

LAK Precision

Lee Ann Madissoon – Kaarel Kivisalu

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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
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♥	$\left\{ \begin{array}{ll} 10-15, 5^+♥ & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+♥ & 3^{\text{rd}} \\ 10-15, \text{good } 4^+♥ & \end{array} \right. & \end{array} \right.$
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, 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♦—

- PASS (5)6+♦, MIN, 1♣/2♦ dangerous
- 1♥ 4+♥ (if 4, (4441) or 5+m), F1
- 1♠ 4+♠ (if 4, (4441) or 5+m), F1
- 1♣ 17–18 (18–19), BAL [5M(332) can choose 1M or 1♣]
- system on
- 2♣ 16–21, 6+♣ or 5♣4♦, no 4M, NF
- 2♦ 16–21, 6+♦ or 5♦4♣, no 4M, NF
- 2♥ 22+, 5+♥, GF
- 2♠ 22+, 5+♠, GF
- 2♣ 21(22)–23, BAL
- system on
- 3♣ 22+, 6+♣ or 5♣4♦, GF
- 3♦ 22+, 6+♦ 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)

1.2.1.1 1♣—1♦—1♥

- 1♠ 0–7, 4⁺♠, denies 4⁺♥, F1
- 1♣ 0–5, denies 4⁺♥ and 4⁺♠
- 2♣ 6–7, denies 3⁺♥ and 4⁺♠
- 2♦ 5–7, 3♥
- 2♥ 0–4, 4–5♥
- 2♠ 4–6, great 6⁺♠
- 2♣ 5–7, 4♥, splinter (R asks LMH)
- 3♣ 4–6, great 6⁺♣
- 3♦ 4–6, great 6⁺♦
- 3♥ 5–7, 4♥⁺, BAL, INV
- 3♠ 6–7, 5⁺♥, 0–1♠
- 4♣ 6–7, 5⁺♥, 0–1♣
- 4♦ 6–7, 5⁺♥, 0–1♦

1.2.1.2 1♣—1♦—1♠

- 1♣ 0–5, denies 4⁺♠
- 2♣ 6–7, denies 4⁺♠ and 5⁺♥
- 2♦ 5–7, 3♠
- 2♥ 6–7, 5⁺♥, denies 3⁺♠
- 2♠ 0–4, 4–5♠
- 2♣ 5–7, 4♠, splinter (R asks LMH)
- 3♣ 4–6, great 6⁺♣
- 3♦ 4–6, great 6⁺♦
- 3♥ 4–6, great 6⁺♥
- 3♠ 5–7, 4♠⁺, BAL, INV
- 4♣ 6–7, 5⁺♠, 0–1♣
- 4♦ 6–7, 5⁺♠, 0–1♦
- 4♥ 6–7, 5⁺♠, 0–1♥

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

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

2♣ 13–15, 3♠6⁺♦, BAL

3♣ 13–15, 55⁺ mm

3♦ 13–15, 6⁺♦

3♠ 13–15, 4♠, unBAL

1.3.3 1♦—1♣—

(DBL)

2♣ 44⁺ mm, unBAL

2♦ 5⁺♦

(2M)

DBL takeout

2♣ good 3♦rebid

3♣ 4/5♦5♣

3♦ to play

2♦ 6⁺♦ 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+♦, 0-3♣, unBAL
- 3♣ 11-12, 5+♣, INV
- 3♦ NF
- other GF
- 2♥ 11-13(14), BAL
- 2♠ puppet to 2♣
- 2♣ forced
 - 3♣ 5+♣, GF
 - 3♦ 5♣4♦, GF
 - 3♥ 4♥6♣, GF
 - 3♠ 4♠6♣, GF
 - 3♣ S/O
- 2♣ asks 4+ card minor, ST, BAL, GF
- 3♣ 11-12, 5+♣, INV
- 3♥ 5♥6♣, GF
- 3♠ 5♠6♣, GF
- 3♣ prefers to declare, S/O
- 2♠ 4+♣, 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+♦, 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⁺♦, short M
- 2♥ 10-13(14), BAL
- 2♠ puppet to 2♣
- 2♣ forced
 - 3♣ 54⁺ mm (could be 4♦5♣), GF
 - 3♦ 5⁺♦, GF
 - 3♥ 4♥6♦, GF
 - 3♠ 4♠6♦, GF
 - 3♣ S/O
- 2♣ asks 4⁺ card minor, ST, BAL, GF
- 3♣ 11-12, 54⁺ mm (could be 4♦5♣), INV
- 3♦ 11-12, 5⁺♦, INV
- 3♥ 5♠6♦, GF
- 3♠ 5♠6♦, GF
- 3♣ Prefers to declare, S/O
- 2♠ 4⁺♦, 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⁺♦, 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⁺ mm
- 3♦ 6⁺♦
- 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+♣, may have 3♠
- 2♦ 4+♦, may have 3♠
- 2♥ 6+♥, may have 4m
- 2♠ 10–13, 4♠ or 3♠ unBAL
- 2♣ 6+♥, 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+♣
- 2♦ 4+♦
- 2♥ 6+♥
- 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+♣, shortness in opp's suit
- 2♦ 4+♦, denies 4♠
- 2♥ 6+♥, 1-suiter or with 4 weak ♦
- 2♠ 4+♠, may have 6♠ or 45(04)
- 2♣ 10–13, 5♥(332)
- 3♣ 5♥4/5♣, unBAL
- 3♦ 6+♥4+♣
- 3♥ 2524
- 3♠ great long ♥

1.4.4 1♥—2♦—

- 2♥ 6⁺♥, denies 4⁺♠
- 2♠ 4⁺♠, denies 6⁺♥ unless 6⁺♥5⁺♠
- 2♣ $\begin{cases} 11-33, 5♥(332) \\ 5♥4♣ \text{ without } 3♦ \end{cases}$
- 3♣ 5⁺♥5♣
- 3♦ $\begin{cases} 3♦ \\ 2542 \end{cases}$
- 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 3rd hand opening.

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

1.5 1♠

- 1♣ 7–12, semiforcing, no fit
- 2♣ $\begin{cases} 2^+ \clubsuit, \text{BAL, GF} \\ 5^+ \clubsuit, \text{GF} \end{cases}$
- 2♦ $5^+ \diamondsuit, \text{GF}$
- 2♥ $5^+ \heartsuit, \text{GF}$
- 2♠ 7–bad 11, 3♠ usually
- 2♣ $4^+ \clubsuit, \text{GF}$
- 3♣ $11^+, 6^+ \heartsuit, \text{INV}^+$
- 3♦ $\begin{cases} \text{good } 11\text{--}12, 3^+ \spadesuit, \text{INV} \\ \text{weak splinter} \end{cases}$
- 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♣ $4^+ \clubsuit, \text{unBAL}$
- 2♦ $4^+ \diamondsuit, \text{unBAL}$
- 2♥ $4^+ \heartsuit, \text{may have } 6\spadesuit 4\heartsuit$
- 2♠ $6^+ \spadesuit, \text{may have } 4\text{m}$
- 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♣ $3\clubsuit, \text{unBAL}$
- 3 cue $4^+ \clubsuit, \text{shortness in opp's suit}$
- 2♦ $4^+ \diamondsuit, \text{denies } 4\heartsuit$
- 2♥ $4^+ \heartsuit, \text{may have } 6\spadesuit 4^+ \heartsuit$
- 2♠ $4^+ \spadesuit, 1\text{-suiter or with } 4 \text{ weak } \diamondsuit$
- 2♣ 10–13, 5♠(332)
- 3♣ $5\spadesuit 4/5\clubsuit, \text{unBAL}$
- 3♦ $6^+ \spadesuit 4^+ \clubsuit$
- 3♥ 5224
- 3♠ great long ♠

1.5.3 1♠—2♦—

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

1.5.4 1♠—2♥—

- 2♠ 6⁺♠, may have 4m
- 2♣ 5233 or 5♠4m without 3♥
- 3♣ 5⁺♠5♣, no ♥ fit
- 3♦ 5⁺♠5♥, no ♥ fit
- 3♥ 3⁺♥
- 3♠ great long ♠
- 3♣ 5044
- 4♣ 3⁺♥, 0♣
- 4♦ 3⁺♥, 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 3rd hand opening.

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

1.6 1⊙—

- 2♣ *Stayman* $\left\{ \begin{array}{l} \text{below INV, short } \spadesuit \\ 5\text{M, INV} \\ 4\text{M, INV}^+ \\ 54 \text{ or } 64 \text{ MM, INV}^+ \end{array} \right.$
- 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♠ $\left\{ \begin{array}{l} 6^+ \spadesuit \\ \text{range ask} \end{array} \right.$
- 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 $^+$ 4 \clubsuit M, GF
- 3 \diamond 5 $^+$ 4 \diamond M, 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 $^+$ 4 \clubsuit , GF
- 3 \diamond 4 \spadesuit 5 $^+$ 4 \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 $^+$ 4 \clubsuit , GF
- 3 \diamond 4 \heartsuit 5 $^+$ 4 \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 expected 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
- 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

1.7.1.1 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

1.8.2 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 RKC)
 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⁺mm or 6⁺ m, at least mild ST
- 3 \circ to play
- 4 \clubsuit Gerber
- 4 \diamond 6⁺ \heartsuit , ST
- 4 \heartsuit 6⁺ \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 \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 Preemptive Roman Keycard Blackwood

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

$1\heartsuit-2\clubsuit-2\heartsuit-3\heartsuit-$

$3\spadesuit$ cue-bid, does not say whether serious or not
 $3\circlearrowright$ Serious 3NT (13–15 as $1\heartsuit$ was 10–15), denies a spade cue
 $4\clubsuit$ cue-bid, non-serious hand (10–12), denies a space cue, min but not the pits
 $4\diamondsuit$ Last Train, non-serious hand (10–12), no spade or club cue
 $4\heartsuit$ 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	$\begin{cases} 6-7 \\ 8^+, \text{ BAL, without stopper, GF (cue later to reveal)} \end{cases}$	always over 2X
over 1X		
PASS	penalty	
1M	4 ⁺ M, F1	
1 \odot	17–18 (18-19), BAL, with stopper, system on, NF	
2m	5 ⁺ cards, F1	
2X	GF	
2 \odot	21(22) ⁺ , BAL, system on, GF	
jump suit	6 ⁺ cards, GF	
non-jump new suit	8 ⁺ , 5 ⁺ cards, GF	
\odot bid	8 ⁺ , BAL, with stopper, GF	
cheapest \clubsuit	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 \clubsuit —(3X or 4X)—

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

2.2 Interference over 1 \diamond

2.2.1 1 \diamond —(DBL)—

RDBL	INV ⁺
1 \heartsuit	4 ⁺ \heartsuit
1 \spadesuit	4 ⁺ \spadesuit
1 \odot	7-11, BAL

2.2.2 1 \diamond —(1 \heartsuit)—

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

2.2.3 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	$\left\{ \begin{array}{l} 12^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 18^+, \text{ semiBAL, with stopper} \end{array} \right.$	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 ⁺ 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

You have supported partner's bid	Vs. Suit	Vs. NT
xx or Hx or HH	Lead high	Lead high
xxx	Lead low	Lead low
Hxx		Lead low
You have NOT supported partner's bid	Vs. Suit	Vs. NT
xxx	Lead high	Lead high
xxxx		Lead high
Hxx or Hxxx		Lead low

Table 4.1: Leading a suit partner has bid.

Against NT from smallish cards lead 2nd if return is not wanted, 4th if return is wanted.

Lead	Vs. NT	Notes
Ace	AKQ(+), AKJ(+), Ax, AK, [AQJ10(+) with entries]	Attitude, unblock
King	KQJ(+), KQ10(+), KQx, AKx, KQ	Count
Queen	KQ109(+), QJ10(+), QJ9(+), QJ(x), [AQx], [AQJ10(+) without entries]	Attitude, unblock J
Jack	J109(+), J108(+), J10(x), [AJx], [KJx]	1 st
10	1098(+), 1097(+), 109x, 10x, AJ10, KJ10	1 st or 3 rd
9	H 109, AK109, [AQ109(+)], see below	1 st or 3 rd
Hi-X	Xx, Xxx, xXxx	Discouraging
Lo-X	HxxX(+), HHxX(+), HxX, A10X, K10X, Q10X	Encouraging

Table 4.2: Leading a suit partner has not bid vs. NT. $H \geq 10$, YY means adjacent cards, Y|Y means non-adjacent cards, rare combinations in [].

Lead	Vs. Suit	Notes
Ace	AH, Ax, Axx	
King	KH	
Queen	QH	
Jack	J10	
10	10x	
9		
Hi-X	Xx	
Lo-X	HxX(x), H HX(x), xxX	

Table 4.3: Leading a suit partner has not bid vs. suit. $H \geq 10$, YY means adjacent cards, Y|Y means non-adjacent cards, rare combinations in [].

- 2nd/4th in \clubsuit .
- 1st/3rd/5th in suit.

- Highest from sequence.

4.2 Discards

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