.9 Interference over 1♣

### 1.6.9.1 1 $\circ$ —2 $\clubsuit$ —(DBL)—

PASS 4 $\clubsuit$ , no 4M  
 RDBL good 4 $^+$  $\clubsuit$   
 2 $\diamond$  4 $^+$  $\diamond$ , no 4M  
 2 $\heartsuit$  4–5 $\heartsuit$   
 2 $\spadesuit$  4–5 $\spadesuit$ , no 4 $\heartsuit$

## 1.7 2 $\clubsuit$ —

2 $\diamond$  11 $^+$ , asks, INV+  
 2 $\heartsuit$  8–11, 5 $^+$  $\heartsuit$ , NF  
 2 $\spadesuit$  8–11, 5 $^+$  $\spadesuit$ , NF  
 2 $\circ$  puppet to 3 $\clubsuit$  (to play or some 55 GF)  
     3 $\clubsuit$  forced  
 3 $\clubsuit$  $\diamond$  $\heartsuit$  11 $^+$ , 6 $^+$  cards in the next higher suit, INV+  
     transfer decline INV (even with singleton)  
     other accept INV  
 3 $\spadesuit$  6 $\spadesuit$ 4 $\heartsuit$ GF  
 3 $\circ$  to play  
 4 $\clubsuit$  5–9, preemptive, at least 3 $\clubsuit$  usually 4 $\clubsuit$   
 4 $\heartsuit$  to play  
 4 $\spadesuit$  to play  
 5 $\clubsuit$  to play

### 1.7.1 2 $\clubsuit$ —2 $\diamond$ —

2 $\heartsuit$  4 $\spadesuit$  or 4 $\heartsuit$   
 2 $\spadesuit$  12–15, no 4-card major  
 2 $\circ$  14–15, stoppers in both majors, no 4-card major  
     3 $\diamond$  ST in  $\clubsuit$   
     3 $\heartsuit$  5 $\heartsuit$ , GF  
     3 $\spadesuit$  5 $\spadesuit$ , GF  
 3 $\clubsuit$  10–11, no 4-card major  
     3 $\diamond$  ST in  $\clubsuit$   
     3 $\heartsuit$  5 $\heartsuit$ , GF  
     3 $\spadesuit$  5 $\spadesuit$ , GF  
 3 $\diamond$  $\heartsuit$  $\spadesuit$  5-card suit, GF

### 1.7.1.1 2♣—2♦—2♥—

- 2♠ asks
- 2♣/3♣ 4♥/4♠, 10–13
    - PASS/3♣ S/O, wrong major
    - 3♦ ST in ♣
    - 3M INV
    - 3oM ST in M
    - games to play
  - 3♦/3♥ 4♥/4♠, 14–15
    - 3M ST in M
    - games to play
  - 2♣ INV, no interest in the major
  - 3♣ INV, no interest in the major
  - 3♦ ST in ♣

### 1.7.1.2 2♣—2♦—2♠—

- 2♣ asks strength
- 3♣ 12–13
  - 3♦ 14–15, 0–1♦
  - 3♥ 14–15, 0–1♥
  - 3♠ 14–15, 0–1♠
  - 3♣ 14–15, no shortness
  - 3♣ “the breakes”, to play
  - 3♦ ST in ♣
  - 3♥ 5♥, GF
  - 3♠ 5♠, GF

### 1.7.2 2♣—2♣—3♣—

- PASS preemptive raise in ♣
- 3♦ 5♠5♥, GF
    - 3♥ ♥ flag
    - 3♠ ♠ flag
    - 3♣/4♣ no fit
  - 3♥ 5♥5♦, GF
    - 3♠ ♥ flag
    - 3♣/4♣ no fit
    - 4♦ ♦ fit
  - 3♠ 5♠5♦, GF
    - 4♥ ♠ flag
    - 3♣/4♣ no fit
    - 4♦ ♦ fit

### 1.7.3 Interference over 2♣

Over opponent’s double, system on, RDBL indicates 10<sup>+</sup> HCP with a defensive hand, and activates penalty double. After overcall, negative double, new suit at 2-level (F1), compete in ♣ new suit at 3-level (GF), cue-bid a good club raise, or sign off in game.



## 1.8 2♦—

2♥ to play  
 2♠ 4315  
 2♠ to play  
 2♣ asks  
 3♣ to play  
 3♦ 11<sup>+</sup>, good 6<sup>+</sup>♦  
 3♥ 7-9, 5♥  
 4♥ 4♥, MAX  
 3♠ 7-9, 5♠  
 4♠ 4♠, MAX  
 3♣ to play  
 4♥ to play  
 4♠ to play

### 1.8.1 2♦—2♣—

3-card majors are shown to make responder declarer.

3♣ MIN  
 3♦ asks for a 3-card major  
 3♥ 4315  
 3♠ 3415  
 3♣ 44 majors  
 3♦ MAX, 44 majors, GF  
 3♥ sets ♥ for cues  
 3♠ sets ♠ for cues  
 3♥ MAX, 4315  
 3♠ MAX, 3415

### 1.8.2 Mulberry

Used for 3-suited hands. For RKC it is necessary for both players to understand what the trump suit is. For the RKC coding, we rank the suits in order of known length in the hand which is responding to RKC. Ties (or unknown) go to the lower suit.

4♣ puppet to 4♦ (for RCK)  
 4♦ forced  
     4♥ RCK for longest suit  
     4♠ RCK for second longest suit  
     4⊙ RCK for third longest suit  
     5♣ very strong ST in ♣  
     5♦ very strong ST in ♦  
     5♥ very strong ST in ♥  
     5♠ very strong ST in ♠  
     5⊙ very strong ST in ⊙  
 4♦ puppet to 4♥ (to sign off)  
 4♥ forced  
     PASS to play  
     4♠ to play  
     4⊙ RCK for shortest suit  
     5♣ to play  
     5♦ to play  
 4♥ ST in ♥  
 4♠ ST in ♠  
 4⊙ ST in ⊙  
 5♣ ST in ♣  
 5♦ ST in ♦

### 1.8.3 Interference over 2♦

Doubles are all penalty. 2⊙ is still asking, if available. Responder's bid in one of opener's 3 suits is to play, jump is a mixed raise.

If opponents double 2♦, RDBL asks for better major, PASS to request opener to also PASS.

## 1.9 2♥—

Assume 6+♥ unless NV vs. VUL.

2♠ F1  
 2♣ strong ask, F3♥  
 (bid)  
     PASS good  
     DBL medium  
     3♠ bad  
 3♣ 6♥, no 4♠, MAX  
     3♦ asks NLMH short  
     4♣ PRKC  
 3♦ no 4♠, medium  
     3♠ asks NLMH short  
     4♣ PRKC  
 3♥ MIN  
     3♠ asks NLMH short  
     4♣ PRKC  
 3♠ good but not MAX  
     4♣ asks NLMH short  
 3♣ 6♥4♠, not MIN  
     4♣ asks NLMH short  
 3♣ F1  
 3♦ F1  
 3♥ preempt  
 3♣ to play  
 3♠ 6+♠, GF  
 4♣ PRKC  
 4♥ to play  
 4♠ to play

## 1.10 2♠—

Assume 6+♠ unless NV vs. VUL.

2♣ strong ask, F3♠  
 3♣ 6♠, no 4♥, MAX  
     3♦ asks NLMH shorness  
     4♣ PRKC  
 3♦ no 4♥, medium  
     3♥ asks NLMH shorness  
     4♣ PRKC  
 3♥ good but not MAX, no 4♥  
     4♣ asks NLMH shorness  
 3♠ MIN  
     4♣ asks NLMH shorness  
 3♣ 6♠4♥, not MIN  
     4♣ asks NLMH shorness  
     3♦ asks NLMH shorness  
     4♣ PRKC  
 3♣ ♥, F1  
 3♦ nat, NF  
 3♥ ♣, GF  
 3♠ preempt  
 4♣ PRKC

## 1.11 2 $\circ$ —

- 3 $\clubsuit$  Stayman
- 3 $\diamond$  transfer to  $\heartsuit$
- 3 $\heartsuit$  transfer to  $\spadesuit$
- 3 $\spadesuit$  54<sup>+</sup>mm or 6<sup>+</sup> m, at least mild ST
- 3 $\circ$  to play
- 4 $\clubsuit$  Gerber
- 4 $\diamond$  6<sup>+</sup> $\heartsuit$ , ST
- 4 $\heartsuit$  6<sup>+</sup> $\spadesuit$ , ST
- 4 $\spadesuit$
- 4 $\circ$  quant

## 1.12 Conventions common for multiple opening bids

### 1.12.1 1X—1Y—1Z—

Not used after 1 $\clubsuit$  opening. It is on in some competitive situations (not if opponents bid after Z).

- 1 $\diamond$ —1 $\heartsuit$ —1 $\spadesuit$ —
- 1 $\diamond$ —1 $\heartsuit$ —1 $\circ$ —
- 1 $\diamond$ —1 $\spadesuit$ —1 $\circ$ —
- 1 $\heartsuit$ —1 $\spadesuit$ —1 $\circ$ —
- 1 $\diamond$ —(1 $\heartsuit$ )—DBL—1 $\spadesuit$ —
- 1 $\diamond$ —(1 $\heartsuit$ )—DBL—1 $\circ$ —
- 1 $\diamond$ —(1 $\spadesuit$ )—DBL—1 $\circ$ —
- 1 $\diamond$ —1 $\heartsuit$ —(1 $\spadesuit$ )—DBL—
- 1 $\circ$  to play
- 2 $\clubsuit$  puppet to 2 $\diamond$   $\left\{ \begin{array}{l} \text{artificial invite} \\ \text{long } \diamond \end{array} \right.$
- 2 $\diamond$  artificial GF
- 2 $\heartsuit$  to play
- 2 $\spadesuit$  natural
- 2 $\circ$  natural, denies 5 card Y, INV
- 3 $\clubsuit$  to play
- 3 $\diamond$  5Y5 $\diamond$ , slam interest
- 3Y 6<sup>+</sup> suit, slam interest
- 3 $\circ$  to play
- \* control for Y
- double jump shift splinter for the last natural suit

## 1.13 Slam Bidding

### 1.13.1 Kickback Roman Keycard Blackwood

Without Kickback (keycards are Aces and trump K):

4 $\odot$  RKC

- 5 $\clubsuit$  1/4 keycards
- 5 $\diamond$  0/3 keycards
- 5 $\heartsuit$  2 keycard, no trump Q
- 5 $\spadesuit$  2 keycard, trump Q

With Kickback ( $X$  is trump):

- $4X + 1$  KRCK
- $4X + 2$  1/4 keycards
- $4X + 3$  0/3 keycards
- $4X + 4$  2 keycard, no trump Q
- $4X + 5$  2 keycard, trump Q

Next step queries trump queen (if not known):

- $Y$  trump Q ask
- $Y + 1$  no trump Q
- $Y + 2$  trump Q

Next step queries #kings (then #queens, ...):

- $Z$  #kings ask
- $Z + 1$  0/3 kings
- $Z + 2$  1/4 kings
- $Z + 3$  2 kings

### 1.13.2 Is it Kickback?

The answer is that if a 4-level jump bid could be construed as Kickback, and there is any way to bid that suit naturally and forcing below game, then it is Kickback.

If there are two suits, then the cheapest “impossible” bid is Kickback for the lower suit and the next “impossible” bid is Kickback for the higher suit.

### 1.13.3 Preemptive Roman Keycard Blackwood

Over our preempts (2 $\heartsuit\spadesuit$ , 3 $\diamond\heartsuit\spadesuit$ ) 4 $\clubsuit$  asks (over 3 $\clubsuit$ , 4 $\diamond$  asks), then

- $S_1$  0 keycards
- $S_2$  1 keycard, no trump queen
- $S_3$  1 keycard, with trump queen
- $S_4$  2 keycards, no trump queen
- $S_5$  2 keycards, with trump queen

### 1.13.4 Serious 3NT and Last Train

When a major suit is trumps and slam is not yet ruled out, 3NT is not natural, but rather a waiting bid that shows a good hand in context. If you bybass 3NT, you deny a good hand in context.

The bid one under 4 of the major also shows a good hand in context, and nothing about the cue-bid suit.

Example:

1 $\heartsuit$ —2 $\clubsuit$ —2 $\heartsuit$ —3 $\heartsuit$ —

- 3♠ cue-bid, does not say whether serious or not
- 3♣ Serious 3NT (13–15 as 1♥ was 10–15), denies a spade cue
- 4♣ cue-bid, non-serious hand (10–12), denies a space cue, min but not the pits
- 4♦ Last Train, non-serious hand (10–12), no spade or club cue
- 4♥ the worst hand (10-11), bad distribution, honor location and slam cards

## Chapter 2

# Competitive bidding

### 2.1 Interference over 1♣

#### 2.1.1 1♣—(DBL)—

If GF is established, further doubles are for penalty.

PASS	0–5
RDBL	6–7
1♦♥♠2♣	8 <sup>+</sup>
1⊙	8 <sup>+</sup> , BAL
2♣	Stayman
other	natural
2♦♥♠	5–7, 6-card suit
3♣♦♥♠	5–7, 7-card suit

#### 2.1.2 1♣—(DBL)—PASS—(bid)—

DBL	takeout or 23 <sup>+</sup>
bid	natural “overcall”
cue	Michaels
2⊙	Unusual

#### 2.1.3 1♣—(1X or 2X)—

Trap is usually with 5 or more cards in their suit (with sure defensive tricks and unlimited strength) and is preparing to pass a reopening takeout double by opener.

If GF is established, further doubles are for penalty.

PASS	0–5 or trap	
DBL	$\begin{cases} 6-7 \\ 8^+, \text{ BAL, without stopper, GF (cue later to reveal) } \end{cases}$	always over 2X
over 1X		
PASS	penalty	
1M	4 <sup>+</sup> M, F1	
1 $\odot$	17–18 (18-19), BAL, with stopper, system on, NF	
2m	5 <sup>+</sup> cards, F1	
2X	GF	
2 $\odot$	21(22) <sup>+</sup> , BAL, system on, GF	
jump suit	6 <sup>+</sup> cards, GF	
non-jump new suit	8 <sup>+</sup> , 5 <sup>+</sup> cards, GF	
$\odot$ bid	8 <sup>+</sup> , BAL, with stopper, GF	
cheapest $\clubsuit$	stayman	
other	natural	
2-level cue	8 <sup>+</sup> , BAL, without stopper, GF	
jump shift	5–7 with a long suit and strength in the suit	
3-level cue	3-suited hand (short in opponent's suit), GF	

#### 2.1.4 1 $\clubsuit$ —(3X or 4X)—

PASS	0–6 (bad 7) or trap
DBL	takeout
DBL	7 <sup>+</sup> , no suit to bid below 3 $\odot$ , GF
3 $\odot$	to play usually, with stopper
new suit	5 <sup>+</sup> cards, GF

#### 2.2 1 $\diamond$ —(1 $\heartsuit$ )—

DBL	4 $\spadesuit$
1 $\spadesuit$	5 $\spadesuit$
1 $\odot$	nat, does not promise stopper
2 $\clubsuit$	5 <sup>+</sup> $\clubsuit$ , F1
2 $\diamond$	5 <sup>+</sup> $\diamond$ , F1
2 $\heartsuit$	6 <sup>+</sup> $\spadesuit$
2 $\spadesuit$	INV <sup>+</sup> , 54 <sup>+</sup> mm
2 $\odot$	nat INV, promises stopper
3 $\clubsuit$	mm, no game, worse than 2 $\spadesuit$
3 $\diamond$	6 <sup>+</sup> $\diamond$ , to play
3 $\heartsuit$	transfer to 3 $\odot$ , stopper that prefer partner declare
3 $\odot$	to play
3m	preempt
4 $\spadesuit$	to play



## 2.3 1♦—(1♠)—

DBL	negative
1♣	nat, does not promise stopper
2♣	5+♣, F1
2♦	5+♦, F1
2♥	5+♥, NF
2♠	INV <sup>+</sup> , 54 <sup>+</sup> mm
2♣	nat INV, promises stopper
3♣	mm, no game, worse than 2♠
3♦	6+♦, to play
3♥	6+♥, GF
3♠	transfer to 3♣, stopper that prefer partner declare
3♣	to play
3m	preempt
4♥	to play

## 2.4 1♥—(2♣ minors)—

DBL	penalty interest against at least one suit
3♣	5+♠, GF
3♦	11 <sup>+</sup> , 3+♥, INV <sup>+</sup>
3♥	7-10, 3+♥
3♠	nat, NF

## 2.5 1♠—(2♣ minors)—

DBL	penalty interest against at least one suit
3♣	5+♥, GF
3♦	11 <sup>+</sup> , 3+♠, INV <sup>+</sup>
3♥	nat, NF
3♠	7-10, 3+♠

## Chapter 3

# Defensive bidding

### 3.1 Against Strong 1♣

DBL MM  
n♣ mm

### 3.2 Against 1X natural

2X over 1m MM 55+  
2X over 1M oM and m, 55+  
2♣ two lowest lowest unbid suits (at least 55)

### 3.3 Against 1♦ precision

1♦ is treated as a natural 1X opening with the following exceptions. This means that ♦ is used for cue bids later even though it is not used in the first overcall.

DBL short ♦ not needed  
1♣ does not promise a ♦ stopper  
2♦ natural  
2♥ Michaels cue, 55+ ♠♥

### 3.4 Against 1♣

DBL penalty  
2♣ MM  
2♦ nat  
2♥ nat  
2♠ nat  
2♣ mm

### 3.5 Against 2m majors

DBL 4+M  
2♥ 54+ mm, ♣ better  
2♠ 54+ mm, ♦ better

### 3.6 Against weak 2X

DBL	$\left\{ \begin{array}{l} 12^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 18^+, \text{ semiBAL, with stopper} \end{array} \right.$	rebid suit rebid $\odot$
2Y	0–7	
2 $\odot$	Lebensohl (puppet to 3 $\clubsuit$ )	
3 $\clubsuit$	forced	
PASS	0–7, $\clubsuit$ suit	
3Y below X	0–7	
3X	asks 4 card M, with stopper	
3Y above X	8–11	
3 $\odot$	to play, with stopper	
3Y below X	8–11	
3X	asks 4 card M, no stopper	
3Y above X	GF	
3 $\odot$	to play, no stopper	
2Y	10–17, 5 <sup>+</sup> cards	
(3X)		
DBL	responsive, 10 <sup>+</sup> , length in unbid suits, no support for Y	
PASS	0–7	
3X	strong raise in Y, GF	
3Y	8–10, 3 <sup>+</sup> Y	
3Z	5 <sup>+</sup> suit, F1	
4 not Y	splinter	
2 $\odot$	14–17, semiBAL, with stopper	
3Y below X	12–17, (5)6 <sup>+</sup> cards	
3Y above X	16 <sup>+</sup> , very strong 6 <sup>+</sup> cards	
3X	stopper ask for $\odot$	
3 $\odot$	16 <sup>+</sup> , with stopper and a long running minor	
4X	55 <sup>+</sup> , mm	
4m	55 <sup>+</sup> , mand oM(or MM over 2 $\diamond$ )	
4 $\heartsuit\spadesuit$ if not X	16 <sup>+</sup> strong 6 <sup>+</sup> cards	

### 3.7 Against precision 2 $\clubsuit$

Treat as weak 2X.

### 3.8 Against 2 $\odot$ minors

DBL	penalty interest in at least one minor
3 $\clubsuit$	MM, $\heartsuit$ better
3 $\diamond$	MM, $\spadesuit$ better
3 $\heartsuit$	nat
3 $\spadesuit$	nat

### 3.9 Against weak $3X$

DBL	$\left\{ \begin{array}{l} 14^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 23^+, \text{ semiBAL, with stopper} \end{array} \right.$	rebid suit rebid $\odot$
$3Y$	12–17, (5)6 <sup>+</sup> cards	
$3\odot$	16–22, with stopper	
$4X$ over 2m	55 <sup>+</sup> , MM	
$4X$ over 2M	55 <sup>+</sup> , mm	
4m	55 <sup>+</sup> , mand oM	
$4\heartsuit\spadesuit$ if not $X$	16 <sup>+</sup> strong 6 <sup>+</sup> cards	

## Chapter 4

# Carding

### 4.1 Leads

- 2<sup>nd</sup>/4<sup>th</sup> in  $\odot$ .
- 1<sup>st</sup>/3<sup>rd</sup>/5<sup>th</sup> in suit.
- Highest from sequence.

### 4.2 Discards

- Odd-Even in suit.
- Lavinthal in  $\odot$ .