

LAK Precision

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Glossary

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

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 \odot 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 \odot bid shows the suit to be one card longer.
- Repeating your own suit after partner's forcing bid, below the nearest \odot 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).
- \odot 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 $3\clubsuit\heartsuit$ 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♥ $\left\{ \begin{array}{ll} 10-15, 5^+♥ & 1^{\text{st}}, 2^{\text{nd}}, 4^{\text{th}} \\ \left\{ \begin{array}{ll} 8-9, 5^+♥ & 3^{\text{rd}} \\ 10-15, \text{good } 4^+♥ & \end{array} \right. \end{array} \right.$
- 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 $\left\{ \begin{array}{ll} 3-10 \left\{ \begin{array}{ll} 5^+ \text{M} & \text{NV} \\ 6^+ \text{M} & \text{VUL} \end{array} \right. & 1^{\text{st}}, 2^{\text{nd}}, 3^{\text{rd}} \\ 10-13, 6^+ \text{M} & 4^{\text{th}} \end{array} \right.$
- 2♣ $\left\{ \begin{array}{ll} 19-20, \text{BAL} & 1^{\text{st}}, 2^{\text{nd}} \text{ and } 3^{\text{rd}} \text{ NV} \\ 20-21, \text{BAL} & 3^{\text{rd}} \text{ VUL and } 4^{\text{th}} \end{array} \right.$
- 3X (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 | $\left\{ \begin{array}{l} 6-7 \\ 8^+, \text{ BAL, without stopper, GF (cue later to reveal) } \end{array} \right.$ | always over 2X |
| over 1X | | |
| PASS | penalty | |
| 1M | 4 ⁺ M, F1 | |
| 1 \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 | asks lowest 4 card suit | |
| \diamond | 4 \diamond | |
| \heartsuit | 4 \heartsuit , no 4 \diamond | |
| \spadesuit | 4 \spadesuit , no 4 \heartsuit or 4 \diamond | |
| \odot | 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 \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 |

2.2.9 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 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 \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.

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

2♠ 5♠6⁺♦

2♣ 13–15, 3♥6⁺♦

3♣ 13–15, 55⁺ mm

3♦ 13–15, 6⁺♦

3♥ 13–15, 4♥, unBAL

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♠ { 10-13(14), 4♠, BAL
10-12, 4♠, unBAL
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♣ *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

2.6.1 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 $^+$ 4M, GF
- 3 \diamond 5 $^+$ 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

2.6.2 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

2.6.3 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

2.6.4 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

2.6.5 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 |

2.6.6 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 |

2.6.7 1 \heartsuit —2 \spadesuit —

2 \heartsuit MIN

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

3 \clubsuit MAX

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

2.6.8 1 \heartsuit —2 \heartsuit —

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 \heartsuit 6 $^+$ \diamond , to play
 4 \clubsuit 6 $^+$ \diamond , short \clubsuit , GF
 4 \diamond RKC \diamond
 4 \heartsuit quant with 6 \diamond
 5 \heartsuit choose 6 \heartsuit 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 \heartsuit 6 $^+$ \diamond , was invite to game
 4 \clubsuit 6 $^+$ \diamond , short \clubsuit , GF
 4 \diamond RKC \diamond
 4 \heartsuit quant with 6 \diamond
 5 \heartsuit choose 6 \heartsuit or 6 \diamond

2.6.9 1 \heartsuit —3 \clubsuit —

3 \diamond 4M, no 5M

3 \heartsuit 4 \spadesuit

3 \spadesuit 4 \heartsuit

3 \heartsuit no interest in 4M

3M 5M

3 \heartsuit no M

2.6.10 1 \heartsuit —(2 \clubsuit)—

if MM

* natural

else

DBL *Stayman*

* system on

2.6.11 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 |

2.7 2 \clubsuit —

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

2.7.1 2 \clubsuit —2 \diamond —

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

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 \circ —

3 \clubsuit *Muppet Stayman* $\left\{ \begin{array}{l} 3^+M \\ 5\spadesuit 3-5\heartsuit \\ \text{not } 5\heartsuit 4\spadesuit \end{array} \right.$
 3 \diamond 4M, no 5M
 3 \heartsuit 4-5 \spadesuit , asks \spadesuit length
 3 \spadesuit 3 \spadesuit 4 \heartsuit
 3 \circ 2 \spadesuit 4 \heartsuit
 4 \clubsuit 4 \spadesuit , MAX
 4 \spadesuit 4 \spadesuit , MIN
 3 \spadesuit 4 \heartsuit
 3 \circ to play (no 4M)
 4 \clubsuit 44 $^+$ MM, SI
 4 \diamond RKC in \heartsuit
 4 \heartsuit \spadesuit to play
 4 \circ RKC in \spadesuit
 4 \diamond 44 $^+$ MM, no SI
 3 \heartsuit no 4 $^+$ M
 3 \spadesuit transfer to 3 \circ (to play)
 3 \circ 5 \spadesuit
 4 \clubsuit 55 MM, SI
 4 \diamond RKC in \heartsuit
 4 \heartsuit \spadesuit to play
 4 \circ RKC in \spadesuit
 4 \diamond 55 MM, no SI
 3 \spadesuit 5 \spadesuit
 3 \circ 5 \heartsuit
 4 \diamond transfer to 4 \heartsuit
 3 \diamond transfer to \heartsuit $\left\{ \begin{array}{l} 5^+\heartsuit \\ 5\heartsuit 4\spadesuit \end{array} \right.$
 3 \heartsuit
 3 \spadesuit choose a game (indicating exactly 5 \heartsuit)
 3 \circ 5 \heartsuit 4 \spadesuit , no SI if no fit, NF
 3 \heartsuit transfer to \spadesuit , not 5 \spadesuit 3-5 \heartsuit
 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

2.12 3 \circ —

PASS stoppers in all other suits
 4 \clubsuit P/C
 4 \diamond asks
 4M 0/1 M
 4 \circ 22(72)
 5m 0/1 other m
 5 \clubsuit P/C
 5 \diamond to play

2.13 Conventions common for multiple opening bids

2.13.1 $1X-1Y-1Z-$

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 a 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

2.14 Slam Bidding

2.14.1 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):

$4X+1$ 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♦♥♠♣ 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 | $\left\{ \begin{array}{l} 12^+, 3^+ \text{ cards in unbid suits, shortness in } X \\ 18^+, 5^+ \text{ strong suit} \\ 18^+, \text{ semiBAL, with stopper} \end{array} \right.$ | 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 a 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 | |

3.8 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 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 | |

3.11 Against weak 4m

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

3.12 Against weak 4♥

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

3.13 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 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.