

Finlay-Long Bridge Bidding System & Convention Card

Last Update 7/8/2001

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[Link to .gif image \(40 KB\) of our ACBL Convention Card for most \(but not all of\) the system as outlined below.](#)

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OPENING BALANCED HANDS

11-14 Open 1NT. No 5 card major. If 11 points, quick tricks >= 2.5.

- 15-17 Open 1 of your best minor, and rebid 1NT unless you can rebid a four card major at one level. Over a 2C response to 1 Diamond, bid 2D with 5 diamonds and otherwise bid a 4 card major or bid 2NT to deny 5 diamonds or a 4 card major.
- 18-19 Open 1 of your best minor, and then jump rebid 2NT (may bypass a 4 card major). Over a 2C response to 1D, bid 2D with 5 diamonds and otherwise bid a 4 card major or bid 3NT to deny 5 diamonds or a 4 card major.
- 20-21 Open 2NT. This bid does not deny a 5 card major. (Use Puppet Stayman.)
- 22-23 Open 2C and rebid 2NT (or 3NT over 3C or 3D).
- 24-25 Open 2C and rebid 3NT (or 4NT over 3C or 3D -- to bid Roman Keycard Blackwood over 3C or 3D, bid 4C or 4D respectively).
- 26-27 Open 2C and rebid 4NT over 2D.

RESPONSES TO OPENING 1NT

- 2C Stayman. Asks for a 4 card major (H with both), otherwise bid 2D.
- 2D, 2H Jacoby transfers to next higher suit. (Use super-accepts.)
- 2S Transfer to 3C. Shows a club or diamond bust.
- 2NT Invitational to 3NT. Shows 12 to a bad 13 points.
- 3C, 3D Natural. Invites 3NT with fit.
- 3H, 3S Game invitation, shows 6 card suit, go to game with 13-14.
- 3NT, 4S, 5C, 5D To play.
- 4C Gerber.
- 4D, 4H Texas transfers to next higher suit.
- 4NT Invitational to 6NT (about 20 points)
- 5H Grand Slam Force. (Bid 6S with 2 of top 3 H honors, 6H with none, 5S-heart ace, 5NT-heart king, 6C-heart queen, 6D-heart jack.)
- 5S Grand Slam Force. (Bid 6NT with 2 of top 3 S honors, 6S with none, 5NT-spade ace, 6C-spade king, 6D-spade queen, 6H-spade jack.)
- 5NT Demands 6NT and invites 7NT (about 24 points)
- 6C (& higher bids) To play.

SPECIAL SEQUENCES AFTER 1NT OPENING

If responder bids 2C and rebids 4NT, that is invitational to 6NT. Responder should rebid 4C (as Roman Keycard Gerber over 2H or 2S or Gerber over 2D) if he wants to know about aces.

If responder bids 2C and then rebids 3C or 3D, he shows a strong hand with a long minor. Responder may or may not have a four card major. The sequence is forcing to game.

If responder bids 2C and then rebids 2H over 2D, he forces opener to pass or bid 2S (Garbage Stayman). If responder bids 2C and then rebids 3H or 3S over 2D, he shows 4 cards in the suit bid, 5 cards in the other major and game-forcing values (Forcing Smolen).

If responder bids 2D or 2H and opener has 4 card support, he super-accepts by bidding the trump suit at the 3-level with a minimum or, with a non-minimum, by bidding his doubleton or by bidding 2NT without a doubleton. Don't super-accept if vul vs. nonvul.

If opener makes a response which is not a super-accept to a Jacoby transfer, a rebid of 4NT by responder is invitational to 6NT but with a 5 card major. Opener has the choice of pass, 6NT or 5 or 6 of the major. If responder instead bids 4C (or 4D or a jump bid in the other major) over opener's standard transfer, that is a splinter bid. If responder intends to bid Roman Keycard Blackwood, he should use a texas transfer and then rebid 4NT. If responder makes a Jacoby transfer and then bids 3 of a minor, the bid is natural and game-forcing. If opener super-accepts a Jacoby transfer, 4NT is RKC Blackwood and other bids are cue-bids. (The super-accept changes 4NT from invitational to RKC Blackwood.)

RESPONSES TO OPENING 1NT AFTER INTERFERENCE

Over an immediate double (1NT-X- ...)

1NT-X-P Requires opener to redouble -- Responder can pass 1NT-XX, or can bid 2 of a minor (natural, stop), then if 2C is doubled, a XX shows only 4C and asks opener to pass with 4+ clubs, otherwise to bid 4+ card suits up the line.
1NT-X-XX Willing to play 1NT-XX and to double opponents.
1NT-X-2C Asks for longest major(2H if =), or 2D if 5+ diamonds and no 4 card major,
1NT-X-(2D,2H,2S,3C) TRANSFER to next higher suit.
(Note: except for 3C all responses of 2NT or higher are same as if there was no X.)
1NT-X-2NT invitational to 3NT. (Same as if no X.)
1NT-X-3D invitational to 3NT with D fit. (Same as if no X.)
1NT-X-(3H,3S) game invitation, shows 6 card suit. (Same as if no X.)
1NT-X-3NT To play. (Same as if no X.)
1NT-X-(4C or higher bids) Same as if there was no X, see above.

Over 2C (1NT-2C- ...)
Double stayman;
other bids are as if there was no interference.

Over 2D (1NT-2D- ...)
X Penalty
2H,2S Weak and natural
2NT Lebensohl (-> 3C) The Lebensohl bidder rebids 3H and 3S as natural and invitational, 3D as Stayman with a diamond stopper and 3NT to play, guaranteeing a diamond stopper.
3C Stayman without a diamond stopper
3D,3H,3S Transfers to next higher suit.
3NT The values of 3NT without a diamond stopper.
(Higher bids same as if there was no interference.)

Over 2H (1NT-2H- ...)
X Negative showing 4 spades and at least two hearts in case partner converts the double
2S Weak and natural
2NT Lebensohl (-> better minor) The Lebensohl bidder can pass opener's better minor response, bid 3 Diamonds to play, bid 3H as Stayman with a stopper, 3S as natural and invitational or bid 3NT to play, guaranteeing a heart stopper.
3C Weak and natural
3D Stayman without heart stopper
3H,3S,4C Transfers to next higher suit
3NT The values of 3NT without a heart stopper.
(Higher bids same as if there was no interference.)

Over 2S (1NT-2S- ...)
X Penalty
2NT Lebensohl (-> better minor) The Lebensohl bidder can pass the better minor response, or bid 3D to play, bid 3H invitational, bid 3S as Stayman with spade stopper or 3NT to play with spade stopper.
3C Weak and natural.
3D,3S,4C Transfers to next higher suit
3H Stayman without a spade stopper
3NT The values for 3NT without a spade stopper
(Higher bids same as if there was no interference.)

Over interference at the 3 level
Double is negative; bids below game are forcing for one round; game bids are signoffs; 3NT shows a stopper; double followed by 3NT denies a stopper; and a cuebid in a minor is initially Stayman but could be slam interest.
Texas transfers are on only if interference is 3D or lower bid.

1NT-P-P-X-P-P- ...

XX willing to play 1NT-XX and to double opponents.

2C, 2D, 2H, 2S, 2NT To play.

These responses are the same over a reopening double of a 1NT overcall.

THE 1NT OVERCALL

This shows a balanced 15-18 HCP, with a stopper in the opponents' suit. All systems are on (apart from the small change when 1NT is doubled, described below), making allowance for the extra strength relative to the 1NT opening. A transfer into the opponents suit asks how good are the stoppers in that suit. The 1NT overcaller accepts the transfer if his stopper is poor, and bids NT if the suit is well stopped.

If the 1NT overcall is doubled, the responses are the same as those over the double of 1NT opening, except P and XX. P does NOT ask partner to XX, and XX asks partner to bid 2C.

RESPONSES AFTER 1C-P-1H-P-1NT (15-17HCP, < 4 spades) -P

2C To play

2D New Minor Forcing. 8+HCP and 5 hearts (With 3 hearts, opener rebids 2H on a min and 3H on a max; without 3 hearts, opener bids 2NT on a min or 3NT with a max).

2H To play

2S Responder's reverse. Shows 4+ spades and longer hearts. Game-forcing.

2NT Balanced hand, 9 points or so. Invitational to game.

3C At least 5 clubs, slam-invitational.

3D At least 5-5 in hearts and diamonds, game-forcing.

3H At least 6 hearts, game invitational.

3NT To play.

4C Gerber.

4H To play.

4NT Invitational to 6NT.

The responses after 1C-P-1S-P-1NT, 1D-P-1H-P-1NT and 1D-P-1S-P-1NT are similar. In the first and third of these sequences, opener has not denied a 4 card heart suit. In these sequences, if responder bids 2H, it is weak and either 5-4 or 5-5 in spades and hearts. If responder bids 3H, he has 5-5 and invites; If responder bids 4H, he gives opener the choice of games. If responder bids New Minor Forcing, opener can, if he does not have 3 card spade support, bid 2H with a minimum and 4 hearts and 3H with a maximum and 4 hearts. Then, if responder does have 5-4 in spades and hearts, he can accurately place the contract.

In the sequence 1H-P-1S-P-1NT, the opener shows 15-17 HCP, 5 hearts and a balanced hand. If responder rebids either 2C or 2D, that bid is New Minor Forcing with 5 Spades. Other bids by responder are as follows: 2H and 2S are sign-offs; 2NT, 3H and 3S are invitational, 3C and 3D show at least 5-5 and are game-forcing; 3NT, 4H and 4S are to play; 4C is Gerber; and 4NT is invitational to 6NT.

In the sequence 1C-P-1D-P-1NT, opener has denied 4 hearts or 4 spades, and therefore has at least 4 clubs. Responder can sign-off in 2C or 2D. If responder bids 2H or 2S, he shows 4 cards in the suit bid, a longer diamond suit and 12+ HCP. Other bids are as follows: 2NT is invitational; 3C and 3D are forcing to 3NT or 4 of a minor; 3H and 3S show splinter support for clubs; 3NT is to play; 4C is Gerber; and 4NT is invitational to 6NT.

In all of these sequences, if responder bids a major and then jump rebids a minor, he suggests he is at least 5-5. If he is 4-6 and makes this bid, he must be willing to play 4 of the major on a 4-3 trump fit.

RESPONDERS REBIDS AFTER 1C-P-1H-P-2NT (18-19 HCP, may have 4 spades) -P

3C Wolff Signoff. Opener bids 3 of responder's major with 3 card support or else bids 3D. Responder will either pass or signs off in the appropriate

- suit. If instead, responder rebids 3NT, responder shows mild interest in a club slam.
- 3D New Minor Forcing. Opener will bid 3H if he has 3 card support; else bid 3S with 4 spades or bid 3NT otherwise. If responder rebids 3NT over 3H (to show his interest was in spades), opener rebids 4S if he has 4 spades.
- 3H Natural and Forcing. Opener rebids 3NT with 2 hearts; with 3 hearts, he can either rebid his 5 card-minor, bid a side-suit doubleton, or bid 4H with 4-3-3-3 or 3-3-3-4 shape.
- 3S Shows 4+ spades and longer hearts, game-forcing. Opener can raise spades or hearts, or bid 3NT to show 3 spades and 2 hearts.
- 3NT To play.
- 4C Roman Keycard Blackwood in Clubs (opener's minor).
- 4D Shows a heart-diamond two suiter.
- 4H To play.
- 4NT RKC Blackwood in responder's major.

The other sequences with 1minor-P-1Major-P-2NT-P are similar. In response to New Minor Forcing, Opener's priority is to show heart support if he has it. A rebid of 3S denies heart support.

As expected, in the sequence 1D-P-1S-P-2NT-P-3S-P, opener bids 3NT with 2 spades and with 3 spades bids either 4C or 4H to show a doubleton there, 4D to show a 5 card diamond suit or 4 spades to show 3-4-3-3 or 3-3-4-3 shape.

The sequences 1D-P-1H-P-2NT-P-4C and 1D-P-1S-P-2NT-P-4C show powerful two-suiters in clubs and the bid major. The sequences 1D-P-1H-P-2NT-P-4D and 1D-P-1S-P-2NT-P-4D are Roman Keycard Blackwood in diamonds, 1D-P-1MAJOR-P-2NT-P-4NT is RKC Blackwood in responder's Major.

RESPONSES TO OPENING 2NT

- 3C Puppet Stayman, asking opener to bid a 5 card major if he has one. If he doesn't, he replies 3D with a 4 card major and 3NT otherwise. Over a 3D reply, responder can bid 3NT if he has no 4 card major or bid 3 of the other major if he does (so opener becomes declarer in 4 of the correct major) or bid 4D with both majors so that opener becomes declarer in 4 of his major.
- 3D,3H Jacoby transfers to 3H, 3S respectively.
- 3S Minor Suit Slam Try. Opener is required to bid 3NT. Responder rebids 4C or 4D to show slam interest in the other suit only (Opener's cheapest rebid is Roman Keycard Blackwood, other bids are cue-bids). If responder instead rebids 4H or 4S, he shows a singleton or void in that suit and slam interest in both minors (Opener can bid 4NT with wasted values but good stoppers in the shortage or bid 5C or 5D as Roman Keycard in that suit. N.B. If responder bids 3S minor suit slam try with a minor 2-suiter, the only possible spot short of slam is 4NT.)
- 4C Gerber.
- 3NT, 4D, 4H, 4S, 5C, 5D To play. (NO TEXAS TRANSFERS OVER OPENING 2NT.)
- 4NT Invitational to 6NT
- 5H,5S Same as over 1NT opening.
- 5NT Demanding 6NT and inviting 7NT
- 6C (& higher bids) To play.

RESPONSES TO 1H (BERGEN RAISES)

- 1S 5+HCP, 4+ spades, may have 3 hearts.
- 1NT 2-12 HCP, 1-round force, denies 4 spades, may have 3 hearts
- 2C,2D 13+HCP, game-forcing.
- 2H 6-9 HCP, precisely 3 hearts
- 2S 17+ HCP, good spade suit or support for hearts and fair spade suit

2NT Jacoby. 13+ HCP, 4+ hearts. Opener bids 3 in a singleton or void, or 4 in a second 5 card suit. Lacking a singleton or void, opener bids 4H with 12-14 HCP, 3NT with 15-17 HCP, 3H with 18+ HCP.

3C Bergen raise. 7-9 HCP, 4+ hearts

3D Bergen raise. 10-12 HCP, 4+ hearts

3H 0-6 HCP, 4 hearts

3S 12+ HCP, 4+ hearts, singleton or void in unnamed suit. If opener bids 3NT, responder rebids 4C or 4D to show shortage in that suit or 4H to show spade shortage.

3NT 13-15 HCP, 3 hearts, no doubleton or shorter.

4C 16+ HCP, 3 hearts, balanced.

4D 7-10 HCP, 5+ hearts.

4H 0-6 HCP, 5+ hearts.

Most of the responses are the same over 1S. A 2H response shows 13+ HCP and 5+ hearts. A 3H response shows 12+ HCP and 4+ spades and unnamed shortage. If opener rebids 3S, responder rebids his singleton at 4 level or bids 3NT to show a void. Opener asks for the void by bidding 4C. Responder bids 4D or 4H with void in that suit or 4S with void in clubs.

RESPONSES TO 1H AFTER OPPONENTS DOUBLE (B.R.O.M.A.D.)

XX Either 10-12HCP and at most 2 hearts, or 13+ HCP.

1S 6+HCP, 4+ spades

1NT 6-9 HCP, 1-2 hearts

2C 7-9 HCP, 3 hearts

2D 10-12 HCP, 3 hearts

2H 0-6 HCP, 3 hearts

2S,3D Weak Jump Shift

2NT 10-12 HCP, 4 hearts (Jordan 2NT)

3C 7-9 HCP, 4 hearts

3H 0-6 HCP, 4 hearts

B.R.O.M.A.D. is an acronym for Bergen Raises Over Major-suit opening After the opponents Double. The responses to 1S after the opponents double are similar (only showing spade support), but 2H now shows 10+ HCP and 5+ hearts and 3H is the weak jump shift in hearts.

RESPONSES TO 1H BY A PASSED HAND

1S Natural, non-forcing.

1NT semi-forcing.

2C Limit-raise with 3 hearts (Reverse 2-way Drury).

2D Limit-raise with 4 hearts (Reverse 2-way Drury). Opener responds to Reverse 2-way Drury by rebidding his suit, if he has opened with less than a minimum opening bid. With a full opening, opener can make a help-suit game-try bid by bidding a new suit or bid 2NT.

2H 6-9 HCP, 3 hearts.

2NT 0 or 1 hearts, 5-5 or better in the minors, 10+ HCP.

3C, 3D Natural, not forcing.

3H 0-6 points, 4 hearts.

OPENERS REBIDS AFTER 1H-P-1NT-P

2C 11-17 HCP. 3+ clubs unless 4-5-2-2 shape

2D 11-17 HCP. 3+ diamonds

2H 11-15 points, 6+ hearts

2S Reverse. 16+ HCP, 4 spades, longer hearts than spades, forcing for one round. With less than 8 points, responder bids 2NT Lebensohl as a transfer to 3C, after which responder makes a natural bid. Any

bid other than 2NT shows 8+ HCP and is game-forcing.

2NT 18-19 points balanced hand
 3C, 3D 18+HCP (less with good distribution), 4+ card suit
 3H 16-18 points, 6+ hearts
 3NT Solid 6 card suit and extra values.
 4H A powerful hand, usually with 7+ hearts.

The rebids are similar over 1S-P-1NT-P. A 2C rebid promises 3+ clubs and a 2H rebid promises 4+ hearts.

RESPONDER'S REBID AFTER THE FORCING 1NT RESPONSE TO 1 MAJOR

Responder will only pass opener's rebid of 2C or 2D with a 5 card suit, and no more than 2 of opener's major. If responder bids 2D or 2H as a new suit, he must have a 6 or good 5 card suit and no more than 2 cards in opener's major. If responder bids 2S as a new suit, he must have 0 or 1 hearts and 6 spades. It is a drop-dead bid. A new suit by the responder at the 3-level is also drop-dead.

Responder can bid 2NT with 10-12 points, 1-2 of opener's major, and otherwise balanced. Or he can bid 3 of opener's major with 10-12 points and 3 of the suit. A raise of opener's second suit denies 3 card support for opener's first suit but shows 10-12 HCP and 4 card support for the second suit.

OPENER'S REBIDS AFTER 1H-P-1S-P

1NT 15-17 HCP, balanced. With 12-14 HCP, balanced, you have to bid 2C or -- if 3-5-3-2 specifically -- bid 2D. Responder will be aware of this possibility and will often give you false preference.

2C, 2D 4+ card suit if you have 15-17 HCP; could be 3 card suit with 12-14 HCP.
 2H 11-15 HCP, 6+ card suit.
 2S 11-15 points in support of spades, 4 spades
 2NT 18-19 HCP, balanced
 3C, 3D Natural, 18+ HCP or equivalent in distribution
 3H 16+ HCP, 6+ hearts
 3S 16-18 points in support of spades, 4 spades.
 3NT Long running heart suit, stoppers in unbid suits.
 4C, 4D Splinter bid with 19+ points in support of spades and singleton or void in suit bid.
 4H A hand too good defensively to open 4H on.
 4S 17+ HCP, 4-5-2-2 distribution.

BIDDING AFTER 1H-P-2D-P

2H No other bid available, 12-15 HCP
 2S 4 cards in suit bid, strength undefined
 2NT Balanced hand, 12-16 HCP, stoppers in unbid suits
 3C 4+ cards in suit bid, 16+ HCP or equivalent in distribution.
 3D 4+ cards in suit bid, strength undefined.
 3H 16+ HCP, 6+ card suit
 3S,4C Splinters in support of diamonds (A rebid of 4D by responder is Roman Keycard Blackwood)
 3NT Balanced hand, 17+ HCP
 4H Powerhouse in hearts, at least 7 card suit

The bidding after 1S-P-2D is similar. Also, the bidding after 1S-P-2C-P and 1H-P-2C-P is similar except that a rebid of the major now suggests 6 cards or a good 5 (since in these sequences, you can rebid any 4 card suit, even with a minimum).

SPLINTER BIDS (& Mathe Asking Bids)

Splinter bids, showing a singleton or void, occur in the following situations:

Responder's first bid is a splinter or asks for shortness

- a) If opener bids 1H or 1S, a response of 3 of the other major shows 4+ card trump support, 12+ HCP and an undisclosed singleton or void. Opener makes the cheapest available rebid if he wants responder to disclose his shortness.
- b) If opener bids 1C or 1D, a double-jump-shift shows 5+ card trump support and a singleton or void in the suit bid.
- c) If opener bids 1H or 1S, a response of 2NT asks opener to bid 3 of a suit in which he is singleton or void if he has one.

Opener's second bid is a splinter or asks for responder's shortness

- a) If responder has made a change of suit response at the one level, a new suit by opener one level higher than that of a jump shift or a reverse is a splinter bid in that suit showing 4+ card trump support for responder's suit. (Sequences such as 1C-P-1H-P-3D specifically show a singleton, since with a void opener bids 1C-P-1H-P-4D. Sequences such as 1D-P-1H-P-4C may show either a singleton or void.)
- b) If responder has made a game-forcing 2 over 1 response, a jump-shift into a new suit by opener shows 4+ card trump support for responder and a singleton or void in the suit bid.
- c) If responder makes a forcing minor raise (1C-P-2C or 1D-P-2D), a jump shift by opener is a splinter.
- d) The sequences 1H-P-3D-P-3S and 1S-P-3D-P-3NT are the MATHE ASKING BID after a 3D Bergen raise of opener's major. The MATHE ASKING BID asks responder to disclose his singleton or void, or bid 4 of the major otherwise.
- e) If responder makes a 2C or 2D 2-way reverse Drury bid, a bid by opener that is one level higher than a game-try is a splinter. An example is P-P-1H-P-2C-P-4D.

Responder's 2nd bid is a splinter or asks for opener's shortness

- a) Sequences such as 1C-P-1H-P-3H-P-3S and 1D-P-1S-P-3S-P-3NT are also the MATHE ASKING BID. Opener discloses his singleton or void, or bids 4 of the major, or rebids his minor to show a 5 card suit with no outside singleton or void.
- b) If responder's second bid is a jump in the fourth suit (the other 3 suits having been bid naturally), it is a splinter and shows 4+ card support of opener's second suit. Examples: 1C-P-1H-P-1S-P-3D, 1D-P-1S-P-2H-P-4C, 1H-P-1S-P-3C-P-4D.
- c) If responder has given a 2 over 1 game-forcing response and opener has either rebid his suit or bid 2NT, responder's jump in a new suit is a splinter showing 3 card support for opener's suit.
- d) If opener has raised responder's major to the 2-level, a jump shift by responder is a splinter bid.
- e) If opener has bid a suit after opening 2C forcing, a jump in a new suit by responder is a splinter showing 3+ card support for opener's suit and a shortage in the suit bid. Examples 2C-P-2H-P-2S-P-4C, 2C-P-2D-P-2H-P-4D, 2C-P-2D-P-3D-P-4S. If responder's first bid was 2D, the subsequent splinter indicates at least an Ace, or a King and a Queen, or 6+ points. If responder's first bid was positive, the splinter adds no new information with regard to points.

BIDDING AFTER 1D-P-2C-P

- | | |
|--------|---|
| 2D | 5 card diamond suit. |
| 2H, 2S | 4 cards in suit bid, at most 4 diamonds (unless Opener rebids his major to show 6-5 shape with longer diamonds) |

2NT Specifically 3-3-4-3 shape, 15-16 HCP.
 3C Denies 5 diamonds, denies 4 card major, shows 4 clubs.
 3D 6+ diamonds, 16+ HCP
 3H, 3S Splinter in support of clubs (Responder's rebid of 4C is Roman Keycard)
 3NT 3-3-4-3 shape, 17+ HCP

RESPONSES TO 1C (& Exclusion Keycard Blackwood)

1D 6+ HCP, 4+ Diamonds. Denies a 4 card major, unless responder has 13+ HCP and longer diamonds.
 1H, 1S 6+ HCP, 4+ cards in suit bid. May bypass a longer diamond suit.
 1NT 6-9 HCP, no 4-card major and no 4 card diamond suit.
 2C 9+ HCP, 5+ card club support, no 4 card major. Forcing.
 2D,2H,2S Strong jump shift. Forcing.
 2NT 10-12 HCP, no 4-card major. Invitational to 3NT.
 3C 5-8 HCP, 5+ card club support, no 4 card major.
 3D,3H,3S Splinter bids. 12+ HCP, 5+ card club support and singleton or void in suit bid.
 3NT 13+ HCP, no 4-card major, balanced.
 4C Pre-emptive, 7+ card club support.
 4D,4H,4S Exclusion KeyCard Blackwood, asking for Keycards in clubs, excluding the Ace of the suit bid. Opener bids first step for 0 keycards, next step for 1 keycard etc.

The responses to 1D are similar, but the minor suit raises to 2D and 3D can occasionally be made on 4 card suits, since opener will nearly always have 4 or more diamonds. 1D-P-4C is Splinter. 1D-P-5C is Exclusion KCB(in D, ex C).

OPENER'S REBIDS AFTER 1D-P-2D-P

2H, 2S Unbalanced hand with 4 cards in suit bid.
 2NT Balanced hand, 15-16 HCP.
 3C Unbalanced hand, at least 4 clubs and 5 diamonds.
 3D At least 6 diamonds, 12-15 HCP
 3H,3S,4C Splinter bid. Forcing to 3NT or 5D.
 3NT Balanced hand, 17-19 HCP.
 4D Roman Keycard Blackwood.
 4H,4S,5C Exclusion Keycard Blackwood.

If opener rebids 2H or 2S, responder may bid 2NT with 9-11 HCP and the other suits stopped or 3NT with 12+ HCP and the other suits stopped. Or he may show a stopper in one of the other suits, sign off in 3D, or invite to game with 4D.

If opener splinters with 3H, 3S or 4C, a 4D rebid by responder is Roman Keycard Blackwood and new suits are cue-bids.

The bidding is similar over 1C-P-2C-P.

REVERSES

The sequences 1C-P-1S-P-2H-P, 1C-P-1S-P-2D-P, 1C-P-1H-P-2D and 1D-P-1S-P-2H are reverses. If responder has less than 8 HCP, he bids Lebensohl 2NT over 2H (or 2 of the unbid major over 2D), requesting opener to bid 3C or 2NT, after which responder passes or makes his sign-off bid. An immediate bid of 3NT shows 8-11 points and stoppers in the unbid suits, and a Lebensohl bid followed by 3NT shows 12-14 points.

RESPONSES TO AN OPENING 2C

2D Denies the ability to make a positive or semi-positive response.
 2H, 2S Positive. 8+ HCP and 5+ card suit headed by A, K or Q.

- 2NT Positive. 8+ HCP. No void, singleton or 5 card major.
- 3C, 3D Positive. 8+ HCP and 5+ card suit headed by A, K or Q.
- 3H, 3S Semi-positive. 6 card suit headed by 2 of top 3 honors and no outside A or K.
- 3NT Semi-positive. Solid 6 card or longer undisclosed suit and no outside A or K.
- 4 of a suit. Semi-positive. 7 card suit headed by 2 of top 3 honors and no outside A or K.

After any positive or semi-positive response, the auction is forcing to game.

If after a 2D response to 2C opener rebids his suit, responder can bid the cheapest minor (or 3NT over 3D) to show 4 or less points and deny an Ace. With an Ace or with more than 4 points, responder must make some other rebid and the auction is then forcing to game.

RESPONSES TO AN OPENING 4NT (ACOL)

- 5C No Ace.
- 5D Diamond Ace.
- 5H Heart Ace.
- 5S Spade Ace.
- 5NT Club Ace.
- 6C Two Aces.

RESPONSES TO OPENING 2H (WEAK TWOS), (& McCabe Adjunct)

- 2S Natural and forcing. Opener raises to 3S with tripleton A, K or Q; or bids 2NT with small tripleton or doubleton A, K or Q; otherwise rebids 3C with bad hand & bad suit, 3D with bad hand & good suit, 3H with any good hand and 3NT with solid 6 card suit.
- 2NT Ogust, asking for information. Opener rebids as follows: 3C with bad hand and bad suit; 3D with bad hand and good suit; 3H with good hand and bad suit; 3S with good hand and good suit; 3NT with solid 6 card suit. If responder rebids at the 3-level after hearing opener's reply to Ogust, opener must pass.
- 3C,3D Natural and forcing. Opener bids 3NT with doubleton A, K or Q support, raises suit with tripleton A, K or Q or any 4 card suit support; rebids 3H with a minimum, or with a maximum shows feature or jumps in his suit.
- 3H,4H,5H Pre-emptive raises.
- 3NT To play.
- 4NT Roman Keycard Blackwood

Most bids retain the same meaning after opening bids of 2D and 2S. Opener may be able to rebid 2S over a 2H response to his 2D opening bid. This rebid shows a maximum with a spade feature. If opener hears a 3H response to his 2S opening, he bids as follows: 3NT shows a doubleton A, K or Q; 4H shows any tripleton (this also implies 6 spades); 3S shows a minimum; 4C shows maximum with poor spade suit; 4D shows maximum with good spade suit; 4S shows solid 6 card suit.

If the weak two bid is doubled, any suit bid by responder is lead-directing and guarantees support in opener's suit (McCabe Adjunct). Responder stops in his own suit at the three level by bidding 2NT and then bidding his suit after opener rebids 3C. Responder shows a good hand by redoubling.

If the weak two bid is overcalled, a bid of 2NT is still Ogust, double is for penalties, and new suits are non-forcing.

RESPONSES TO OGUST AFTER INTERFERENCE

Over 3C

Opener passes with bad hand and bad suit, doubles with good hand and a club stopper, and otherwise bids as if no interference had taken place. The double may allow responder to reach 3NT or even pass for penalties.

Over 3D

Opener passes with bad hand and bad suit, doubles with good hand and bad suit, bids 3H with bad hand and good suit, or bids 3S or 3NT as if no interference had taken place. The doubling with a good hand and bad suit may allow responder to convert the double.

Over 3H

Opener passes with bad hand and bad suit, doubles with good hand and bad suit, bids 3S with bad hand and good suit and 3NT with good hand and good suit. Again, doubling with a good hand and bad suit allows responder to convert the double for penalties.

Over 3S

Opener passes with all bad hands, doubles with a good hand and bad suit and bids 3NT with good hand and a good suit. Once more, the double on a good hand and bad suit means that the double can often profitably be converted to penalties by responder.

Over X See McCabe Adjunct above in Responses to Opening 2H.

DEFENSIVE BIDDING

DEFENSE TO 1D

X	Take-out. 12+ HCP, 1-2 diamonds and 4-3 or better in the majors.
1H, 1S	Standard 1-level overcall, 8+ HCP, fair 5+ card suit.
1NT	15-18 HCP, balanced and a diamond stopper.
2C	Standard 2-level overcall, good 5+ card suit.
2D	Michaels cue-bid. 5-5 in majors and 8-12 HCP or 17+ HCP.
2H, 2S	3-10 HCP, 6 cards in suit bid.
2NT	5-5 in hearts and clubs and 8-12 HCP or 17+ HCP.
3C,3H,3S	Like an opening pre-empt of that bid.
3D	Jump cue-bid. Shows long, running side-suit and asks advancer to bid 3NT with a diamond stopper.
3NT	To play. Usually with long side-suit and diamond stopper.
4NT	Unusual 4NT. Shows 6-6 in hearts and clubs.

RESPONDER'S BIDS AFTER 1C-2C (Michaels' Cue-bid)

X	Shows 10+ points and initially suggests doubling the opponents for penalties. It could also be the first move on a hand with a game-forcing raise in clubs or a game-forcing hand with diamonds.
2D	Natural and non-forcing, 5+ diamonds, 7-11 points.
2H, 2S	Shows a stopper in suit bid and 10+ points. Initially looking for no trumps, it might also be the first move in a game-forcing hand with a major suit stopper and either a diamond suit or club support.
2NT	Shows 10-11 points with stoppers in both majors.
3C	Non-forcing raise, about 7-11 points.
3D	Natural and forcing, 12+ points.
3H, 3S	Game-forcing splinter raise in clubs. Opener can rebid 3NT with good stoppers in responder's short suit.
3NT	12+ points and stoppers in both majors.

DEFENSE TO 1H

X	Take-out. Usually 12+ HCP and 1-2 hearts.
1S	Standard overcall - 8+ HCP and a fair 5+ card suit.
2C, 2D	Standard 2-level overcall - a good 5+ card suit.

1NT 15-18 HCP, some sort of stopper in hearts.
 2H Michaels cue-bid. 5 Spades and a 5 card minor suit, and either 8-12 HCP or 17+ HCP. (With 13-16 HCP, overcall 1S and later bid 3 of the minor, if possible.)
 2S Same as a weak 2-bid in Spades, but definitely 6 cards.
 2NT Unusual 2NT. 5-5 in the minors and either 8-12 HCP or 17+ HCP. (With 13-16 HCP, overcall 2D and later rebid 3C.)
 3C, 3D Weak Jump Overcall, similar to an opening 3C or 3D bid.
 3H Jump Cue-bid. Shows a long, running side-suit and asks partner to bid 3NT if he has a heart stopper.
 3S,4C,4D Pre-emptive.
 3NT To play. Usually Gambling variety.
 4NT Unusual 4NT. Shows 6-6 in the minors.

Most of the bids are the same over 1S. A Michael's cue-bid of 2S shows 5 hearts and a 5 card minor suit.

ADVANCER'S BIDS AFTER 1H-X-P

Pass 6 hearts, or 5 good hearts, 7+ HCP.
 1S 0-8 HCP, usually 4+ spades.
 1NT 7-10 HCP, 3 or fewer spades and a stopper in hearts.
 2C, 2D 0-8 HCP, usually 5+ cards in suit bid.
 2H 12+ HCP, general one-round force.
 2S 9-11 HCP, 4+ spades.
 2NT 11-12 HCP, 3 or fewer spades and a stopper in hearts.
 3C, 3D 9-11 HCP, 5+ cards in suit bid, usually 3 or fewer spades.
 3H Power-raise. 12+ HCP, 5+ spades, occasionally a good 4.
 3S 12-13 points, 5+ spades. Highly invitational.
 3NT To play. 14+ HCP, good stoppers in hearts.
 4S Weak freak. 6+ spades.

ADVANCER'S BIDS AFTER 1H-2H-P (MICHAEL'S)

2S Natural and weak.
 2NT Asks overcaller to name his minor suit.
 3C Weak. Overcaller passes or bids 3D if that is his suit.
 3D Natural and weak. 6+ card suit, no fit for overcaller.
 3S Invitational. (2NT followed by 3S is also invitational).
 Overcaller accepts invitations on 11-12 HCP. With 17+ HCP, overcaller can cue-bid 4H or show his minor.
 3NT To play. 2NT followed by 3NT is also to play.
 4C Pre-emptive. Overcaller passes or bids 4D.
 4S Pre-emptive.
 4NT Roman Keycard in spades.

If the overcaller makes any nonstandard bid or any non-forced bid, he shows the upper range of the Michael's cue-bid, 17+ HCP.

If advancer bids 2NT, and then raises overcaller's minor, that is invitational. If advancer bids 2NT and then 4NT, it is Roman Keycard in the minor suit.

The bidding is similar after 1S-2S-P, except that 3H is natural and weak and that 2NT followed by 3H is natural and invitational.

DEFENSE TO STRONG 1C OPENING (MODIFIED TRUSCOTT)

X Shows a club suit, nonforcing; 1C-P-1D-X shows a diamond suit, nonforcing
 1D,1H,1S Natural, nonforcing
 1NT Shows 2 suited hand: Diamonds & Spades.
 2C,2D,2H & 2S Shows 2-suited hand, the suit bid & the next higher suit.
 2NT Shows 2-suited hand: Clubs and Hearts
 3 of suit Natural and preemptive.

DEFENSE TO 1NT (D.O.N.T.)

- X This shows a one-suited hand. Advancer should respond 2C unless he has 0 or 1 clubs or a 6 card major. Once advancer bids 2C, the overcaller will disclose his suit. If advancer instead bids 2H or 2S, he shows a 6 card suit of his own. If advancer bids 2D, he merely denies having 2 or more clubs.
- 2C This shows clubs and another suit. Advancer passes with three or more clubs, or pulls to 2D with two or less clubs, in which case overcaller will disclose his second suit. If advancer instead bids 2H or 2S, he shows a 6 card-suit. A bid of 2NT is a game-try. (Overcaller rebids 3C with any minimum, and with a maximum rebids 3 of his other suit.) A raise to 3C is pre-emptive, and a bid of 3 in a new suit is natural and invitational.
- 2D This shows diamonds and a major. Advancer will usually pass with 3 diamonds and pull to 3 hearts with 2 or fewer diamonds (or with 3 diamonds and 4-3 or 3-4 or better in the majors), after which overcaller will disclose his major. If advancer instead bids 2S or 3C, that shows a 6 card-suit of his own. A bid of 2NT is a game-try. (Overcaller rebids 3C with a minimum and a heart suit, 3D with a minimum and a spade suit, 3H with a maximum and a heart suit and 3S with a maximum and a spade suit.) A raise to 3D is pre-emptive and a bid of 3H or 3S is natural and invitational.
- 2H This shows both majors. Advancer normally passes or pulls to 2S. 2NT is a game try. (Overcaller rebids 3C with a minimum and longer/better hearts, 3D with a minimum and longer/better spades, 3H with a maximum and longer/better hearts and 3S with a maximum and longer/better spades.) Direct bids of 3 of a major are pre-emptive and bids of 3C and 3D are drop dead bids.
- 2S This shows a spade suit. It indicates a stronger desire for a spade lead than the hand that doubles and then rebids spades.
- 2NT Over a weak no-trump, this shows 17-19 HCP, balanced. Over a strong no-trump, it shows 5-5 or better in the minors.

If the opponents are playing a strong no-trump, minimums consist of 0-10 HCP and maximums are 11+ HCP. If the opponents are playing a weak no-trump, minimums are 11-14 HCP and maximums are 15+ HCP.

If the opponents double an overcall of 2C, 2D or 2H, pass shows a tolerance (usually at least 3) for the suit overcalled, redouble asks overcaller to bid his other suit and a new suit is natural. (1NT-2C-X-2D shows diamonds, it does not ask overcaller to bid his other suit.) If both suits are already known redouble asks partner to chose one of the other two suits, e.g. 1N-2H-X-XX asks partner to chose a minor, and 1N-2C-P-2D-P-2H-X-XX asks partner to chose spades or diamonds.

This defense to 1NT is called DONT, an acronym for Disturb Opponents' No Trump. You can make a two-suited DONT bid on 4-4 distribution if necessary, but exercise some caution in direct seat when vulnerable.

DEFENSE AGAINST WEAK TWO-BIDS

- X Take out, 15+HCP in direct seat and 12+HCP in balancing position. Should not have void in suit doubled or reasonable 5 card major (unless 5-4 or better in the majors).
- Overcall Good suit, 13+HCP in direct seat.
- 2NT 15-18 HCP and stopper in opponent's suit. Advancer can bid 3C Stayman; 3NT to play; or 3D, 3H, 3S and 4C as transfers to the next highest suit, a transfer to the opponent's suit showing game-going values, a small doubleton or worse in the opponents' suit and no 4-card major.
- Jump-overcall Shows the suit bid and the next higher; highly invitational.
- Cue-bid Long solid suit. Advancer bids 3NT with stopper in opponent's suit.
- 3NT To play.

RESPONSES TO A DOUBLE OF A WEAK TWO-BID

Suit at 2-level Natural and weakest bid in that suit.

2NT Lebensohl, to which partner must reply 3C. If advancer then bids a suit that he could have bid at the two level, his bid is invitational; otherwise it is weak.

Non-jump suit at 3-level Natural and invitational

Cue-bid 11+HCP, no good alternate bid

3NT 11-14HCP, good stoppers. (2NT followed by 3NT shows 15-16HCP)

Jump shift Natural and forcing.

ALL SORTS OF DOUBLES

Take-out doubles:

A double of an opening natural suit bid at the 1, 2, 3 or 4 level is TAKE-OUT, the only exception being that a double of 4S is penalty. A double of 1NT shows a 1-suited hand. A double of a strong 1C shows clubs. A double of a gambling 3NT opening is penalty.

Other TAKE-OUT doubles occur after the auctions 1any-P-1NT, 1C-P-1S or similar and 1H-P-2D or similar (in these cases, the double shows more strength than the unusual NT bids). Doubles in direct seat after 1H-P-2H or similar are OBAR (Opponents Bid And Raise) take-out doubles and may be weak. (If the partner of the OBAR doubler bids 2NT it is scrambling, and the OBAR doubler bids his best suit.)

Support doubles:

If opener bids a suit, responder bids another at the 1-level, and 4th hand overcalls in a suit up to and including 2 of responder's suit, a double by opener is SUPPORT. It shows precisely 3 card support for responder's suit. With 4 card support, opener raises directly, any other bid denies 3 card support. Also, if responder's bid is doubled, XX is a SUPPORT REDOUBLE.

Negative doubles:

When opener's suit has been overcalled, a double by responder is NEGATIVE -- it denies support for opener's suit and usually shows 4 cards in an unbid major (not always true at the three level). This bid needs 6+ HCP at the 1 level, 8+ HCP at the 2-level, 10+ HCP at the 3 level and 12+ HCP at the four level. Negative doubles go to 4D.

Responsive doubles:

If partner has made a take-out double or overcalled, and RHO raises opener's suit to the 2 or 3 level, a double by advancer is RESPONSIVE, showing moderate values but doubt as to what the trump suit should be. (In an auction like 1S-2H-2S, advancer has a number of options: 2NT followed by 3H shows a poor heart raise, 3H shows a good heart raise, 3C and 3D show a good hand with clubs or diamonds, 2NT followed by pass or 3D shows a minimum bid with clubs or diamonds, and double is responsive, showing clubs and diamonds.) A responsive double shows 8+ HCP at the 2 level, 10+ HCP at the 3 level and 12+ HCP at the four level.

Snapdragon doubles:

If partner has overcalled a suit, and responder has bid a third suit, a double by the advancer is SNAPDRAGON. It shows a good fourth suit and tolerance for the overcaller's suit. Frequently, the doubler will have the choice between a Good-Bad 2NT bid and a SNAPDRAGON double. SNAPDRAGON doubles only go up to 2 Spades.

Maximal doubles:

In auctions like 1S-2H-2S-3H, 1C-1H-1S-2H-2S-3H and 1S-X-2S-3H (or similar with hearts and diamonds as the suits bid), there is no room to make a game try, so the MAXIMAL double is used as a game try. If there is room to make a game try by bidding a suit, a double instead must be PENALTY.

Honor redoubles:

If overcaller's bid has been doubled (either a negative or a support double, but not a penalty double), advancer's redouble is the HONOR REDOUBLE showing either the Ace or the King doubleton or tripleton in overcaller's suit. This enables overcaller to lead away from honors in that suit.

Action doubles:

If responder's bid is overcalled and opener passes, responder makes an ACTION double if he has extra values but no clear cut call. Possible sequences include 1C-P-1S-2D-P-P-X and 1D-P-1H-1S-P-P-X. (Note that opener's pass has denied 3 card support for responder's major).

Lead-directing doubles:

LEAD-DIRECTING doubles occur primarily after 3NT bids, bids in 6 of a suit, or doubles of artificial bids. A double of 3NT demands partner lead the suit bid by the partnership. If both partners have bid, it tells partner to lead his own suit. Otherwise, it demands a lead of dummy's first-bid suit and if dummy has not bid a suit, the opening leader should lead his weaker major suit.

A double of 6 in a suit asks for a lead of dummy's first bid suit, and if that was trumps, opener's first bid suit and if that was also trumps any non-trump suit bid by dummy and, lacking that, any non-trump suit bid by opener. It demands that partner not lead any suit bid by the defense. A defender can also make a lead-directing double of the response to Blackwood. A double of the Blackwood response followed by a double of the final contract demands the lead of the suit other than would be demanded by either double alone. For example 1H-P-2D-P-3D-P-4NT-P-5C-X-6D-P-P-P asks for a club lead; 1H-P-2D-P-3D-P-4NT-P-5C-P-6D-P-P-X asks for a heart lead and 1H-P-2D-P-3D-P-4NT-P-5C-X-6D-P-P-X asks for a spade lead.

GOOD-BAD 2NT

In competitive auctions, where the right hand opponent has bid doubled or redoubled, a bid of 2NT may be the Good-Bad 2NT. This bid asks partner to bid 3C and the 2NT bidder then passes or makes his bid, which will either be a raise of partner's suit or a suit of his own. This sequence is weaker than a direct bid of the suit.

A bid of 2NT cannot be good-bad in any of the following circumstances:

- 1) Either side has opened 1NT or a weak two, or overcalled 1NT
- 2) The opponents have opened a forcing 1C
- 3) We are in a game-forcing auction
- 4) One member of the partnership has made a jump overcall
- 5) The opponents have doubled for penalties
- 6) We have already found a fit
- 7) When 2NT would be unusual or scrambling.
- 8) In sequences like 1H-2D-? or 1D-2S-? where 2NT is invitational to 3NT and promises a stopper in the opponents' suit.

Sequences where 2NT would be good-bad include: 1C-1S-P-2S-2NT, 1C-1S-X-2S-2NT, 1S-2D-2S-2NT, 1C-P-1S-2H-2NT (N.B. this bid denies having as many as 3 spades by the failure to make a support double), 1H-2D-2H-2NT, 1H-2C-P-2S-2NT, 1D-P-1H-P-2S-2NT, 1H-1S-1NT-2S-2NT, 1S-X-2S-2NT, 1S-2H-X-XX-2NT, 1S-2D-X-2NT, 1H-P-1NT-2S-2NT, 1S-P-1NT-2H-2NT and 1S-2D-2H-2NT.

SEQUENCES IN WHICH 4NT IS A QUANTITATIVE RAISE

- 1) Immediately after an opening 1NT (11-14) or 2NT (20-21), or after bidding Stayman over 1NT, or after bidding Jacoby over 1NT (unless super-accepted) or 2NT.
- 2) After opener has opened 1C or 1D and rebid 1NT (15-17).
- 3) If responder has jumped to 3NT (12-15) in response to 1C or 1D, or if responder has made a change of suit bid and then jumped to 3NT (12-15).
- 4) If opener has made a rebid of 2NT after hearing a game-forcing

2/1 response.

1430 ROMAN KEYCARD BLACKWOOD

When a trump suit has been agreed upon, 4NT is Roman Keycard Blackwood, asking for keycards (Aces plus the trump King). The responses are: 5C shows 1 or 4, 5D shows 0 or 3, 5H shows 2 and denies the trump queen, 5S shows 2 plus the trump queen. Responder may also bid 5NT which shows 0 or 2 Keycards plus a useful void or 6C which shows 1 or 3 Keycards plus a useful void. These bids say nothing about the trump queen.

HOW QUEEN-ASKS, KING-ASKS AND SUIT-ASKS WORK TO 4C OR 4D RKC

Queen-ask

In response to a queen ask, 5 of the agreed suit denies the trump queen, 6 of the agreed suit shows the trump queen but no outside kings and no extras, 5NT shows the trump queen but no outside kings and promises extras (such as a queen in an important side suit or a previously undisclosed working singleton with extra trumps) and 5 of another suit shows the trump queen plus the king of the suit bid. Depending upon the response, the queen asker may decide to pass, sign off in 6 of the agreed suit, bid a grand slam directly or make a further attempt for a grand slam by making an asking bid in another suit. You may bid as if you had the trump queen if you have extra trump length.

King-ask

In response to a king ask, the agreed suit denies any outside kings. Otherwise, responder makes the cheapest possible bid in a suit in which he has a king (or bid a grand slam directly if he can count 13 tricks). The king asker signs off in a small slam if responder has bypassed a suit in which he lacks control; otherwise he bids a grand slam directly, or make a further asking bid. Because the king-ask guarantees that the partnership has all the keycards, responder may leap to 7 of the trump suit with an undisclosed source of tricks.

GERBER RESPONSES

(1 or 2)NT-P-4C, (1 or 2)NT-X-4C, and in the following auctions with opponents passing throughout: 1NT-2C-2(D,H,or S)-4C, 1ANY-1ANY-1NT-4C.

4D 0 or 4 Aces
4H 1 Ace
4S 2 Aces
4NT 3 Aces.

SEQUENCES IN WHICH BIDS OTHER THAN 4NT ARE 1430 ROMAN KEYCARD BLACKWOOD

A bid of 4C or 4D is 1430 Roman Keycard Blackwood in that suit in the following circumstances:

- 1) Immediately after a forcing minor suit raise
- 2) Immediately after a splinter raise for the minor
- 3) Immediately after a minor suit raise in a game-forcing auction
- 4) Responder's jump to 4 of the suit after opener has reversed
- 5) A bid of 4 of the minor after using the 2S -> 3C transfer in response to an opening 1NT
- 6) Immediately after opener has made a jump-shift rebid
- 7) An immediate raise of a new suit at the 3 level in a game-forcing auction
- 8) If responder has made a strong jump shift and next bids 4C or 4D,

providing that that suit has been bid by the partnership.

- 9) If opener has bid a minor and then made a jump rebid of 2NT and responder then jumps to 4 of opener's minor.
- 1430 Roman Keycard Blackwood in clubs:
- 1) 1C-P-2C-P-4C
 - 2) 1C-P-2C-P-3D-P-4C; 1C-P-2C-P-3H-P-4C; 1C-P-2C-P-3S-P-4C; 1D-P-2C-P-3H-P-4C; 1D-P-2C-P-3S-P-4C; 1H-P-2C-P-3D-P-4C; 1H-P-2C-P-3S-P-4C; 1S-P-2C-P-3D-P-4C; 1S-P-2C-P-3H-P-4C; 1C-P-3D-P-4C; 1C-P-3H-P-4C; and 1C-P-3S-P-4C
 - 3) 1D-P-2C-P-3C-P-4C; 1H-P-2C-P-3C-P-4C; 1S-P-2C-P-3C-P-4C (N.B. If responder does not want to investigate slam in these sequences, he must bid 3 of a side-suit (showing a stopper), 3NT or 5 of the minor directly.)
 - 4) 1C-P-1H-P-2D-P-4C; 1C-P-1S-P-2D-P-4C and 1C-P-1S-P-2H-P-4C
 - 5) 1NT-P-2S-P-3C-P-4C
 - 6) 1C-P-1D-P-2H-P-4C; 1C-P-1D-P-2S-P-4C; 1C-P-1H-P-2S-P-4C; 1D-P-1H-P-3C-P-4C; 1D-P-1S-P-3C-P-4C; and 1H-P-1S-P-3C-P-4C
 - 7) 1H-P-2D-P-3C-P-4C; 1S-P-2D-P-3C-P-4C and 1S-P-2H-P-3C-P-4C
 - 8) 1C-P-2D-P-2H-P-4C; 1C-P-2D-P-2S-P-4C; 1C-P-2D-P-2NT-P-4C; 1C-P-2D-P-3C-P-4C; 1C-P-2H-P-2S-P-4C; 1C-P-2H-P-2NT-P-4C; 1C-P-2H-P-3C-P-4C; 1C-P-2H-P-3D-P-4C; 1C-P-2S-P-2NT-P-4C; 1C-P-2S-P-3C-P-4C; 1C-P-2S-P-3D-P-4C; 1D-P-2H-P-3C-P-4C; 1D-P-2S-P-3C-P-4C and 1H-P-2S-P-3C-P-4C
 - 9) 1C-P-1D-P-2NT-P-4C; 1C-P-1H-P-2NT-P-4C and 1C-P-1S-P-2NT-P-4C.
 - 10) 2NT-P-3S-P-3NT-P-4C-4D(RKC in D), 2NT-P-3S-P-3NT-P-4D-P-4H(RKC in C), see Responses To Opening 2NT.

If responder shows 0, 1, 3 or 4 keycards, the cheapest available bid by the Blackwood bidder is the queen-ask and the next bid up is the king-ask. If responder shows 2 keycards, the cheapest available bid by the Blackwood bidder is the king-ask.

A bid of 5 of the agreed minor is to play, unless it comes after a response of 2 Keycards plus the queen (in which case it is a King-Ask -- this means that the RKC Blackwood bidder must be prepared to play a slam opposite 2 Keycards plus the trump queen i.e. he must have at least 2 Keycards or 1 keycard plus the trump queen). Other suits bid at the 5-level are asking bids in that suit (When diamonds are trumps, 5NT is often an asking bid in clubs, since 5C is usually taken up by the King-ask).

END

R.E.L.