LAK Precision

Lee Ann Madissoon – Kaarel Kivisalu

December 26, 2021

Contents

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
XYZ	
COG	choice of games
SI	slam interest
MIN	minimum
MAX	maximum
DBL	double
RDBL	redouble
X	unspecified suit that does not change in a bidtable

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♥ $\begin{cases} 10\text{–}15,\ 5^+\text{♥} \qquad\qquad 1^{st}, 2^{nd}, 4^{th} \\ \begin{cases} 8\text{–}9,\ 5^+\text{♥} \\ 10\text{–}15,\ \text{good } 4^+\text{♥} \end{cases} 3^{rd} \end{cases}$

1♠ $\begin{cases} 10\text{–}15,\ 5^+\text{♠} \qquad\qquad 1^{st}, 2^{nd}, 4^{th} \\ \begin{cases} 8\text{–}9,\ 5^+\text{♠} \\ 10\text{–}15,\ \text{good } 4^+\text{♠} \end{cases} 3^{rd} \end{cases}$

1☉ $\begin{cases} 14\text{–}16,\ \text{BAL} \quad 1^{st}, 2^{nd} \text{ and } 3^{rd} \text{ NV} \\ 15\text{–}17,\ \text{BAL} \quad 3^{rd} \text{ VUL and } 4^{th} \end{cases}$

2♣	10–15, 6^+♣
2♦	10–15, 4414/4405/4315/3415

2M $\begin{cases} 3\text{–}10 \begin{cases} 5^+\text{M} \quad \text{NV} \\ 6^+\text{M} \quad \text{VUL} \end{cases} 1^{st}, 2^{nd}, 3^{rd} \\ 10\text{-}13,\ 6^+\text{M} \qquad\quad 4^{th} \end{cases}$

2☉ $\begin{cases} 19\text{-}20,\ \text{BAL} \quad 1^{st}, 2^{nd} \text{ and } 3^{rd} \text{ NV} \\ 20\text{-}21,\ \text{BAL} \quad 3^{rd} \text{ VUL and } 4^{th} \end{cases}$

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$^+$♠, 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☉

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⁺♠(shorter than ♦), denies 3⁺♥
2☉	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♥	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⁺, 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⁺♣, NF
2♦	6–9, 5⁺♦, NF
2♥	7–9, 5♠4♥, INV
2♠	7–9, 5♠5♥, INV

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♥	10–13(14), 4♥, BAL / 10–12, 4♥, unBAL
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♠ $\begin{cases} \text{10–13(14), 4♠, BAL} \\ \text{10–12, 4♠, unBAL} \\ \text{3451} \end{cases}$
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* $\begin{cases} \text{below INV, short ♣} \\ \text{5M, INV} \\ \text{4M, INV}^+ \\ \text{54 or 64 MM, INV}^+ \end{cases}$

     2◆   no 4$^+$M
     2♥   4–5 ♥, may have 4♠
     2♠   4–5♠, no 4♥

2◆   transfer to ♥ $\begin{cases} \text{5}^+\text{♥ below INV or GF} \\ \text{5♠5}^+\text{♥ INV}^+ \end{cases}$

     2♥   accept transfer

2♥   transfer to ♠ $\begin{cases} \text{5}^+\text{♠ below INV or GF} \\ \text{6}^+\text{♠5}^+\text{♥, GF} \end{cases}$

     2♠   accept transfer

2♠ $\begin{cases} \text{6}^+\text{♣} \\ \text{range ask} \end{cases}$

2⊙ $\begin{cases} \text{6}^+\text{◆} \\ \text{55 mm, signoff} \end{cases}$

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

1.6.1 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

1.6.2 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

1.6.3 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

1.6.4   1⊙—2♦—2♥—

2♠
$\begin{cases} 5♥ \text{ 5 other, INV} \\ 5♠5♥, \text{ GF} \\ 6^+♥, \text{ mild ST, splinter} \end{cases}$

    2⊙   waiting
        3♣   5♥5♣, INV
        3♦   5♥5♦, INV
        3♥   5♠5♥, INV
        3♠   5♠5♥, ST
        3⊙4♣♦   6^+♥ mild ST, LMH splinter
    3♥   declines INV, 3♥
    4♥   accepts INV, 3^+♥
2⊙   6^+♥, INV to game or slam
    3♥   declines INV
    3♠   accepts INV
3♣   4^+♣, GF
3♦   4^+♦, GF
3♥   6^+♥, 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

1.6.5   1⊙—2♥—2♠—

2⊙   6^+♠5^+♥, 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 expecter to bid 4♠ with most 3-fits
4♣♦♥   void auto-splinter
4♠   strong 6/7 ♠ hand, BAL, ST
4⊙   5♠(332), quant

1.6.6 1NT—2♠—

2NT   MIN
  PASS   to play
  3♣   6+♣, to play
  3♦   6♣4♦, GF
  3M   6+♣, short M, GF
  3NT   6+♣, light BAL ST
  4♣   6+♣, short ♦, GF
  4♦   RKC ♣
  4NT   quant with 6♣
3♣   MAX
  PASS   to play
  3♦   6♣4♦, GF
  3M   6+♣, short M, GF
  3NT   was invite to 3NT
  4♣   6+♣, short ♦, GF
  4♦   RKC ♣
  4NT   quant with 6♣
  5NT   pick between 6♣/6NT

1.6.7 1NT—2NT—

3♣   rejects a ♦-based invite, may have MAX but 2♦
  PASS   55 mm, no game
  3♦   to play
  3M   6+♦, short M, GF
  3NT   6+♦, to play
  4♣   6+♦, short ♣, GF
  4♦   RKC ♦
  4NT   quant with 6♦
  5NT   choose 6NT or 6♦
3♦   3+♦, accepts 3♦-based invite, with side stops
  PASS   55 mm, no game
  3M   6+♦, short M, GF
  3NT   6+♦, was invite to game
  4♣   6+♦, short ♣, GF
  4♦   RKC ♦
  4NT   quant with 6♦
  5NT   choose 6NT or 6♦

1.6.8 1NT—3♣—

3♦   4M, no 5M
    3♥   4♠
    3♠   4♥
    3NT   no interest in 4M
3M   5M
3NT   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
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, al 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

1.7.1.1 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⁺ 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⁺, 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♠   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⊙—

3♣   Stayman
3♦   transfer to ♥
3♥   transfer to ♠
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

1.12   Conventions common for multiple opening bids

1.12.1   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⊙—

1NT	to play
2♣	puppet to 2♦ $\begin{cases} \text{artificial invite} \\ \text{long } ♦ \end{cases}$
2♦	artificial GF
2♥	to play
2♠	natural
2NT	natural, denies 5 card Y, INV
3♣	to play
3♦	$5Y5♦$, slam interest
3Y	6^+ suit, slam interest

    3NT   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):

  4NT   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):

  $4X+1$ 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" bis 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 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♥—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, 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	$\begin{cases} \text{6–7} \\ \text{8}^+\text{, BAL, without stopper, GF (cue later to reveal)} \end{cases}$	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♣—(DBL)—

PASS	4♣, no 4M
RDBL	good 4+♣
2♦	4+♦, no 4M
2♥	4–5♥
2♠	4–5♠, no 4♥

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)

3.3 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♦	*Super-Michaels*, 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 $\begin{cases} 12^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \qquad\qquad\qquad\qquad \text{rebid suit} \\ 18^+, \text{ semiBAL, with stopper} \qquad\qquad\quad \text{rebid } ⊙ \end{cases}$

2Y	0–7	
2⊙	Lebensohl (puppet to 3♣)	
3♣ forced		
PASS	0–7, ♣ suit	
3Y below X	0–7	
3X	asks 4 card M, with stopper	
3Y above X	8–11	
3⊙	to play, with stopper	
3Y below X	8–11	
3X	asks 4 card M, no stopper	
3Y above X	GF	
3⊙	to play, no stopper	
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⊙	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 ⊙	
3⊙	16$^+$, with stopper and a long running minor	
4X	55$^+$, mm	
4m	55$^+$, mand oM(or MM over 2♦)	
4♥♠ if not X	16$^+$ strong 6$^+$ cards	

3.7 Against precision 2♣

Treat as weak 2X.

3.8 Against 2⊙ minors

DBL	penalty interest in at least one minor
3♣	MM, ♥ better
3♦	MM, ♠ better
3♥	nat
3♠	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 ⊙

3Y	12–17, (5)6$^+$ cards
3⊙	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⊙ over M	55$^+$ mm

3.10 Against weak 4m

DBL	takeout
4⊙	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⊙	55$^+$ mm
other	natural

3.12 Against weak 4♠

DBL	penalty-oriented
bid	6$^+$ card suit
4⊙	takeout
other	natural