

LAK Precision

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September 15, 2023
v1.2.0

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Glossary

INV	exactly invitational
INV ⁺	at least invitational
ST	slamtry
BAL	balanced
unBAL	unbalanced
NV	non-vulnerable
VUL	vulnerable
M	major
m	minor
MM	both majors
mm	both minors
oM	other major
om	other minor
(xyzw)	fluid distribution
xyzw	exact distribution
nat	natural
GF	game force
NF	non-forcing
F1	forcing for 1 round
FX	forcing until X
P/C	pass or correct
S/O	signoff
LMH	low, middle, high
LH	low, high
flag	sets suit as a trump
R	relay/next bid
RKC	Roman Keycard Blackwood
KRKC	Kickback Roman Keycard Blackwood
PRKC	Preemptive Roman Keycard Blackwood
X	unspecified suit that does not change in a bidtable
XYZ	convention after 1X (not ♣)—1Y—1Z sequence
COG	choice of games
SI	slam interest
MIN	minimum
MAX	maximum
DBL	double
RDBL	redouble
TRF	transfer
MIX	mixed raise
PRE	preemptive
FJ	fit-jump
FNJ	fit non-jump

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♥	$\left\{ \begin{array}{ll} 10-15, 5^+♥ & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+♥ & 3^{\text{rd}} \\ 10-15, \text{good } 4^+♥ & \end{array} \right. & \end{array} \right.$
1♠	$\left\{ \begin{array}{ll} 10-15, 5^+♠ & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+♠ & 3^{\text{rd}} \\ 10-15, \text{good } 4^+♠ & \end{array} \right. & \end{array} \right.$
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	$\left\{ \begin{array}{ll} 3-10 \left\{ \begin{array}{ll} 5^+M & \text{NV} \\ 6^+M & \text{VUL} \end{array} \right. & 1^{\text{st}}, 2^{\text{nd}}, 3^{\text{rd}} \\ 10-13, 6^+M & 4^{\text{th}} \end{array} \right.$
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, PRE
3⊙	to play
4X	PRE
4⊙	vanilla Blackwood
5m	PRE
5M	11 tricks, missing AK trumps

1.2 1♣—

- 1♦ 0–7
- 1♥ 8–11, denies 5+♠, AK is sufficient
- 1♠ 8+, 5+♠, AK is sufficient
- 1♣ 12+, 5+♥
- 2♣ 12+, 5+♣
- 2♦ 12+, 5+♦
- 2♥ 14+, BAL
- 2♠ 12+, (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+♣
- 2♦ 8–10, 5+♦
- 2♠ 8–10, (4441)
- 2♣ asks
- 3X nat 7 weak

1.2.1 1♣—1♦—

- 1♥ 16–20, 5+♥
- 1♠ 16–20, 5+♠
- 1♣ 17–18 (18–19), BAL
- system on
- 2♣ 16–20, 5+♣
- 2♦ 16–20, 5+♦
- 2♥ 21+, 5+♥, F1
- 2♠ 21+, 5+♠, F1
- 2♣ 21(22)–24 BAL
- system on
- 3♣ 21+, 5+♣, F1
- 3♦ 21+, 5+♦, F1
- 3♣ 25+, BAL

1.2.2 1♣—1♥—

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

- 1♠ 5+♠
- 1♣ 17–18 (18–19) or 24+, BAL
- 2♣ 5+♣
- 2♦ 5+♦
- 2♥ 5+♥
- 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 \odot

In non-fit auctions 2 \odot 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 \clubsuit —1 \heartsuit —2 \diamond —2 \heartsuit —

- 2 \spadesuit 4 $^+$ \spadesuit (shorter than \diamond), denies 3 $^+$ \heartsuit
- 2 \odot waiting, may have 4 \clubsuit , denies 3 $^+$ \heartsuit
- 3 \clubsuit 5 $^+$ \diamond 5 $^+$ \clubsuit , denies 3 $^+$ \heartsuit
- 3 \diamond 7 $^+$ \diamond (or 6 very good ones), denies 3 $^+$ \heartsuit
- 3 \heartsuit \heartsuit flag, hearts is trump
- 3 \spadesuit /4 \clubsuit splinter for hearts
- 4 \heartsuit 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 \diamond 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 \diamond —

- 1 \heartsuit 6 $^+$, 4 $^+$ \heartsuit , F1
- 1 \spadesuit 6 $^+$, 4 $^+$ \spadesuit , F1
- 1 \odot 7-bad 11, BAL, no 4M, NF
- 2 \clubsuit 11 $^+$, (4)5 $^+$ \clubsuit , no 4M unless GF and 6 $^+$ \clubsuit , F1
- 2 \diamond 11 $^+$, (4)5 $^+$ \diamond , no 4M unless GF and 6 $^+$ \diamond , F1
- 2 \heartsuit 0-10, 5 \spadesuit 4-5 \heartsuit
- 2 \spadesuit 11 $^+$, 5 \spadesuit 4-5 \heartsuit , INV opposite 10-13 BAL, F1
- 2 \odot good 11-13, BAL, no 4M, INV
- 3 \clubsuit 6-10, 54 mm, P/C
- 3 \diamond 5-10, 6 $^+$ \diamond
- 3 \heartsuit 6-9, 7 $^+$ \heartsuit
- 3 \spadesuit 6-9, 7 $^+$ \spadesuit
- 3 \odot 13-16, BAL, no 4M
- 4 \clubsuit 6-10, 55 $^+$ mm, P/C
- 4 \diamond 6-9, 7 $^+$ \diamond
- 4 \heartsuit good 7 or 8 $^+$ \heartsuit , preemptive
- 4 \spadesuit good 7 or 8 $^+$ \spadesuit , preemptive

Passed hand adjustments:

- 2 \clubsuit 6-9, 5 $^+$ \clubsuit
- 2 \diamond 6-9, 5 $^+$ \diamond
- 2 \heartsuit 6-9, 5 \spadesuit 4 $^+$ \heartsuit
- 2 \spadesuit 6-9, 6 \spadesuit 4 $^+$ \heartsuit

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⁺♠

RDBL 3♠

1♣ 1–2 ♠

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♣ 10–13(14), no singleton, BAL

* XYZ

2♣ 8⁺ cards in the minors, not 6♦4♣

2♦ 6⁺♦

2♥ artificial GF

2♥ 5♥6⁺♦

2♠ $\left\{ \begin{array}{l} 10-13(14), 4♠, \text{BAL} \\ 10-12, 4♠, \text{unBAL} \\ 3451 \end{array} \right.$

2♣ 13–15, 3♠6⁺♦, BAL

3♣ 13–15, 55⁺ mm

3♦ 13–15, 6⁺♦

3♠ 13–15, 4♠, unBAL

1.4 1♥—

1♠ 7⁺, 4⁺♠, F1

1♣ 7–11, no ♥ fit

2m 11⁺, 5⁺m, no ♥ fit

2♥ 5–9, 3⁺♥

2♣ 11–12 or 17⁺, 3⁺♥, F3♥

3m 4⁺m, F1

3♥ MIN, no side suit

3♠/4m MAX, splinter

3♣ MAX, 5♥(332)

4♥ MAX, 6♥(322) or 7♥(222)

3♥ 0–5, 4⁺♥

3♣ 13–16, no ♥ fit, BAL

4♥ 13–16, 3⁺♥

1.5 1♠—

- 1♣ 7–11, no ♠ fit
- 2m 11⁺, 5⁺m, unBAL
- 2♥ 11⁺, 5⁺♥
- 2♠ 5–9, 3⁺♠
- 2♣ 11–12 or 17⁺, 3⁺♠, F3♠
- 3♣♦♥ 4⁺m, F1
- 3♠ MIN, no side suit
- 4♣♦♥ MAX, splinter
- 3♣ MAX, 5♠(332)
- 4♠ MAX, 6♠(322) or 7♠(222)
- 3♠ 0–5, 4⁺♠
- 3♣ 13–16, no ♠ fit, BAL
- 4♠ 13–16, 3⁺♠

1.6 1♣—

- 2♣ *Stayman* $\left\{ \begin{array}{l} \text{below INV, short } \clubsuit \\ 5\text{M, INV} \\ 4\text{M, INV}^+ \\ 54 \text{ or } 64 \text{ MM, INV}^+ \end{array} \right.$
- 2♦ no 4⁺M
- 2♥ 4–5 ♥, may have 4♠
- 2♠ 4–5♠, no 4♥
- 2♦ transfer to ♥ $\left\{ \begin{array}{l} 5^+ \heartsuit \text{ below INV or GF} \\ 5\spadesuit 5^+ \heartsuit \text{ INV}^+ \end{array} \right.$
- 2♥ accept transfer
- 2♥ transfer to ♠ $\left\{ \begin{array}{l} 5^+ \spadesuit \text{ below INV or GF} \\ 6^+ \spadesuit 5^+ \heartsuit, \text{ GF} \end{array} \right.$
- 2♠ accept transfer
- 2♠ $\left\{ \begin{array}{l} 6^+ \clubsuit \\ \text{range ask} \end{array} \right.$
- 2♣ $\left\{ \begin{array}{l} 6^+ \diamond \\ 55 \text{ mm, signoff} \end{array} \right.$
- 3♣ *Puppet Stayman*
- 3♦ 55 mm, GF
- 3♥ ♥ shortness, 54⁺ minors, GF
- 3♠ ♠ shortness, 54⁺ minors, GF
- 3♣ to play
- 4♣ *Gerber 1430*
- 4♦ *Texas* 6⁺♥ 0–3♠, transfer to ♥, no slam
- 4♥ *Texas* 6⁺♠ 0–3♥, transfer to ♠, no slam
- 4♠ bad quant
- 4♣ good quant

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

2 \circ INV, may have 5 \heartsuit

3 \clubsuit 5+ \clubsuit 4M, GF

3 \diamond 5+ \diamond 4M, 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

4 \spadesuit bad quant

4 \circ good quant

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 , GF

3 \diamond 4 \spadesuit 5+ \diamond , GF

3 \heartsuit 4 \heartsuit , INV

3 \spadesuit any splinter raise (R asks LMH)

3 \circ to play

4 \clubsuit RKC \heartsuit

4 \diamond *Last Train* (ST in \heartsuit , BAL)

4 \heartsuit to play

4 \spadesuit bad quant

4 \circ good quant

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

2 \circ 4 \heartsuit , INV

3 \clubsuit 4 \heartsuit 5+ \clubsuit , GF

3 \diamond 4 \heartsuit 5+ \diamond , GF

3 \heartsuit \spadesuit flag, unBAL, ST

3 \spadesuit 4 \spadesuit , INV

3 \circ to play

4 \clubsuit RKC \spadesuit

4 \diamond bad quant

4 \heartsuit *Last Train* (ST in \spadesuit , BAL)

4 \spadesuit to play

4 \circ good quant

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	6 $^+$ \heartsuit , INV to game or slam
3 \heartsuit	declines INV
3 \spadesuit	accepts INV
3 \clubsuit	4 $^+$ \clubsuit , GF
3 \diamond	4 $^+$ \diamond , GF
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
4 \spadesuit	5 \heartsuit (332), bad quant
4 \circ	5 \heartsuit (332), good quant

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

2 \circ	6 $^+$ \spadesuit 5 $^+$ \heartsuit , GF
3 \heartsuit	\heartsuit flag
3 \spadesuit	\spadesuit flag
3 \circ	22 majors
4M	to play
2 \clubsuit	4 $^+$ \clubsuit , GF
3 \diamond	4 $^+$ \diamond , GF
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 \spadesuit hand, BAL, ST
4 \circ	5 \spadesuit (332), quant

1.6.6 1 \circ —2 \spadesuit —

2 \circ MIN

PASS to play
 3 \clubsuit 6 $^+$ \clubsuit , to play
 3 \diamond 6 \clubsuit 4 \diamond , GF
 3M 6 $^+$ \clubsuit , short M, GF
 3 \circ 6 $^+$ \clubsuit , light BAL ST
 4 \clubsuit 6 $^+$ \clubsuit , short \diamond , GF
 4 \diamond RKC \clubsuit
 4 \circ quant with 6 \clubsuit

3 \clubsuit MAX

PASS to play
 3 \diamond 6 \clubsuit 4 \diamond , GF
 3M 6 $^+$ \clubsuit , short M, GF
 3 \circ was invite to 3 \circ
 4 \clubsuit 6 $^+$ \clubsuit , short \diamond , GF
 4 \diamond RKC \clubsuit
 4 \circ quant with 6 \clubsuit
 5 \circ pick between 6 \clubsuit /6 \circ

1.6.7 1 \circ —2 \circ —

3 \clubsuit rejects a \diamond -based invite, may have MAX but 2 \diamond

PASS 55 mm, no game
 3 \diamond to play
 3M 6 $^+$ \diamond , short M, GF
 3 \circ 6 $^+$ \diamond , to play
 4 \clubsuit 6 $^+$ \diamond , short \clubsuit , GF
 4 \diamond RKC \diamond
 4 \circ quant with 6 \diamond
 5 \circ choose 6 \circ or 6 \diamond

3 \diamond 3 $^+$ \diamond , accepts 3 \diamond -based invite, with side stops

PASS 55 mm, no game
 3M 6 $^+$ \diamond , short M, GF
 3 \circ 6 $^+$ \diamond , was invite to game
 4 \clubsuit 6 $^+$ \diamond , short \clubsuit , GF
 4 \diamond RKC \diamond
 4 \circ quant with 6 \diamond
 5 \circ choose 6 \circ or 6 \diamond

1.6.8 1 \circ —3 \clubsuit —

3 \diamond 4M, no 5M

3 \heartsuit 4 \spadesuit

3 \spadesuit 4 \heartsuit

3 \circ no interest in 4M

3M 5M

3 \circ no M

1.7 2♣—

2♦ 11+, asks, INV+

2♥ 8–11, 5+♥, NF

2♠ 8–11, 5+♠, NF

2♣ puppet to 3♣ (to play or some 55 GF)

3♣ forced

PASS preemptive raise in ♣

3♦ 5♠5♥, GF

3♥ 5♥5♦, GF

3♠ 5♠5♦, GF

3♣♦♥ 11+, 6+ cards in the next higher suit, INV+

transfer decline INV (even with singleton)

other accept INV

3♠ 6♠4♥GF

3♣ to play

4♣ 5–9, preemptive, at least 3♣ usually 4♣

4♥ to play

4♠ to play

5♣ to play

1.7.1 2♣—2♦—

2♥ 4♠ or 4♥

2♠ 12–15, no 4-card major

2♣ 14–15, stoppers in both majors, no 4-card major

3♦ ST in ♣

3♥ 5♥, GF

3♠ 5♠, GF

3♣ 10–11, no 4-card major

3♦ ST in ♣

3♥ 5♥, GF

3♠ 5♠, GF

3♦♥♠ 5-card suit, GF

1.8 2♦—

2♥ to play

2♠ 4315

2♠ to play

2♣ asks

3♣ to play

3♦ 11+, good 6+♦

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

1.9 2♥—

Assume 6+♥ unless NV vs. VUL.

2♠ 14+, 5+♠, F1
 2⊙ 14+, asks
 (bid)
 step 1 PASS
 step 2 DBL
 step 3 RDBL
 step 4 next bid
 3♣ MIN, bad suit
 3♦ MIN, good suit
 3♥ MAX, bad suit
 3♠ MAX, good suit
 3♣ 14+, 5+♣, F1
 3♦ 14+, 5+♦, F1
 3♥ 0–13, 3+♥, preempt
 4♥ to play

1.10 2♠—

Assume 6+♠ unless NV vs. VUL.

2⊙ 14+, asks
 (bid)
 step 1 PASS
 step 2 DBL
 step 3 RDBL
 step 4 next bid
 3♣ MIN, bad suit
 3♦ MIN, good suit
 3♥ MAX, bad suit
 3♠ MAX, good suit
 3♣ 14+, 5+♣, F1
 3♦ 14+, 5+♦, F1
 3♥ 14+, 5+♥, F1
 3♠ 0–13, 3+♠, preempt
 4♠ to play

1.11 2 \circ —

3 \clubsuit Stayman

3 \diamond transfer to \heartsuit

3 \heartsuit transfer to \spadesuit

3 \spadesuit 54⁺mm or 6⁺ m, at least mild ST

3 \circ to play

4 \clubsuit *Gerber* 1430

4 \diamond 6⁺ \heartsuit , ST

4 \heartsuit 6⁺ \spadesuit , ST

4 \spadesuit bad quant

4 \circ good 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 \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⁺ 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 \circ 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 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 bypass 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♥—2♣—2♥—3♥—

- 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 spade 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 ⁺
1⊙	8 ⁺ , 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 ⁺
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	$\left\{ \begin{array}{l} 6-7 \\ 8^+, \text{ BAL, without stopper, GF (cue later to reveal) } \end{array} \right.$	always over 2X
over 1X		
PASS	penalty	
1M	4 ⁺ M, F1	
1♣	17–18 (18-19), BAL, with stopper, system on, NF	
2m	5 ⁺ cards, F1	
2X	GF	
2♣	21(22) ⁺ , BAL, system on, GF	
jump suit	6 ⁺ cards, GF	
non-jump new suit	8 ⁺ , 5 ⁺ cards, GF	
♣ bid	8 ⁺ , BAL, with stopper, GF	
cheapest ♣	stayman	
other	natural	
2-level cue	8 ⁺ , 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♣—(3X or 4X)—

PASS	0–6 (bad 7) or trap
DBL	takeout
DBL	7 ⁺ , no suit to bid below 3♣, GF
3♣	to play usually, with stopper
new suit	5 ⁺ cards, GF

2.2 Interference over 1♦

Negative doubles are used. 2-level free bids (2♦ is a free bid) are F1. Support (re)doubles are on.

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

2.2.1 1♦—(DBL)—

RDBL	INV ⁺
1♥	4 ⁺ ♥
1♠	4 ⁺ ♠
1♣	7-11, BAL

2.2.2 1♦—(1♥)—

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

2.2.3 1♦—(1♠)—

DBL negative

1♣ nat, does not promise stopper

2♣ 5+♣, F1

2♦ 5+♦, F1

2♥ 5+♥, NF

2♠ INV⁺, 54⁺ 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

2.2.4 1♦—(1♣)—

Same as against 1♣.

2.3 Interference over 1♥

2.3.1 1♥—(2♣ minors)—

DBL penalty interest against at least one suit

3♣ 5+♠, GF

3♦ 11⁺, 3+♥, INV⁺

3♥ 7-10, 3+♥

3♠ nat, NF

2.4 Interference over 1♠

2.4.1 1♠—(2♣ minors)—

DBL penalty interest against at least one suit

3♣ 5+♥, GF

3♦ 11⁺, 3+♠, INV⁺

3♥ nat, NF

3♠ 7-10, 3+♠

2.5 Interference over 1♣

2.5.1 1♣—(2♣)—

if MM

* natural

else

DBL *Stayman*

* system on

2.5.2 1 \circ —(2 X not \clubsuit)—

DBL	penalty-oriented
2 Y	5+ Y , below INV
2 \circ	<i>Lebensohl</i> (puppet to 3 \clubsuit)
(DBL)	
	system on
3 \clubsuit	forced
PASS	below INV, \clubsuit suit
3 Y below X	5+ Y , below INV
3 X	asks 4 card M, with stopper
3 Y above X	5+ Y , INV
3 \circ	to play, with stopper
3 Y below X	5+ Y , INV
3 X	asks 4 card M, no stopper
3 Y above X	5+ Y , GF
3 \circ	to play, no stopper
4 Y below X	5+ Y , GF

2.5.3 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

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 unbid suits (at least 55)

3.2.1 (1M)—PASS—(2M)—DBL—

(RDBL)
system on
2♠ 5+♠, below INV
2♣ *Lebensohl* (usually puppet to 3♣)
(DBL)
system on
3♣ usually forced
PASS below INV, ♣ suit
3X below M 5+X, below INV
3M asks 4 card oM, with stopper
3X above M 5+X, INV
3♣ to play, with stopper
3♦♥♠♣ 18⁺, 5⁺ strong suit
3♣ 18⁺, semiBAL, with stopper
3X below M 5+X, INV
3M asks 4 card oM, no stopper
3X above M 5+X, GF
3♣ to play, no stopper
4X below M 5+X, GF

3.2.2 (1M)—DBL—(2M)—

DBL	responsive
2♠	5+♠, below INV
2♣	<i>Lebensohl</i> (usually puppet to 3♣)
(DBL)	system on
3♣	usually forced
PASS	below INV, ♣ suit
3X below M	5+X, below INV
3M	asks 4 card oM, with stopper
3X above M	5+X, INV
3♣	to play, with stopper
3♦♥♠4♣	18+, 5+ strong suit
3♣	18+, semiBAL, with stopper
3X below M	5+X, INV
3M	asks 4 card oM, no stopper
3X above M	5+X, GF
3♣	to play, no stopper
4X below M	5+X, GF

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♥	<i>Michaels cue</i> , 55+ ♠♥
2♣	<i>Unusual</i> , 55+ ♥♣
3♦	<i>Super-Michaels</i> , 55+ ♠♥, F1

3.4 Against 1♣

DBL	penalty
2♣	54+ MM
2♦	6+ M
2♥	5♥ + 4+m
2♠	5♠ + 4+m
2♣	55+ 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
(RDBL)	system on	
2Y	5+Y, below INV	
2 \odot	<i>Lebensohl</i> (usually puppet to 3 \clubsuit)	
(DBL)	system on	
3 \clubsuit	usually forced	
PASS	below INV, \clubsuit suit	
3Y below X	5+Y, below INV	
3X	asks 4 card M, with stopper	
3Y above X	5+Y, INV	
3 \odot	to play, with stopper	
3 $\diamond\heartsuit\spadesuit4\clubsuit$	18+, 5+ strong suit	
3 \odot	18+, semiBAL, with stopper	
3Y below X	5+Y, INV	
3X	asks 4 card M, no stopper	
3Y above X	5+Y, GF	
3 \odot	to play, no stopper	
4Y below X	5+Y, GF	
2Y	10–17, 5+ cards	
(3X)		
DBL	responsive, 10+, length in unbid suits, no support for Y	
PASS	0–7	
3X	strong raise in Y, GF	
3Y	8–10, 3+ Y	
3Z	5+ suit, F1	
4 not Y	splinter	
2 \odot	14–17, semiBAL, with stopper	
3Y below X	12–17, (5)6+ cards	
3Y above X	16+, very strong 6+ cards	
3X	stopper ask for \odot	
3 \odot	16+, with stopper and a long running minor	
4X	55+, mm	
4m	55+, mand oM(or MM over 2 \diamond)	
4 $\heartsuit\spadesuit$ if not X	16+ strong 6+ 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	$\begin{cases} 14^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 23^+, \text{ semiBAL, with stopper} \end{cases}$	rebid suit rebid \odot
3Y	12-17, (5)6 ⁺ cards	
3 \odot	16-22, with stopper	
4X over m	55 ⁺ , MM	
4X over M	55 ⁺ , oM + m	
4m (not X)	55 ⁺ , m + M (other or unspecified)	
4M (not X)	16 ⁺ strong 6 ⁺ cards	
4 \odot over M	55 ⁺ mm	

3.10 Against weak 4m

DBL	takeout
4 \odot	natural with stopper(s)
5m (cue)	55 ⁺ MM
other	natural

3.11 Against weak 4♥

DBL	penalty-oriented
bid	5♠ or 6 ⁺ card suit
4 \odot	55 ⁺ mm
other	natural

3.12 Against weak 4♠

DBL	penalty-oriented
bid	6 ⁺ card suit
4 \odot	takeout
other	natural

Chapter 4

Carding

4.1 Leads

General style:

- Reverse attitude (low = ENC, high = DISC)
- Standard count (Hi/Lo = even)
- Attitude on A or Q (denies A)
- If needed unblock on K, else count on K
- 1st, 3rd or 5th in suit
- 4th in NT with honor
- 2nd in NT without honor
- In partner's suit always 1st, 3rd or 5th
- 10 or 9 is always 1st or 3rd
- MUD for weak 3-counts

	Lead	In Partner's Suit
Suit	1 st /3 rd /5 th	1 st /3 rd /5 th
Notrump	4 th (2 nd without honor)	1 st /3 rd /5 th
Subsequent	1 st /3 rd /5 th	1 st /3 rd /5 th

Table 4.1: Opening leads style.

Card	Combination	Signal
Ace	AK(+), Ax	ATT
King	AK(+), KQ(+)	If needed unblock, else count
Queen	KQ(+), QJ(+), Qx	ATT
Jack	J10(+), Jx	Count
10	HJ10(+), 109(+), 10x	Count
9	H109(+), 98(+), 9x	Count
Hi-X	Xx, xXx	Count
Lo-X	xxXx, HxX(x), xxxxX, HxxxX	Count

Table 4.2: Leads vs Suit.

Card	Combination	Signal
Ace	AK(+), Ax	ATT
King	AK(+), KQ(+)	If needed unblock, else count
Queen	KQ(+), QJ(+), Qx	ATT
Jack	J10(+), Jx	Count
10	HJ10(+), 109(+), 10x	Count
9	H109(+), 98(+), 9x	Count
Hi-X	Xx, xXx, xXxx(+)	Count
Lo-X	HxxX(+), HHxX(+), HxX	Count

Table 4.3: Leads vs NT.

	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC	Hi/Lo = Even	odd=ENC, even=S/P
2 Suit	Hi/Lo = Even		
3	S/P		
1	Lo = ENC	Hi/Lo = Even	S/P
2 NT	Hi/Lo = Even		
3	S/P		

Table 4.4: Signals in order of priority.

For suit preference (S/P) a high card suggests the higher suit and a low card the lower suit.

4.2 Discards

- Italian (aka. Odd-Even) in suit. This means odd=ENC, even Hi/Lo.
- Lavinthal in NT. This means Hi/Lo.