

McNamara-Sheumaker ("McSheu") (1/24/2003 edition)

Colors: **announce** **alert** **pre-alert** (see also [system supplement](#))

Symbols: * = 1 round force, **GF** = game force, PS = partner's suit

Opening bids

If you make the first bid of the auction, these are your choices:

- **1C**: All strong hands (16+ or Ro25) except flat 22-bad24 or 20+ 4441
 - **1D**: Ro20 opener with 15- HCP, non-flat, 4+ diamonds
 - **1HS**: Ro20 opener with 15- HCP, 5-card major
 - **1NT**: 12-15 HCP, flat hand ("Twelve to fifteen")
 - **2C**: Ro20 opener with 15- HCP, 5+ clubs (6+ if no 4-card major)
 - **2D**: **Multi-2D** (major-weak-two/strong-NT/strong-4441) ([enemy defense](#))
 - **2H**: Flannery (11-15 HCP, 5+H, 4S)
 - **2S**: **6-card minor-suit pre-empt** ([enemy defense](#) and [more](#))
 - **2NT**: Unusual (5-5 minors, 8-14 HCP)
 - 3C or higher: 7+ card pre-empt
 - **3NT**: Gambling (running minor (AKQxxxx), no outside A/K)
 - 4NT: Insta-(Vanilla-)Blackwood
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Responses...

...to opening 1C

- **1D *** is the "negative response" with 7- points.
 - Opener then rebids a 5-card suit, 1NT (16-19), 2NT (20-21), 3NT (24-26-) or jumps into a suit with 21+.
- **1H GF** shows 5+ spades and 8+ points.
- **1NT GF** shows 5+ clubs and 8+ points (w/ exactly 8 and 5332, consider 1S).
- **2C GF** shows 5+ diamonds and 8+ points (w/ exactly 8 and 5332, consider 1S).
- **2D GF** shows 5+ hearts and 8+ points.
 - Opener's cheapest NT shows 16-19, then 20-21, then 24-26-, etc. SYSTEMS?
 - Opener's **acceptance of transfer** is a [direct asking bid](#).
 - Opener's **jump shift** is a [useful asking bid](#).
 - Opener's **jump acceptance of transfer** shows an undisclosed splinter with 4-card support, and limits opener to 18 HCP. Responder's **cheapest step** asks where the splinter is; opener shows it with one of three **baseline responses** (meaning CDHS but skipping the trump suit). After that, or if responder doesn't choose to ask where, responder's bids include Kickback (if available), 4N Blackwood (if Kickback unavailable), and cue bids.
- **1S GF** shows 8-10 HCP & flat hand (w/5332, show suit unless Qxxxx or worse).
 - Opener's rebids are natural.
 - Opener's **jump shift** is a [useful asking bid](#).
- **2H/S** shows a useful 6+card major and 4-7 points.
- **2NT GF** shows 11-13 HCP, balanced (or 16+).
 - Opener's 3C is Stayman, other bids are natural.
- **3C/D/H/S** shows a 7+card suit and 4-7 points.
- **3NT GF**: balanced 14-15. 4C-Stayman, 4DH-Transfer, 4S-Baron, 4N-VBW.

Note that a 4-4-4-1 positive hand can't be bid. As a result, bid a negative 1D first, then **jump into your singleton** next round (jump into NT if partner bids your singleton).

If the 1C opener is doubled:

- **Pass** is negative with 4+ clubs
- **1D** is negative without 4+ clubs
- **Redouble GF** is positive with 4+ cards in each major
- all other responses same as if double never happened

If the 1C opener is overcalled (**through 1S**):

- **Pass** shows 0-4.
- **jump shifts** suggest 0-4 and a 6+card suit (weak jump shift)
- **suit bids** show 5-8 and that 5-card suit
- **1NT GF** shows a good 8+ and an unspecified 5-card suit
 - Opener's **2C rebid** (if avail, else 2NT) is artificial: 16-19 & flat.
- **Double** shows 5-8 and no 5-card suit
- **cue-bid GF** shows a good 8+ and no 5-card suit
- **2NT GF** shows 9-11 HCP and stoppers, flattish
- **3NT** shows 12-14 HCP and stoppers, flattish

If the 1C opener is overcalled (**1NT through 2S**):

- **Pass** forces dbl (if opener has minimum)
 - bid this for penalty or with either 0-4 or 9-11 (clarified later below)
- **suit bids** show 5-8 and a 5-card suit
- **2NT** shows flattish 5-8 HCP and a stopper
- **Double** shows flattish 5-8 and no stopper
- **cue-bid GF** shows 12+ and an undisclosed 5+card suit
- **3NT** shows flattish 12+ (and suggests a stopper)

After pass-forces-double and an opponent pass, opener should

- Bid naturally with a huge hand within about 1.5 tricks of game
- Jump bid if game is in hand (even opposite an empty dummy)
- Double in every other case (nearly always). Then responder will
 - **Pass** for penalty
 - **2NT** with nothing (0-4), and pray
 - **suit bids GF** show 9-11 and a 5-card suit
 - **cue-bid GF** shows 9-11, flattish, no stopper
 - **3NT** shows 9-11, flattish, stopper

After pass-forces-double, if next opponent also bids, then opener should assume that his partner is empty (0-4) and bid accordingly:

- Bids are natural; jump bids suggest extra values (22+).
- Double is takeout for un-shown suits. Responder should bid naturally, and jump with 9+ points.
- Pass is most common. Then responder's bids are:
 - **Pass** with 0-4
 - **suit bids GF** show 9-11 and a 5-card suit
 - **3NT** (uncommon) shows 9-11 & desire to be declarer there
 - **2NT GF** (if available) is like 3NT, but preferred whenever there is any tolerance for opener to show a 5+card suit
 - **double** says the original pass was for penalty or shows 9-11 with RHO's hand stopped, & lets opener decide what to do
 - **cue-bid GF** shows 9-11 with no desire to become declarer in a NT contract (cannot stop my RHO)

If the 1C opener is overcalled (**2NT through 3S**):

- **Pass** with 6 or fewer
- **Double** shows 7+ and suggests takeout shape
- **suit bids GF** show 10+ and a 5-card suit
- **3NT** shows 10+, flattish, stopper (to play)
- **cue-bid** shows a huge one-suited hand

In a competitive auction, if opener has 16-19 flat, and 1NT is not available, he should rebid 2NT with stoppers in the enemy suit(s), or even **pass** if RHO has acted and opener cannot safely bid NT or support partner.

...to opening 1D

- **Pass** with nothing (even without diamonds)
 - **1H/S *** 8+, shows 4+card suit
 - **1NT** 8-10, nothing else suitable to bid
 - **2C *** 11+, shows a 5+card suit (or like a 3-3-3-4 17-count)
 - 2DHS is natural (13-, H/S suggest stoppers for NT)
 - 2N shows 14-15, short clubs (usually 5431)
 - 3C shows 14-15 with at least 3-card support (then 3M shows stopper)
 - 3D shows very long (7+) diamonds
 - 3HS is a splinter (implying 4 clubs and 14-15 HCP)
 - 4D is Kickback
 - **2D *** shows 11+ HCP and 4+ diamonds
Opener should rebid 3D with 13-, else a suit stopper or a splinter
 - **2H/S** is a signoff (weak jump shift: 2-8 HCP, 6+cards)
 - **2NT** invites 3NT (flat, about 11-13 HCP)
 - **3C/H/S** is a pre-empt
 - **3D** shows about 5-10 HCP and 4+ (often 5) diamonds
- In competition: Everything is the same, except
- **Double** is a negative double (except "1D (2D) dbl" shows a 2D raise)
 - **Cue bid GF** shows game strength (usually aiming for 3NT)
In competition past 2D, cue bid shows game strength w/ diamond support

...to opening 1H/S

Without competition: (but see also [Brory](#) below)

- **4H** over 1S is to play.
- **jump to game** denies interest in looking for more (about 7 losers)
- **Splinter bids (double jump shifts or 3H/1S) GF** show 4-card support, limited game strength (11-13), and a void in the suit bid
- **3NT** is "serious 3NT" (cue-bid demand).
- **Bergen** w/4 trumps (HCP,LTC): **3C***(9-12,8.5-7.5), **3D***(6-8,9.5-9), **3M**(<6,10+)
- **2NT**: artificial relay to 3C to signoff at 3-level (WJS)
or to show a singleton splinter (rebid of 3S to 4H)
- **2HS** (over 1SH) is a weak jump-shift (2-5 HCP, 6 cards).
- **single raise GF** is a [direct asking bid](#) (want game or more)
- **2D GF**: 13+, undisclosed 5+card minor, denies 3+ support
See [1M 2m](#) below for continuations.
- **2C GF** shows 5oM or flat (GF).
See [1M 2m](#) below for continuations.
- **1NT** (over 1H) shows 7-10 HCP and 5+ spades and denies 3 hearts.
With 5+ spades and 11+, bid **1S forcing**, then rebid (2C or) **2S*** (or 3S GF)
- **1NT Forcing** (over 1S) if you want to try to find a 4-4 heart fit
- with 3 of PS & 3-9 HCP, bid **1S/1NT Forcing**, then signoff in 2 of major
- with 8-15 and no other bid above, bid **1S/1NT Forcing**

Over a double: redouble = 10+ no fit, and [Brory](#) applies

With competition (a bid):

- **Bergen raises** are on over a 1NT overcall
- **jump-cue-bid GF** is a standard splinter bid
- **cue-bid *** shows limit raise or better (doesn't promise a rebid)
- jump-raise is weak (with four-card support)
- 2NT shows about 10-12 and a stopper
- 3NT is to play
- jump-shifts are pre-emptive
- all other bids are natural (all the cool gadgets are off)

1 S Forcing and **1 NT Forcing**: (Announce: "forcing")

After 1H followed by 1S or 1S followed by 1NT, in the absence of competition, opener must make a rebid (listed in order of preference):

- 2S (after 1H) shows 6 hearts and 5 spades

- 1NT shows a 5332 or 6322 hand
- 3H shows 5-5 or better in the majors (after an opening 1S) & decent hand
- 2H shows 5+spades & exactly 4 hearts (after an opening 1S) (or 5H, bad hand)
- a 4+card minor
- same major to show six cards
- a 3-card minor

Then responder rebids to show strength; with a bad hand (up to a bad 10):

- bad: 2 of opener's major (shows 2-3 trumps)
- bad: new suit (shows a good 5-card suit (6-card if 3-level bid))
- bad: pass (contract is acceptable)

or a good hand (good 10+):

- 2S*/3S* (after an opening 1H) shows 5+/6+ spades, 11+/GF
- good: 3 of opener's major (shows 3 trumps (limit raise: 10-12/8-7.5))
- good: (rare) 3 of opener's second suit (4-card support (5 if minor))
- good: 2NT (about 11-13, invites 3NT, shows stoppers in unbid suits)
- good: jump to game if you have it
- splinter with 6.5-7 losers, stiff, and 3-card support

...to opening 1NT

- **Pass** with fewer than 10 and flat.
- **2C *** is Stayman, asking for a 4-card major (2D denies; [McShmolen](#))
Bid this w/ game interest (10+) & a 4-card major, or "garbage stayman".
- **2D/H *** is a Jacoby Transfer (announce: "Transfer"). Opener must accept.

Note: Stayman and Jacoby have many conventional [followup bids](#).

- **2S *** size ask; opener rebids 2NT w/ min (12-13), 3C w/ max (14-15)
3C/D by resp. is a sign-off, 3N to play, else see Baron bids.
- **2NT*** Baron. Bid 3NT with a minimum, else 4-card suits up the line.
- **3C/D** 6-card minor suit w/ 2 of the top 3 honors, and about 9-11 HCP.
Opener should rebid 3NT with the missing honor, else pass.
- **3H/S** invites/forces game, with 5-5 in the majors.
- **3NT** is a signoff (13-17 HCP)
- **4C *** is plain old Gerber
- **4D/H *** is Texas (announce: "Transfer"), showing a 6+ card major, and
intending either to sign off or go for slam.
- **4S** is "pick a minor" (Use 2S to quant.)
- **4N/5C** are transfers to C/D

In competition (either side):

- over 2C, systems on, dbl is Stayman
- over 2DHS, **Lebensohl** (dbl for penalty) ([description](#) on weak-NT 2/1 page)
- over 3CDHS, natural (dbl is negative/takeout)

We play "slow shows" ("direct denies") Lebensohl (again, see [wnt](#) for more)

Leads and Carding

Lead bottom of "xx"

Ace from ace-king.

Lead MDU from "xxx"/"Hxx"/"HHx" (non-touching) at both suits and NT.

Lead 4th best as length lead at both suits and NT.

Upside-down attitude/count.

Primary signal to partner's leads is attitude.

First discard is attitude in suit discarded.

...to opening 2C

- **Pass** to play there
- **2HS *** shows 5+ cards and 6-9, expects to be passed
- **2NT GF** shows 13+ HCP, then

- 3C Puppet Stayman (shows a 3-card major)
 - 3D shows exactly 4-4-0-5
 - 3HS shows 4 cards, denies 3 in other major
 - 3N shows 6+ clubs and denies a 3-card major
 - **3C** shows 8-10 HCP, club fit, leave faint possibility of 3NT open
 - **3DHS** are pre-emptive
 - **3NT** to play
 - **2D *** is the positive response with inv. (10-12) values then:
 - 2NT shows all maximums (14-15), then 3C=Stayman, all else natural
 - 2H/S shows 4-card major, then - 2NT/3C/raises natural - 3D: good 6+ D suit
 - **other major** to play 3NT (by responder) - 4D Kickback for clubs
 - 4C club invite - 3S/3N are relay cues for the major (3N denies nothing)
 - 3D shows 4-4-0-5 (min)
 - 3C shows 6+ clubs (min)
 - 3NT promises a solid club suit (6+ cards, 3 of top 4, with the ace)
- If the 2C is overcalled, **2NT** is still forcing like nothing happened, double is negative, all other bids natural and invitational.
- If the 2C is doubled, rdbl shows inv. values and a 4-card major.

... to an opening 2D (Multi)

The multi 2D opening shows one of three types of hands:

- a weak-two in a major suit approx pct 94% 92% 83% 52%
- a strong (20+) 4441 hand of opening 1% 1% 2% 6%
- a flat 22-bad24 hand (strong 2NT) in each seat 5% 7% 14% 42%

The responses to the 2D are:

- **2H** no game interest if opener has weak-2 in hearts
- **2S** shows 3+ hearts (would lengthen heart pre-empt)
- **2N*** asking bid (see below)
- **3CD*** natural, forcing
- **3H** pre-empt either major
- **3S** shows 3+S and 4+H or more, pre-empt
- 3N to play
- 4HS are to play, so shut your mouth (unless you got the big hand).

After "2D 2H", the responses are

- pass or 2S to play there
- "Big bids" apply

After "2D 2S", the responses are

- pass or 3H to play there
- "Big bids" apply

After "2D 2N", the responses are

- **3C/D** shows a strong weak-2 in H/S (good 8+ HCP)
- **3D/H** asks about suit: **3H/S** weak, **3S/N** strong
- **3H/S** shows a weak weak-2 there
- **3N** shows a strong NT hand (Puppet Stayman)
- **4CDHS** shows 20+ 4441, one below singleton (4N=vanilla Blackwood)

"Big bids":

- **2NT** shows a strong 2NT opener (Puppet Stayman)
 - **3CDHS*** shows a 20-23 4441 hand with singleton next suit up
 - **3N/4CDH*** shows 24+ 4441 hand with singleton next suit up
- In either of the 4441 cases, **bidding the singleton** asks for CP:
- cheapest step shows 4-6 CP (then cheapest step re-asks (4,5,6))
 - next step shows 7
 - step after that shows 8, etc.
- Any other bid is to play.

...to opening 2H (Flannery)

- **Pass, 2S, 4H/4S**, and minor suits are all to play

- **3H/3S** invite game in that suit
- **2NT** is the asking bid:
 - 3C 4-5-1-3 - 3N 4-5-2-2 (11-13)
 - 3D 4-5-3-1 - 4C 4-5-0-4
 - 3H 4-6-x-y - 4D 4-5-4-0
 - 3S 4-5-2-2 (14-15)

After that, major suits and 3NT are to play, 4NT is RKC in spades, and 4D is always RKC in hearts.

...to an opening 2S (minor pre-empt)

An opening bid of 2S shows a 6-card minor-suit pre-empt. Responses:

- **Pass** shows a hand willing to play 2S.
- **345C** as "pass or correct" to play the pre-empt
- **2NT*** is the asking bid:
 - 3CD with minimums or bad maximums in those suits
Further bidding is all natural except kickback bid is indeed kickback.
 - **3H** shows (8+) with 2 of top 3 (or AJT) in unknown suit (CD)
 - **3S** is then slam seeking:
 - 3N/4C shows C/D and wants to begin a cue-bidding sequence (has void)
 - 4D/4H shows C/D and is Kickback
 - 3N/4H/4S are to play
 - 4CD are invitational with responder showing his own natural suit
 - 4N is VBW
 - 5C is pass-or-correct
 - **3S/3N** shows AKQ of C/D
 - 3D/3N/4H/4S are to play
 - 3HS is invitational in that suit (shows a 6+card suit)
 - 4D is VBW

...to an opening 2NT bid (Unusual)

(Note that with 5-4 in the minors, open 1D.)

A 2NT opener shows 5-5 or longer minors and 8-14 HCPs.

Unusual 2NT responses:

- 3CD signoff
- **3H "game try clarification ask"**
 - 3S: x-y-5-5 (11-14) 3NT: x-y-5-5 (10-) 4C: 6+-5 C-D
 - 4D: 5-6+ C-D 4H: 0-3-5-5 4S: 3-0-5-5 4N: decent 6-6
- Responder passes or signs off; over 4C/D signoff, opener can bid 5
- **3S**: puppets opener to **3N**, then responder rebids
 - **4CD** "Unusual RKC" in CD (see below)
 - **4HS** strong signoff (If opener holds two aces, then bid 4N/5C/5D to show "no void/H void/S void", else pass.)
 - 4NT vanilla Blackwood
- **3NT** please bid your strongest minor (lengthen pre-empt)
- 4CD invitational
- 4HS signoff
- **4NT** please bid your strongest minor
- 5CD signoff

If 2NT is doubled, all same except:

- redouble for business
- pass to show no preference among minors

Unusual RKC responses:

- 1st step: 1 keys and a void
- 2nd step: 2 keys and a void
- 3rd step: 1 keys, no void

- 4th step: 2 keys, no void
- 5th step: 0 keys ("signoff")
- 6th step: 3 keys and a void
- 7th step: 3 keys, no void

Priority 1: Over any void-showing response, the cheapest bid asks where the void is (baseline responses: 1-step = H void, 2-step = S void).

Priority 2: The bid one past 5 of the trump suit asks for kings (re-Kickback).

Priority 3: Any otherwise meaningless bid is trump Q ask (1-step=no, 2=yes).

...to gambling 3NT opener

3NT shows at least 7 solid tricks (AKQxxxx) w/ no outside A/K. Responses:

- Pass to accept the gamble
 - + 4C is a bail-out, opener passes or corrects to 4D
 - 4HS, 5D, 6D-or-higher are to play
 - 4D asks opener to bid his singleton (H/S, NT shows minor sing., 5C=none)
 - 4N says bid 6N with 8 tricks, 7N with 9 tricks (else pass (QI))
 - + 5C game in opener's minor (pass or correct)
 - 5HS Voluntary Bid of 5 of a Major (only concern is 2 trump losers)
 - 5N Grand slam try: responder has 6 solid tricks outside but a trump void
 - + 6C pass-or-correct (note: all C bids "+" are pass-or-correct)
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Other notes/conventions

- Negative doubles thru 3D
- Takeout redoubles (10+, no fit)
- **Support doubles and redoubles** thru 2H
- **Responsive doubles** thru 3S
- Maximal overcall double (only on defense, when no game try avail)
- Feature-showing game trial bids (rare)
- **New minor forcing** to show invitational hands (rare)
- **Fourth suit GF**
- Relay cue bids (in a number of circumstances)
- 5NT trump ask (as in Sheumaker-deBaal: 6suit=0, steps for 1/2, 6N=3)
- RKC Blackwood (1430) when both sides know what suit, else plain Blackwood (w/interference: baseline (P=14,dbl=30,...)); next ask for 3Ks and trump Q
- **Kickback** (explicit or implicit, usually must be jumped to)
- Voluntary bid of 5 of a major (only concern 2 losers: enemy/un_bid_/trump)
- Unusual over unusual

Defensive bidding

Use Sheumaker-deBaal, which includes

- **DONT** (over strong NT) and **Cappalletti** (over weak (hi is 15 or less) NT)
- Michaels (5-5, 7+; 2NT or 4C ask for minor)
 - **but 1m2m shows spades&another**, 1m3m pre-empt
- Unusual 2NT (5-5, 7+)

as the main conventional overcalls, and note that

- 1NT direct overcall is strong (15-18, systems on)
- takeout doubles are *not* offshape
- Lebensohl after double of a weak two
- cue bid shows limit raise or better

Also, **sandwich NT** (typically about 5-4 shape and 9-11 HCP).

Asking Bids

Direct asking bids ask about top trumps (A/K/Q):

- first step: no top honor or all 3 (cheapest step clarify: 1-all, 2-none)
- second step: one top honor, 5-card suit
- third step: two top honors, 5-card suit
- fourth step: one top honor, 6+ card suit
- fifth step: two top honors, 6+ card suit

Note that for direct-asks across from short suits (in 1M2m sequences, the lengths change accordingly (5/6 become 3/4 for minors and 4/5 for H).

Useful asking bids set the trump suit to 1C opener's strong suit (KQxxxx or better); the ask inquires about trump honors (A/K/Q) & aces:

- 0 or 4 useful cards: bid NT
- 1 useful cards: bid the suit with the card
- 2 useful cards: jump (in the suit with the ace, or NT with two aces)
- 3 useful cards: jump raise

After a direct or useful ask, **followup asking bids** apply.

Any bid by opener which is neither game-or-higher in the agreed suit nor 4NT/6NT is a followup-ask about the suit bid (or, if NT, about the suit responder just bid last). In every suit but trump, the responses for an ask about that suit are:

- first step: no control (3+ small cards)
- second step: third-round control (doubleton/queen)
- third step: second-round control (singleton/king)
- fourth step: first-round control (void/ace)
- fifth step: great strength (AK or AQ)

A repeat of a followup-ask in the same suit asks for clarification: first step shows a length response, second step shows a strength response.

The trump ask can only be made at the three-level:

- first step: both J and T of trumps
- second step: J or T of trumps
- third step: neither J nor T of trumps

4NT by asker is always RKC.

Here is how to cope with interference during asking bid sequences:

- If there is interference **after a useful ask**, then just bid as you usually would. Useful asks demand that you try to find your slam.
- If there is interference **after a direct/followup ask**, baseline responses apply (Pass,cheapest bid/rdbl,next cheapest...) & double shows a trump stack (penalty). After partner's penalty double, asker can use cheapest bid to re-ask whatever he was orig. asking, else (penalty) pass.
- If there is interference **after any ask response**, then
 - double is for penalty
 - otherwise baseline (Pass,cheapest bid/rdbl,next cheapest...)

See also [system supplement](#) for more on asking bids.

Stayman/Jacoby Followup Bids

We have non-standard treatments/conventions after Stayman/Jacoby to deal with our wide NT range and to add more precision to the system.

After a **Jacoby jump acceptance** showing a 4-card outside suit, responder can make any bid below the re-transfer to start cue-bidding. Cue bidding proceeds a usual, except that opener freely bids the trump suit merely to deny the next higher control. Skipping past 3N still shows all the controls you skip.

After a **normal acceptance of Jacoby transfer after 1NT**, the following conventions apply:

- **3C GF** is a size&support ask:

- 3D max accept, 3H max deny, 3S min accept, 3N min deny
After an accept (3+ trumps), cue-bidding principles apply.
After a deny, 3N is to play, 4C is Gerber, 4S/N is still RKC.

- **3S/3NT** and higher are cue-bids.
- **2S, 3D/3D, 3H GF** show four-card minors (D means D, other means C)
This sequence is the most complicated; we list all the combos:

1N 2D 2H 2S 2N neither max
 3C C not H max
 3D both max
 3H H not C max
 3S both min
 3N neither min -OR- C not H min
 4H H not C min
1N 2D 2H 3D 3H H not D max
 3S both max
 3N neither -OR- D not H min
 4C both min
 4D D not H max
 4H H not D min
1N 2H 2S 3D 3H neither max
 3S S not D max
 3N neither min -OR- D not S min
 4C both max
 4D D not S max
 4H both min
 4S S not D min
1N 2H 2S 3H 3S S not C max
 3N neither -OR- C not S min
 4C C not S max
 4D both max
 4H both min
 4S S not C min

The way to remember it is

- ^ 3/4M denies minor, shows max/min
- ^ over "cheaper" minor, next bid shows neither, max
- ^ supporting the minor denies major, max
- ^ 3N: m-not-M min, or neither (sometimes min)
- ^ two remaining bids show both, max b4 min

Over 3N (or "neither max"), 4-other-m is Gerber, 4N quantitative, 4m is natural and shows extra length. Otherwise 4S/4N is RKC in a major, 4H/4S is to play, 4D/4H is RKC over a minor fit, and 4N is RKC in D if responder has shown both D and H.

Note that we retain the standard treatments for the remaining bids:

- **2NT** shows a flat, invitational hand
- **3M** shows a 6-card suit, invitational hand
- **4M** (rare) shows a 6-card suit, (~16 HCP) mild slam try (else Texas)

If the opponents double the Jacoby transfer bid; NT opener can

- **Accept the transfer** to show 3-4 trumps and a minimum,
- **Redouble** to show 3-4 trumps and a maximum, or
- **Pass** to show two trumps.

When opener shows support, responder continues naturally (as in std.amer.).

When opener denies support (by passing), responder can

- **make any bid** to sign off, or
- **redouble** to force opener to complete the transfer, after which responder continues in McSheu as though the dbl/rdbl never happened.

After a **major-suit Stayman response after 1NT**,

- **2S** is a signoff attempt (inv with 4S)
- **2NT** (after 2H) is size/spades ask
 - 3C max accept, 3D max deny, 3H min accept, 3S min deny

After an accept (4 spades), cue-bidding principles apply.

After a deny, 3N is to play, 4C is Gerber, 4N is quantitative.

- **2NT** (after 2S) is normal (inv with 4H)
- **3C GF** is an agreeing size ask:
 - 3D max, 3H min. Cue-bidding principles then apply.
- Note: 1N 2C; 2S 3C; 3x 3S! says "bid 3N to play" (only way to get there)
- **3D** is splinter
 - **3oM** where? Baseline (C/D/oM). Cue-bidding principles then apply.
 - **3M/4M** denies interest in splinter and shows max/min
- **3H/S** (after 2S/2H) is a cue-bid
- **3H/S** (after 2H/2S) are the usual invitations
- **4S/4N** are RKC
- **3NT+** are cue bids (but usually use 3C to size ask first)

1M 2m

1M 2C shows either 5oM or flat with GF values:

- 1H 2C _2D_ shows 3S (2S is then a direct ask in S)
- 1H 2C _2H_ shows 6H, denies 3S
- 1H 2C _2S_ shows 6S&5H
- 1H 2C _2N_ shows a flat hand w/o 3S (then 3S shows 6S by responder)
- 1H 2C _3m_ shows 5m
- 1S 2C _2D_ shows 3H (2H is then a direct ask in H)
- 1S 2C _2H_ shows 4H (2S is then a direct ask in H)
- 1S 2C _2S_ shows 6S, denies 3H
- 1S 2C _2N_ shows a flat hand w/o 3H (then 3H shows 6H by responder)
- 1S 2C _3m_ shows 5m

1M 2D shows undisclosed 5m with GF values:

- 1M 2D _2M_ shows 6M
- 1M 2D _2oM_ shows 3+ in both C&D (3C/D is then a direct ask in C/D)
- 1M 2D _2N_ shows 3+C (3C is a then a direct ask in C)
- 1M 2D _3C_ shows 3+D (3D is a then a direct ask in D)

1NT runout system

After 1N followed by an immediate *penalty* double,

- Systems on (note: do not superaccept Jacoby)
- **Pass** forces redouble (mnemonic: "to kill or cooperate")
 - **Pass** to play 1NXX
 - **2C** shows 4-4 clubs & another
 - **2D** shows 4-4 D-H or D-S
 - **2H** shows 4-4 H-S
- **Redouble** forces 2C
 - **Pass** to play 2C
 - **2D** to play 2D

If responder shows a 4-4 hand, opener should pass (to agree) with 3 or more cards; bid the next suit (DONT-style) only with 2-card support.

After 1N followed by a balancing *penalty* double,

- everything is natural (suits/pass to play, rdbl for business), since you want doubler on lead and want to keep them guessing about strength

McShmolen

We play our own version of Smolen which goes like this; after "1N 2C 2D":

- **2H/S** show 5S/H and 4H/S, invitational values
- **3H/S** show 5S/H and 4H/S, game forcing values (with max & 3 sup., bid 4C)
- **3C/D** show 6+H/S and 4S/H, invitational or better values

- with a min, NT opener rebids **1-step** w/ 3 cards, **2-step** with 2 cards
 - with a max, NT opener rebids **4M** with 2 cards, else **relay cues**
- Cue-bidding principles apply after this.

Cue-bidding principles

Usually, 3S/3N are the first available cue-bids (after H/S agreed); occasionally cueing can start earlier.

Jumping to 3N is typically a cue whenever it could be construed that way and there is a slower way to get there.

3N as the first cue (after H agreed) often denies a black suit control.

3N as the first cue (after S agreed) often denies club control.

3N as the first cue doesn't deny a particular control if the other bids have meanings (e.g. 1H 3S! or 1H 4C! are splinters, so 3N denies nothing), so be wary.

Bypassing 3NT shows all the controls from there on up.

The kickback bid is a cue-bid only if it has been preceded by a cue-bid.

4NT is RKC if a cue-bid precedes it.

Cue-bidding past 5 of the trump suit ensures all first-round controls.

If you have shown a control, 4M (trump) is a trump ask (AKQ) with baseline responses (0,1,2,3).

If there is a GF and major suit agreement, relay cue bidding begins.

Puppet Stayman

We play Puppet Stayman (and Jacoby) in a few explicitly noted cases.

- **2C is Puppet Stayman**; bid it with 4-card major(s) or 3-card major fragment(s)

- 2D denies a 5-card major but has a 4-card major

Then you bid the first major you don't have:

- 2H denies 4H (responses are 2S or 2N depending if NT bidder has 4S)

- after 2S, 2N response denies spades too (no 4-card major)

- 2S shows 4H, denies 4S

- 2N shows 4-4 majors

- 2H/S shows 5 cards in that major

- 2N denies holding a 4-card or 5-card major

Other NT systems still on (e.g. 2D/H is Jacoby); only Stayman meaning changes.

Master of Puppet Stayman

If 1C opener rebids 1NT (16-19), we play MoPS.

- 2C is MoPS, bid with 4-card major(s) or 3-card major fragment(s)

- 3HS is max with 5 cards

- 2N is a max and denies a 5cM (Now normal systems are back on.)

- 2HS is min with 5 cards

- 2D is a min and denies a 5cM (Now 2M shows 4 cards.)

- all other bids have usual meanings, except that after 1C 1D 1N

- 3CDHS shows the impossible negative

Opening impossible hands (16-19 4441s and 12-15 4-4-1-4)

Technically a 16-19 4441 hand can't be opened. You must open 1C, and rebid NT if necessary. Technically a 12-15 4-4-1-4 hand can't be opened. Open a 4-card major, pass, or maybe bid NT with a stiff ace.

Brory

In a non-competitive auction where we open a major in 3rd or 4th seat, we use our own conventional responses at the 2-level:

- **Pass** shows 10.5+ losers
- **1S/1NT Forcing** is the same, but denies 3+ support
- **2C** shows 6.5-8 losers, 3-card support; then 2D game try
 - New-suit rebids by 2C bidder show a singleton
- **2D** shows 8.5-9 losers, 3-card support
- **2M** shows 9.5-10 losers, 3-card support
- **2otherM** is weak (shows that suit)
 - Opener can rebid 2NT to ask for the stiff: C=C,D=D,H=otherM
- everything else (1NT over 1H, 2NT, 3-level) is the same as usual

To-do list

1M 2N; 3C 3M means what?

discuss 1C (P) 1D (3S)

1C (int-1S) dbl/NT issue

if multi 2D illegal, what changes (2D=Flannery/2NT legal?)

big flat hands across from 1C opener (sheet v change discussion)

Brory over 1NT overcall?

1N (2X) discussion of X artificial v X natural, penalty, etc

do we have relay-cues? come up with terminology for non-relay cues (demands)

can 1M2m have 3-cd support for M? 1M 2C 2N 3M?

- 1H 2C 2S foolishness

- 1H 2C 2D shows 3S (2S is then a direct ask in S): not DIRECT ask, what?

Is 4N RKC if a cue precedes it? I think no. Else 4M trump ask is out.

asking bids (standard and names for options)

baron bids