

LAK Precision

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Contents

Glossary	3
1 General principles	4
2 Constructive and competitive bidding	5
2.1 List of Openings	5
2.2 1♣	6
2.2.1 1♣-1♦	6
2.2.2 1♣-1♥	6
2.2.3 1♣-1♠-2♠	7
2.2.4 1♣-1○-2♥	7
2.2.5 1♣-(DBL)	7
2.2.6 1♣-(DBL)-PASS-(bid)	7
2.2.7 1♣-(1X or 2X)	7
2.2.8 1♣-(3X or 4X)	8
2.2.9 Waiting 2○	8
2.2.10 The Implied Cue-bid	8
2.3 1♦	9
2.3.1 Interference over 1♦	9
2.3.2 1♦-1♥	10
2.3.3 1♦-1♠	11
2.3.4 1♦-(DBL)	11
2.3.5 1♦-(1♥)	11
2.3.6 1♦-(1♠)	12
2.3.7 1♦-(1○)	12
2.4 1♥	12
2.4.1 1♥-(2○)	12
2.5 1♠	13
2.5.1 1♠-(2○)	13
2.6 1○	13
2.6.1 1○-2♣-2♦	14
2.6.2 1○-2♣-2♥	14
2.6.3 1○-2♣-2♠	14
2.6.4 1○-2♣-(DBL)	14
2.6.5 1○-2♦-2♥	15
2.6.6 1○-2♥-2♠	15
2.6.7 1○-2♠	16
2.6.8 1○-2○	16
2.6.9 1○-3♣	16
2.6.10 1○-(2♣)	16
2.6.11 1○-(2X not ♣)	17
2.7 2♣	17
2.7.1 2♣-2♦	17
2.8 2♦	18

2.8.1	2♦–2○	18
2.9	2♥	18
2.10	2♠	19
2.11	2○	20
2.12	3○	20
2.13	Conventions common for multiple opening bids	21
2.13.1	1X–1Y–1Z	21
2.14	Slam Bidding	21
2.14.1	Kickback Roman Keycard Blackwood	21
2.14.2	Is it Kickback?	22
2.14.3	Serious 3NT and Last Train	22
3	Defensive bidding	23
3.1	Takeout Doubles	23
3.2	Against Strong 1♣	23
3.3	Against 1C natural	23
3.3.1	(1M)–PASS–(2M)–DBL	23
3.3.2	(1M)–DBL	23
3.3.3	(1M)–DBL–(2M)	24
3.4	Against 1♦ precision	24
3.5	Against 1○	24
3.6	Against 2m majors	24
3.7	Against weak 2X	25
3.8	Against precision 2♣	25
3.9	Against 2○ minors	25
3.10	Against weak 3X	26
3.11	Against weak 4m	26
3.12	Against weak 4♥	26
3.13	Against weak 4♠	26
4	Carding	27
4.1	Leads	27
4.2	Discards	28

Glossary

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

Chapter 1

General principles

Unless otherwise specified, the following general principles apply to all constructive, competitive and defensive bidding:

- The first naturally bid suit is (at least) a 5-card suit.
- The second suit bid is (at least) a 4-card suit.
- With two 5-card suits, bid the higher one first.
- With two 4-card suits, bid the lower one first (the one you can bid at a lower level).
- A new suit bid by responder is forcing for one round (F1), except when their strength is limited from above (e.g. they have previously passed).
- A natural \circlearrowleft bid is not forcing.
- A jump is always weak and pre-emptive when it can be weak (it is your first bid or you have previously only passed).
- A jump is strong (maximum hand if your strength is limited; F1 if it is not) when it cannot be weak (you have already shown some points) or when there have already been two consecutive passes before you (then there is no point in pre-empting, because your pass would end the auction).
- Repeating your own suit is not forcing. Repeating it with a jump is forcing.
- Repeating your own suit in a free position (partner's last bid was not forcing or an opponent intervened), in a game-forcing (FG) situation, or higher than the nearest \circlearrowleft bid shows the suit to be one card longer.
- Repeating your own suit after partner's forcing bid, below the nearest \circlearrowleft bid, does not promise extra length, but instead shows a weaker hand (e.g. 1 \heartsuit —2 \clubsuit —2 \heartsuit).
- Fourth-suit forcing: if three suits have been bid naturally by our side, bidding the fourth suit is artificial and forcing (FG).
- A game bid is generally sign-off.
- Supporting partner's suit below game is usually invitational. It is not invitational after partner's pre-emptive bid (it is pre-emptive) and not in an FG situation (where it shows a stronger hand than jumping to game).

Unless otherwise specified, in competitive and defensive bidding:

- Responder's bids at 1-level and 3-level are F1.
- Responder's bids at 2-level are non-forcing (except cuebids).
- \circlearrowleft promises a stopper in opponent's suit.
- 2-level cuebids are at least invitational, and if partner has bid a major also show support.
- 3-level cuebids ask for stopper, except direct cues 3 \clubsuit \diamond \heartsuit when partner has bid a major, which shows at least invitational support.

Chapter 2

Constructive and competitive bidding

2.1 List of Openings

- 1♣ 16⁺ unBAL or 17+ BAL
- 1♦ 10–15, 2⁺♦, denies a 5-card major unless has 6 diamonds
- 1♥ $\begin{cases} 10-15, 5^+\heartsuit & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \{8-9, 5^+\heartsuit \\ 10-15, \text{good } 4^+\heartsuit & 3^{\text{rd}} \end{cases}$
- 1♠ $\begin{cases} 10-15, 5^+\spadesuit & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \{8-9, 5^+\spadesuit \\ 10-15, \text{good } 4^+\spadesuit & 3^{\text{rd}} \end{cases}$
- 1◎ $\begin{cases} 14-16, \text{BAL} & 1^{\text{st}}, 2^{\text{nd}} \text{ and } 3^{\text{rd}} \text{ NV} \\ 15-17, \text{BAL} & 3^{\text{rd}} \text{ VUL and } 4^{\text{th}} \end{cases}$
- 2♣ 10–15, 6⁺♣
- 2♦ 10–15, 4414/4405/4315/3415
- 2M $\begin{cases} 3-10 \begin{cases} 5^+M & \text{NV} \\ 6^+M & \text{VUL} \end{cases} & 1^{\text{st}}, 2^{\text{nd}}, 3^{\text{rd}} \\ 10-13, 6^+M & 4^{\text{th}} \end{cases}$
- 2◎ $\begin{cases} 19-20, \text{BAL} & 1^{\text{st}}, 2^{\text{nd}} \text{ and } 3^{\text{rd}} \text{ NV} \\ 20-21, \text{BAL} & 3^{\text{rd}} \text{ VUL and } 4^{\text{th}} \end{cases}$
- 3X (0)3–9, (6)7⁺X, PRE
- 3◎ Gambling, 7⁺m with AKQ, no other A or K
- 4m (0)3–9, (7)8⁺m, PRE
- 4M 7⁺M, to play
- 4◎ vanilla Blackwood
- 5m 8⁺m, to play
- 5M 11 tricks, missing AK trumps

2.2 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

2.2.1 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

2.2.2 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.

2.2.3 1♣—1♠—2♠—

- 2○ 5♠(332)
3♣♦♥ 4+ cards
3♠ 4+♠
3○ to play (usually (4333) even with 4-card support)
other cues, serious 3NT, last train, kickback
3♣♦♥ 4+ cards
3♠ 6+♠
other cues, serious 3NT, last train, kickback

2.2.4 1♣—1○—2♥—

- 2♠/3♣♦ 4+ cards
2○ 5♥(332)
3♣♦ 4+ cards
3♥ 4+♥
3○ to play (usually (4333) even with 4-card support)
other cues, serious 3NT, last train, kickback
3♥ 6+♥
other cues, serious 3NT, last train, kickback

2.2.5 1♣—(DBL)—

If GF is established, further doubles are for penalty.

- PASS 0–5
RDBL 6–7
1♦♥♠2♣ 8+
1○ 8+, BAL
2♣ asks lowest 4 card suit
2♦ 4♦
2♥ 4♥, no 4♦
2♠ 4♠, no 4♥ or 4♦
2○ 3334
other natural
2♦♥♠ 5–7, 6-card suit
3♣♦♥♠ 5–7, 7-card suit

2.2.6 1♣—(DBL)—PASS—(bid)—

- DBL takeout or 23+
bid natural “overcall”
cue Michaels
2○ Unusual

2.2.7 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	$\begin{cases} 6-7 \\ 8^+, \text{ BAL, without stopper, GF (cue later to reveal)} \end{cases}$	$\begin{array}{l} \text{always} \\ \text{over } 2X \end{array}$
over 1X		
PASS	penalty	
1M	4 ⁺ M, F1	
1 \circlearrowleft	17–18 (18–19), BAL, with stopper, system on, NF	
2m	5 ⁺ cards, F1	
2X	GF	
2 \circlearrowleft	21(22) ⁺ , BAL, system on, GF	
jump suit	6 ⁺ cards, GF	
non-jump new suit	8 ⁺ , 5 ⁺ cards, GF	
0 \circlearrowleft bid	8 ⁺ , BAL, with stopper, GF	
cheapest ♣	asks lowest 4 card suit	
♦	4♦	
♥	4♥, no 4♦	
♠	4♠, no 4♥ or 4♦	
0 \circlearrowleft	3334	
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	

2.2.8 1♣—(3X or 4X)—

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

2.2.9 Waiting 2 \circlearrowleft

In non-fit auctions 2 \circlearrowleft 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 ⁺ ♠ (shorter than ♦), denies 3 ⁺ ♥
2 \circlearrowleft	waiting, may have 4♣, denies 3 ⁺ ♥
3♣	5 ⁺ ♦ 5 ⁺ ♣, denies 3 ⁺ ♥
3♦	7 ⁺ ♦ (or 6 very good ones), denies 3 ⁺ ♥
3♥	♥ flag, hearts is trump
3♠/4♣	splinter for hearts
4♥	a very bad raise

2.2.10 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.

2.3 1♦—

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

Passed hand adjustments:

- 2♣ 6–9, 5+♣
2♦ 6–9, 5+♦
2♥ 6–9, 5♠4+♥
2♠ 6–9, 6♠4+♥

2.3.1 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(14) BAL until told otherwise.

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

2♠ 5♠6⁺♦

2○ 13–15, 3♥6⁺♦

3♣ 13–15, 55⁺ mm

3♦ 13–15, 6⁺♦

3♥ 13–15, 4♥, unBAL

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

3451

2○ 13–15, 3♠6⁺♦, BAL

3♣ 13–15, 55⁺ mm

3♦ 13–15, 6⁺♦

3♠ 13–15, 4♠, unBAL

2.3.4 1♦—(DBL)—

RDBL INV⁺

1♥ 4⁺♥

1♠ 4⁺♠

1○ 7-11, BAL

2.3.5 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

2.3.6 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

2.3.7 1♦—(1○)—

Same as against 1○.

2.4 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+♥

2.4.1 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

2.5 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+♠

2.5.1 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+♠

2.6 1○—

- $2\clubsuit$ Stayman $\begin{cases} \text{below INV, short } \clubsuit \\ \text{5M, INV} \\ \text{4M, INV}^+ \\ \text{54 or 64 MM, INV}^+ \end{cases}$
- 2♦ no 4+M
- 2♥ 4–5♥, may have 4♠
- 2♠ 4–5♠, no 4♥
- 2♦ transfer to ♥ $\begin{cases} 5^+ \text{ below INV or GF} \\ 5\spadesuit 5^+ \text{ INV}^+ \end{cases}$
- 2♥ accept transfer
- 2♥ transfer to ♠ $\begin{cases} 5^+ \text{ below INV or GF} \\ 6^+ \spadesuit 5^+ \text{ GF} \end{cases}$
- 2♠ accept transfer
- 2♠ $\begin{cases} 6^+ \clubsuit \\ \text{range ask} \end{cases}$
- 2○ $\begin{cases} 6^+ \diamond \\ 55 \text{ mm, signoff} \end{cases}$
- 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

2.6.1 1○—2♣—2♦—

2♥ MM, no game

2♠ 3♠2♥

2♠ 5♠, INV

2○ INV, may have 5♥

3♣ 5+♣4M, GF

3♦ 5+♦4M, GF

3♥ 5♠4♥, GF

3♠ 5♥4♠, GF

3○ to play

4♦ *Delayed Texas*, 6♥4♠

4♥ *Delayed Texas*, 6♠4♥

4♠ bad quant

4○ good quant

2.6.2 1○—2♣—2♥—

2♠ 5♠, INV

2○ 4♠, INV

3♥ 5♥, accept

3♣ 4♠5+♣, GF

3♦ 4♠5+♦, GF

3♥ 4♥, INV

3♠ any splinter raise (R asks LMH)

3○ to play

4♣ RKC ♥

4♦ *Last Train* (ST in ♥, BAL)

4♥ to play

4♠ bad quant

4○ good quant

2.6.3 1○—2♣—2♠—

2○ 4♥, INV

3♣ 4♥5+♣, GF

3♦ 4♥5+♦, GF

3♥ ♠ flag, unBAL, ST

3♠ 4♠, INV

3○ to play

4♣ RKC ♠

4♦ bad quant

4♥ *Last Train* (ST in ♠, BAL)

4♠ to play

4○ good quant

2.6.4 1○—2♣—(DBL)—

PASS 4♣, no 4M

RDBL good 4+♣

2♦ 4+♦, no 4M

2♥ 4-5♥

2♠ 4-5♠, no 4♥

2.6.5 1○—2♦—2♥—

2♠	$\begin{cases} 5\heartsuit 5 \text{ other, INV} \\ 5\spadesuit 5\heartsuit, GF \\ 6^+\heartsuit, \text{mild ST, splinter} \end{cases}$
2○	waiting
3♣	5♥5♣, INV
3♦	5♥5♦, INV
3♥	5♠5♥, INV
3♠	5♠5♥, ST
3○4♣♦	6^+\heartsuit mild ST, LMH splinter
3♥	declines INV, 3♥
4♥	accepts INV, 3^+\heartsuit
2○	6^+\heartsuit, INV to game or slam
3♥	declines INV
3♠	accepts INV
3♣	4^+♣, GF
3♦	4^+♦, GF
3♥	6^+\heartsuit, mild INV (needs 3♥, MAX)
3♠4m	void auto-splinter
3○	COG, partner expected to bid 4♥ with most 3-fits
4♥	strong 6/7 ♥ hand, BAL, ST
4♠	5♥(332), bad quant
4○	5♥(332), good quant

2.6.6 1○—2♥—2♠—

2○	6^+♠5^+\heartsuit, GF
3♥	♥ flag
3♠	♠ flag
3○	22 majors
4M	to play
2♣	4^+♣, GF
3♦	4^+♦, GF
3♥	6^+♠, INV to game or slam
3♠	declines INV
3○	accepts INV
3♠	6^+♠, mild INV
3○	COG, partner expected to bid 4♠ with most 3-fits
4♣♦♥	void auto-splinter
4♠	strong 6/7 ♠ hand, BAL, ST
4○	5♠(332), quant

2.6.7 1○—2♠—

2○ MIN

PASS	to play
3♣	6+♣, to play
3♦	6♣4♦, GF
3M	6+♣, short M, GF
3○	6+♣, light BAL ST
4♣	6+♣, short ♦, GF
4♦	RKC ♣
4○	quant with 6♣

3♣ MAX

PASS	to play
3♦	6♣4♦, GF
3M	6+♣, short M, GF
3○	was invite to 3○
4♣	6+♣, short ♦, GF
4♦	RKC ♣
4○	quant with 6♣
5○	pick between 6♣/6○

2.6.8 1○—2○—

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

PASS	55 mm, no game
3♦	to play
3M	6+♦, short M, GF
3○	6+♦, to play
4♣	6+♦, short ♣, GF
4♦	RKC ♦
4○	quant with 6♦
5○	choose 6○ or 6♦

3♦ 3+♦, accepts 3♦-based invite, with side stops

PASS	55 mm, no game
3M	6+♦, short M, GF
3○	6+♦, was invite to game
4♣	6+♦, short ♣, GF
4♦	RKC ♦
4○	quant with 6♦
5○	choose 6○ or 6♦

2.6.9 1○—3♣—

3♦ 4M, no 5M
 3♥ 4♠
 3♠ 4♥
 3○ no interest in 4M
 3M 5M
 3○ no M

2.6.10 1○—(2♣)—

if MM
 * natural
 else
 DBL Stayman
 * system on

2.6.11 1 \odot —(2X not ♣)—

DBL	penalty-oriented
2Y	5+Y, below INV
2 \odot	<i>Lebensohl</i> (puppet to 3♣)
(DBL)	
system on	
3♣	forced
PASS	below INV, ♣ 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
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

2.7 2♣—

2♦	11+, asks, INV+
2♥	8–11, 5+♥, NF
2♠	8–11, 5+♠, NF
2 \odot	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 \odot	to play
4♣	5–9, preemptive, at least 3♣ usually 4♣
4♥	to play
4♠	to play
5♣	to play

2.7.1 2♣—2♦—

2♥	4♠ or 4♥
2♠	12–15, no 4-card major
2 \odot	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

2.8 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

2.8.1 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

2.9 2♥—

Assume 6+♥ unless NV vs. VUL.

2♠ 14+, 5+♣, F1

2○ 14+, asks

(bid)

step 1 PASS

step 2 DBL/RDBL

step * next bids

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

2.10 2♠—

Assume 6+♠ unless NV vs. VUL.

2○ 14+, asks

(bid)

step 1	PASS
step 2	DBL/RDBL
step *	next bids

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

2.11 2○—

- 3♣ Muppet Stayman** $\begin{cases} 3^+M \\ 5\spadesuit 3-5\heartsuit \\ \text{not } 5\heartsuit 4\spadesuit \end{cases}$
 3♦ 4M, no 5M
 3♥ 4-5♠, asks ♠ length
 3♠ 3♠4♥
 3○ 2♠4♥
 4♣ 4♠, MAX
 4♦ 4♦, MIN
 3♠ 4♥
 3○ to play (no 4M)
 4♣ 44⁺MM, SI
 4♦ RKC in ♥
 4♥♠ to play
 4○ RKC in ♠
 4♦ 44⁺MM, no SI
 3♥ no 4⁺M
 3♠ transfer to 3○ (to play)
 3○ 5♠
 4♣ 55 MM, SI
 4♦ RKC in ♥
 4♥♠ to play
 4○ RKC in ♠
 4♦ 55 MM, no SI
 3♠ 5♠
 3○ 5♥
 4♦ transfer to 4♥
 3♦ transfer to ♥ $\begin{cases} 5^+\heartsuit \\ 5\heartsuit 4\spadesuit \end{cases}$
 3♥
 3♠ choose a game (indicating exactly 5♥)
 3○ 5♥4♠, no SI if no fit, NF
 3♥ transfer to ♠, not 5♠3-5♥
3♠ 54⁺mm or 6⁺ m, at least mild ST
 3○ to play
 4♣ Gerber 1430
 4♦ 6⁺♥, ST
 4♥ 6⁺♠, ST
 4♠ bad quant
 4○ good quant

2.12 3○—

- PASS stoppers in all other suits
 4♣ P/C
 4♦ asks
 4M 0/1 M
 4○ 22(72)
 5m 0/1 other m
 5♣ P/C
 5♦ to play

2.13 Conventions common for multiple opening bids

2.13.1 1X—1Y—1Z—

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

1♦—1♥—1♠—	
1♦—1♥—1○—	
1♦—1♠—1○—	
1♥—1♠—1○—	
1♦—(1♥)—DBL—1♠—	
1♦—(1♥)—DBL—1○—	
1♦—(1♠)—DBL—1○—	
1○	to play
2♣	puppet to 2♦ artificial invite long ♦
2♦	artificial GF
2♥	to play
2♠	natural
2○	natural, denies a 5 card Y, INV
3♣	to play
3♦	5Y5♦, slam interest
3Y	6+ suit, slam interest
3○	to play
* control for Y	
double jump shift	splinter for the last natural suit

2.14 Slam Bidding

2.14.1 Kickback Roman Keycard Blackwood

Without Kickback (keycards are Aces and trump K):

4○	RKC
5♣	1/4 keycards
5♦	0/3 keycards
5♥	2 keycard, no trump Q
5♠	2 keycard, trump Q

With Kickback (X is trump):

4X + 1	KRKC
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

2.14.2 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.

2.14.3 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 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, honour location and slam cards

Chapter 3

Defensive bidding

3.1 Takeout Doubles

Equal level conversion only over 1M openings with oM and ♦, see 3.3.2.

3.2 Against Strong 1♣

DBL MM
n○ mm

3.3 Against 1X natural

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

3.3.1 (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♦♥♠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

3.3.2 (1M)—DBL—

2♣
2♦ *Equal Level Conversion*, oM and ♦

3.3.3 (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

3.4 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

3.5 Against 1○

DBL	penalty
2♣	54+ MM
2♦	6+ M
2♥	5♥ + 4+m
2♠	5♠ + 4+m
2○	55+ mm

3.6 Against 2m majors

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

3.7 Against weak 2X

DBL	$\begin{cases} 12^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 18^+, \text{ semiBAL, with stopper} \end{cases}$	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 a 4 card M, with stopper	
3Y above X	5+Y, INV	
3 \odot	to play, with stopper	
3 $\diamond\heartsuit\spades$ 4 \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 $\heartsuit\spades$ if not X	16 $^+$ strong 6 $^+$ cards	

3.8 Against precision 2 \clubsuit

Treat as weak 2X.

3.9 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

3.10 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
3Y	12–17, (5)6 ⁺ cards	rebid $\heartsuit\clubsuit$
3 $\heartsuit\clubsuit$	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 $\heartsuit\clubsuit$ over M	55 ⁺ mm	

3.11 Against weak 4m

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

3.12 Against weak 4 \heartsuit

DBL	penalty-oriented
bid	5 \spadesuit or 6 ⁺ card suit
4 $\heartsuit\clubsuit$	55 ⁺ mm
other	natural

3.13 Against weak 4 \spadesuit

DBL	penalty-oriented
bid	6 ⁺ card suit
4 $\heartsuit\clubsuit$	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 honour
- 2nd in NT without honour
- 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 honour)	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.