

Sontag-Weischel Power Precision

Transcribed by Eugene Hung

-----  
Definitions

-----  
| -- OR  
: -- LHO of opener passes  
:: -- RHO of opener passes  
[] -- convention name  
gf -- game forcing  
M -- Major  
m -- minor  
oM -- other Major  
om -- other Minor  
X -- any suit not already defined  
Y -- any suit not already defined  
(xxxx) -- suits are interchangeable  
  
HCP -- High Card Points  
top honor -- A, K, or Q  
to play -- requests partner to pass  
sign-off -- demands partner pass (barring a psyche)  
solid suit -- AKQJ sixth or AKQ seventh +  
semi-solid suit -- AKJ, AQJ, or KQJ sixth +  
cover card -- covers a loser (ruffing values included)  
splinter -- shows 4-card support and a stiff, forcing  
followup -- if not specified, step 1 after an asking bid  
  
step -- step 1 is always X or XX if available  
          step 2 is pass if available (not available if opp passes)  
          step 3 is the cheapest denomination (includes NT)  
          and so on.

-----  
Asking bids

-----  
All asks are forcing.

[suit-control-ask] -- step 1: no first or 2nd round control  
                  step 2: singleton or king  
                  step 3: void or ace

[X-control-ask :  
          step 1 : X controls  
          step 2 : X + 1 controls  
          step 3 : X + 2 controls  
          etc.

]

[A1-control-ask :

```

    step 1 : 1 control or 1 ace
    step 2 : 2 controls (not 1 ace)
    step X : X controls
]

[trump-ask :
    step 1: 5-6, no top honor (AKQ)
    step 2: 5 to a top honor
    step 3: 6 to a top honor
    step 4: 5 to 2 top honors
    step 5: 6 to 2 top honors
    step 6: 5-6 to all 3 top honors
        followup : new suit : [suit-ask]
]

// when trump length is known
[trump-strength-ask :
    step 1 : no top heart honors
    step 2 : 1 top heart honor w/o JH
    step 3 : 1 top heart honor + JH
    step 4 : 2 top heart honors w/o JH
    step 5 : 2 top heart honors + JH
    step 6 : 3 top heart honors
        followup : [A1-control-ask] unless
                    if controls known >= X, then [X-control-ask]
                    if controls already known, then [suit-asks]
]

[suit-ask :
    {
        step 1 : 3 or 4 small
        step 2 : third round control (xx, Qx, Qxx, Qxxx)
        step 3 : singleton or void
        step 4 : Kxx, Axx, Kxxx, Axxx
    }
        rebid of suit: length-ask
            step 1 : 3 cards or singleton
            step 2 : 4 cards or void

    step 5 : Kx, Ax, K, A
    step 6 : two top honors
]

[side-suit ask (over 1N/1C):
    rebid of major suit : (4333), 3/top 4
    new suit : 4
        raise : [trump-strength-ask]
    cheapest NT : (4333), at most 2/top 4
]

[support-ask :
    step 1:: 0-3 controls, less than queen-third support
        3N : sign-off
    step 2:: 4+ controls, less than queen-third support
        3N : sign-off
    step 3:: 0-3 controls, queen-third+
        3N : 0-3 control-ask
        4C :: 0 controls, 1 K, or 1 A
]

```

```

        4D :: 2 kings
        4H :: 3 controls
        4S :: 3 controls, 4 trump, stiff or void
            4N : stiff ask (can't go beyond 5 suit)
step 4:: 4+ controls, queen-third+
        3N : [4-control-ask]
step 5:: 4+ controls, four-card support, no top honor
        3N : [4-control-ask]
]

[4x1-X-control-ask
  Ignore stiff K.

  step 1 : X controls
  step 2 : X + 1 controls
  step 3 : X + 2 controls
  etc.

  Followup of the stiff is the [4x1-queen-ask], unless responder
  showed 5 controls, in which case cheapest NT is the [4x1-queen-ask]
]

[4x1-queen-ask : grand slam try, responder has a 4x1 hand, ignore stiff
queen.
  Queens:
    0 : cheapest NT
    1-2 : suit of cheapest queen
        (followup of stiff or cheapest NT ask for more queens.)
    3 : bid your stiff
]

[minor(20)-control-ask
  step 1 : 0-2 controls
  step 2 : 3 controls, etc.
]

[minor-suit-followups :
  followup after a minor-suit-distribution-ask:
    bid of responder's primary suit below game is a [trump-strength-ask]
    bid of responder's second suit below game is a [trump-strength-ask]
    cheapest bid of one of the other suits is a [minor(20)-control-ask]
    or [trump-strength-ask] in responder's primary suit when controls
known
    expensive bid of one of the other suits is also a [trump-strength-ask]
    in responder's second suit (when cheapest bid is a game bid)
    3N and game bids in responder's suit(s) are always to play.
]

[Blackwood interference :
  5-level : DOPI
  6-level : DEPO
  Note that Blackwood never happens after cue-bidding : 4N is a general slam
  try.
]

```

-----

Opening bid algorithm and a translation table

```
-----  
if HCP >= good 16  
opening bid:  
  open 1N if 16-17 balanced  
  open 2D if (4441) 16-24 or  
             26-27 balanced  
  open 2N if 24-25 balanced  
  else 1C  
else (11-16)  
  if 45xx or 4414 or 4405 open 2H  
  else if x5xx open 1H  
  else if 5xxx open 1S  
  else if xxx6 open 2C  
  else if (12-16)  
    open 1D
```

```
4N -> Acol 4N  
4S -> 4D | 4S  
4H -> 4C | 4H  
4D -> 3N  
4C -> 3N  
3N -> 3C  
3S -> 3S (no AKQ)  
3H -> 3H (no AKQ)  
3D -> 3D (no AKQ)  
3C -> nothing  
2N -> 1C  
2S -> 2S  
2H -> 2D  
2D -> nothing  
2C -> 1C | 2D | 2N  
1N -> 1N  
1S -> 1C | 1S  
1H -> 1C | 1H | 2H  
1D -> 1C | 1D | 2D  
1C -> 1C | 1D | 2C | 2H
```

```
-----  
1 CLUB  
-----
```

```
1C : balanced, 18-23 HCP OR 24+ with 6+ AKs  
    OR 4441 25+ HCP  
    OR unbalanced 16+ HCP
```

```
1D :: 0-8 HCP  
1M :: 5+, 9+ HCP, gf  
1N :: balanced, 9-14 HCP, gf  
2C :: 5+, clubs longest, 9+ HCP, gf  
2D :: 5+, diamonds longest (could have equal # of clubs), 9+ HCP, gf  
2H :: 1444, 1+ controls, 9+ HCP, gf  
2S :: 4441, 1+ controls, 9+ HCP, gf  
2N :: (4333) or (4432), 15+ HCP, gf  
3C :: 4414, 1+ controls, 9+ HCP, gf
```

3D :: 4144, 1+ controls, 9+ HCP, gf  
3H :: AKQJ sixth anywhere, 10+ HCP, gf  
3S :: AKQ seventh anywhere, no outside A or K, gf  
3N :: AKQ seventh anywhere, at least one outside control, gf  
4C :: AKQ eighth anywhere, gf

-----  
1D RESPONSE TO 1C  
-----

1C : 1D :: 0-8 HCP(or 9 HCP with 0 controls)  
:: 1H : (1) 5+ hearts OR  
          (2) balanced, 20-23 HCP, forcing  
1S :: artificial and forcing (bid 95% of the time)  
    1N : balanced, 20-21 HCP  
        (see 1N open for followup)  
    "2H : strong two hearts, no 5 card suit (21+ HCP), gf  
      2S :: 5+, at most 2 hearts, 5-8 points  
        2N : 5332  
        3H : 6+  
        3X : 4  
      2N :: balanced, 2 hearts, 7-8 HCP  
      3C :: double negative, 0-5 HCP (still gf)  
      3D :: 5, at most 2 hearts, 3+ D HCP, 5-8 HCP  
      3H :: 3+, 5-8 HCP  
          new suits : could be new suit or an ace  
      3S :: splinter, 5-8 HCP  
      3N :: undefined  
      4m :: splinter, 5-8 HCP  
      4H :: 4+, a doubleton, no controls or singletons"  
    2N : balanced, gf, 6+ AKs.  
    2X : 4+, 5+ hearts  
    3m : 5(?)+, 5+ hearts, forcing  
    "3H : 6 hearts, no 4 card side suit (16-23)"  
    3S : reverse(4+ spades), forcing  
    1N :: balanced, 7-8 HCP  
    2X :: 6-7, no side 4 hcp, 0-3 HCP, 0 controls  
    3X :: KQJ sixth/seventh,  
1S : usually 5, 16-19 HCP  
    P :: at most 2 spades, 0-4 HCP  
    1N :: at most 2 spades, 5-8 HCP  
    2X :: at most 2 spades, 5+, 3-8 HCP  
    2S :: 3+, 4-7 points  
    2N :: 3(433), good 7-8 HCP  
    3C :: 3 spades, stiff somewhere, 7-8 HCP  
    3D :: 6+ (mini-splinter with 3m?)  
    3H :: 3 spades, 5+, 7-8 HCP  
    3S :: 4, 7-9 points  
    3N :: balanced, 4-5 spades, 8-9 points, forcing  
        4S : to play  
        4X : slam try  
    4S :: 4+, sign-off, 0-6 points  
    4X :: splinter, 9-11 points  
1N : balanced, may have 5cM, 18-19 HCP  
    [see 1N open for followup]

2C : unbalanced, clubs longest, 16-21 HCP  
     P :: 0-5 HCP, no suit  
     2D :: artificial and forcing, 6-8 HCP  
     2M :: 5-6, 5-8 HCP  
     2N :: balanced, no 4cM, 6-bad 8 HCP  
     3C :: 3+, no 5cM, 5-8 HCP (points?)  
     3X :: KJT sixth+, 4-8 HCP, forcing to 4C  
     3N :: balanced, 2 stoppers outside, good 8 HCP  
     4C :: 4+, 8-10 points (no stiff outside?)  
     4X :: splinter, 8-10 points  
 2D : unbalanced, diamonds longest, 16-21 HCP  
     P :: 0-5 HCP, no suit  
     2M :: 5-6, 4-8 HCP  
     2N :: balanced, no 5cM, 6-7 HCP, asks for 4cM  
     3C :: 5-6, 5-8 HCP  
     3D :: 3+, no 5cM, 5-8 points  
     3M :: KJT sixth+, 4-8 HCP, forcing to 4D  
     3N :: balanced, 2 stoppers outside, 8 HCP  
     4D :: 4+, 8-10 points (no stiff outside?)  
     4X :: splinter, 8-10 points  
 "2H : xx(54)+, 19+ HCP (19-21 balanced)  
     2S :: waiting, 6-8 HCP  
         {  
             2N : 22(54), 19-20 HCP  
             3C : (31)45, 19-20 HCP  
             3D : xx5(4-5), 19-20 HCP  
             3H : 3, 19+ HCP  
             3S : 3, 19+ HCP  
             3N : 22(54), 20-21 HCP  
         }  
         4m :: invitational to game in m  
     2N :: 6-8 HCP with most strength in majors  
     3m :: to play  
     3M :: 5-6, forcing  
     4m :: invitational to game, not many high cards  
     4H :: slam try in clubs  
     4S :: slam try in diamonds"  
 2S : strong two spades, almost gf (see 3C rebid)  
     2N :: balanced, 2 spades, 7-8 HCP  
     3C :: double negative, 0-5 HCP (can pass 3S rebid with 0-3  
 HCP)  
     3D :: 5, at most 2 spades, 3+ HCP in diamonds, 5-8 HCP  
     3S :: 3+, 5-8 HCP  
         new suits : could be new suit or an ace  
     3H :: 5+, at most 2 spades, 5-8 HCP  
     3N :: undefined  
     4S :: 4+, doubleton on side, no controls or singletons  
     4X :: splinter, 5-8 HCP  
 2N : balanced, 22-23 HCP, no 5cM  
     3C :: [stayman], 3-8 HCP  
         3D : no 4cM  
             3M : 4, 5 card other major  
             3N : sign-off  
             4m : 5+, 4cM, forcing  
     3H : 4 hearts  
         3S : artificial slam try in hearts  
         3N : 4 spades, to play

4m : 5+, 4cM, forcing  
 3S : 4 spades (does not deny 4 hearts)  
 3N : 4 hearts, to play  
 4m : 5+, 4cM, forcing  
 4H : artificial slam try in spades  
 3D :: [ace-showing jacobly transfer] 5+ hearts, 0-8 HCP  
 3H : less than 4 hearts  
 3S : 4 hearts, ace of spades, many controls  
 3N : undefined (3433, 23 HCP?)  
 4m : 4 hearts, ace, many controls  
 3H :: [ace-showing jacobly transfer] 5+ spades, 0-8 HCP  
 3S : less than 4 spades  
 3N : undefined (3433, 23 HCP?)  
 4X : 4 spades, ace, many controls  
 3S :: [minor suit stayman]  
 3N : to play  
 4m :: strong suit  
 4M :: 0-1  
 4m : 3+, slam try  
 3N :: sign-off  
 4C :: minor-suit slam try, 6-7 card minor, 6-8 HCP  
 4D : no interest  
 4H : slam try if responder has clubs  
 4S : slam try if responder has diamonds  
 4N : slam try in either minor  
 4D :: [modified roman redwood] (RKC?) (NOT texas)  
 4H : 0/3 aces  
 4S : 1/4 aces  
 4N : 2 aces  
 4M :: 6+, slam interest, not forcing (NOT texas)  
 4N :: balanced slam try, 10 HCP  
 3C : strong two clubs, forcing  
 3D :: double negative, at most 2 clubs, 0-4 HCPa  
 OR 3334--aiming for 3N.  
 3H :: 5+, could have 3 clubs, 5-8 HCP  
 3S :: 5+, could have 3 clubs, 5-8 HCP  
 3N :: balanced, 5-8 HCP  
 4M : 4  
 4C :: 3+, 5-8 points  
 4X :: splinter, 4-8 HCP  
 opener now bids 1st-round controls  
 4N :: undefined  
 5C :: 4-5, a doubleton, no controls or singletons  
 3D : strong two diamonds, forcing  
 3H :: double negative, at most 2 diamonds, 0-4 HCP  
 OR 3343--aiming for 3N.  
 3S :: 5+, could have 3 diamonds, 5-8 HCP  
 3N :: balanced, 6-8 HCP  
 4M : 4  
 4C :: 5-6, 5-8 HCP  
 4D :: 3+, 5-8 points  
 4H :: 5-6, 5-8 HCP  
 4S :: splinter, 5-8 HCP  
 4N :: splinter in hearts, 5-8 HCP  
 5C :: splinter, 5-8 HCP  
 5D :: 4-5, a doubleton, no controls or singletons  
 3M : 9 tricks in hearts

```

P :: no cover card
4M :: 1 cover card
new suit :: cue-bid with slam interest
jump shift :: splinter, 3+ hearts, 2+ controls(6-8 HCP)
3N : semi-balanced, solid 6-7 minor, 18-21 HCP, two stoppers

[acol]
4m : undefined (6-5 in minors? 4M is an ace;
                                     4N two top minor honors)
4M : 7+, 16-19 HCP
P   :: less than 2 aces
any bid :: 2 aces exactly
4N : balanced, exactly 31 HCP
5N :: Q or QJ
6N :: two queens or a control, less than 6 HCP
7N :: 6+ HCP

```

```

-----
1 MAJOR RESPONSE TO 1 CLUB
-----

```

```

1C : 1M :: 5+, 9+ HCP, gf
    1N : control-asking bid
        2C :: 0-2 controls
            2D : re-ask
                2H :: 0 or 1 king
                2S :: 1 ace
                2N :: (5332), 2 kings
                3C :: 4+, 2 kings
                3D :: 4+, 2 kings
                3M :: 6+, 2 kings
                3oM :: 4+, 2 kings
        2D :: 3 controls
        2H :: 4 controls
        2S :: 5 controls
        2N :: 6+ controls
            3C : [6-control ask]
        3C :: 5+, 2/top 3 in M and C
            3D : [2-control ask]
        3D :: 5+, 2/top 3 in M and D
            3oM : [2-control ask]
        3H :: if M = H: 6-7, 2 of top 3 and jack
                3S : [2-control ask]
            if M = S: strong 55xx hand
                3S : [trump-ask]
                4C : [2-control ask]
        3S :: if M = H: 56xx hand
            if M = S: 6-7, 2 of top 3 and jack
                4C : [2-control ask]

```

```

after controls are found:
"raising" the suit is a [trump-ask]:

```

```

cheapest NT is distribution-ask
responses: new suit : 4+

```



rebid of major : 6+  
cheapest NT : 5332  
next NT : 5332 with extra quacks

after dist. ask and a NT response, new suit is queen-ask  
responses: other suit : no queen in ask suit, queen in suit

bid

jump shift : queen in ask suit, queen in suit bid  
raise : queen in ask suit, no other queens  
NT : no queens

(note all 4N are natural after 1N rebid since controls are known)

new suit : 4+ (most likely 5), [support-ask]  
jump shift :: strong 55  
jump rebid :: semi-solid suit

jump shift : unbalanced, solid suit (sets trump)  
all responses cue-bids, not shape-showing

double-jump shift : splinter, no 5-card headed by 2/3 top honors  
16-18 HCP

3M : splinter, no 5-card headed by 2/3 top honors, 19-21 HCP  
step 1 :: asks for singleton (forced)  
3N : spade singleton  
4X : singleton

2M : [trump-ask] (reprinted for convenience)  
step 1 : 5 or 6 with 0 top honors

3M : re-ask  
step 1 :: ten-fifth or worse  
step 2 :: jack-fifth  
step 3 :: ten-sixth or worse  
step 4 :: jack-sixth

{  
step 2 : 5 with 1 top honor  
step 3 : 6 with 1 top honor  
}

3M : re-ask  
step 1 :: jack  
step 1 : top honor-ask  
step 1 :: queen  
step 2 :: king  
step 3 :: ace

step 2 :: queen, no jack  
step 3 :: king, no jack  
step 4 :: ace, no jack  
step 4 : 5 with 2 top honors  
3M : re-ask  
step 1 :: jack  
step 1 : top honor-ask  
step 1 :: KQ  
step 2 :: AQ  
step 3 :: AK  
step 2 :: KQ, no jack

```

        step 3 :: AQ, no jack
        step 4 :: AK, no jack
step 5 : 6 with 2 top honors
        3N : re-ask (NOT 3M, no space!)
        step 1 :: jack
                step 1 : top honor-ask
                        step 1 :: KQ
                        step 2 :: AQ
                        step 3 :: AK
        step 2 :: KQ, no jack
        step 3 :: AQ, no jack
        step 4 :: AK, no jack

```

-----  
1 NT RESPONSE TO 1 C  
-----

```

1C : 1N :: balanced, no 5cM, no 5cm with 2 HCP, 9-14 HCP, gf
      2C : balanced(except 4333 18-20 or minimum with 5cM); general ask
            2D :: 4 hearts, 9-bad 12 HCP
            2H :: 4 spades, at most 3 hearts, 9-bad 12 HCP
            2S :: no 4 card major, 9-bad 12 HCP (forces 2N?)
            2N :: (4333), good 12-14 HCP
            3C :: (432)4, good 12-14 HCP
            3D :: 3442 or 2443, good 12-14 HCP
            3H :: 44(32), good 12-14 HCP
            3S :: 4342 or 4243, good 12-14 HCP
            3N :: (5332), good 12-14 HCP
      2X : 5+, if X = M then could be balanced 16-18 HCP else
unbalanced,
            [support-ask]
            other followups besides 3N are natural
      3X : solid 6-7(X is trump), stiff/void on side
            3N :: no aces and honors in all unbid suits
            new suit :: control-showing bid
            new suit : control-showing bid, etc.
      3N : (4333), 18-20 HCP

```

```

1C : 1N :: 2C : 2D :: 4 hearts, 9-bad 12 HCP
            2H : [trump-strength-ask]
                    (response)
                            2N : [side-suit-ask]
      2S : 5(332), 19+ HCP
            2N :: 2 spades, 9-10 HCP
            3S :: 3+
            3N :: 2 spades, 11-12 HCP
            3X :: two of top three honors in this suit
            4S :: good trumps
            4X :: undefined (all three top honors?)
      2N : [side-suit-ask]

```

```

1C : 1N :: 2C : 2H :: 4 spades, at most 3 hearts, 9-bad 12 HCP
            2S : [trump-strength-ask]
            2N : [side-suit-ask]
            3H : (3)5(32), 19+ HCP
            3S :: two top honors

```

```

3N :: 2 hearts
4H :: 3 hearts
4m :: honor-third of hearts, 1+ QT in m

1C : 1N :: 2C : 2S :: no 4 card major, 9-bad 12 HCP, (forces 2N?)
2N : distribution-ask (after this, OPENER NTs: sign-
off)

3C :: xx44, 9-11 HCP
3D : [trump-strength-ask]
3H : major-suit-ask
3S :: 3 spades
3N :: 3 hearts
4m : [trump-strength-ask]
3S : [A1-control-ask]
4C : [trump-strength-ask]
3D :: 33(43)
3H : minor-suit-ask
3S :: 4 clubs
4C : [trump-strength-ask]
4D : [A1-control-ask]
3N :: 4 diamonds
4C : [A1-control-ask]
4D : [trump-strength-ask]
3H :: 2344, two small spades, 11-12 HCP
3S : [A1-control-ask]
3N : sign-off
4m : [trump-strength-ask]
4H : sign-off
3S :: 3244, two small hearts, 11-12 HCP
3N : sign-off
4m : [trump-strength-ask]
4H : [A1-control-ask]
4S : sign-off
3N :: (5332)
4C : 5-card-minor-ask
4D :: 5 clubs
4H : [A1-control-ask]
4H :: 5 diamonds
4S : [A1-control-ask]

1C : 1N :: 2C : 2N :: (4333), good 12-14 HCP (forces 3C?)
3C : distribution-ask
3D :: 4 diamonds
3H :: 4 hearts
3S :: 4 spades
3N :: 4 clubs
followup : [A1-control-ask]
step 2 followup : [trump-strength-ask
in responder's suit]

1C : 1N :: 2C : 3C :: (432)4, good 12-14 HCP
3D : second-suit-ask
3H :: 4 hearts
3S : [A1-control-ask]
4C : [trump-strength-ask] (in clubs)
4D : [trump-strength-ask] (in hearts)

```

```

        4H : sign-off
    3S :: 4 spades
        4C : [trump-strength-ask] (in clubs)
        4D : [A1-control-ask]
        4H : [trump-strength-ask] (in spades)
        4S : sign-off
    3N :: 4 diamonds
        4C : [trump-strength-ask] (in clubs)
        4D : [trump-strength-ask] (in diamonds)
        4H : [A1-control-ask]
    4C : [trump-strength-ask]

1C : 1N :: 2C : 3D :: 3442 or 2443, good 12-14 HCP
    3H : [trump-strength-ask]
    3S : [A1-control-ask]
    4D : [trump-strength-ask]

1C : 1N :: 2C : 3H :: 44(32), good 12-14 HCP
    (if opener wants to ask in both, start with 3S)
    3S : [trump-strength-ask]
        followup : [A1-control-ask]
            cheapest minor : [trump-strength-ask]

in H
    4C : [A1-control-ask]
        followup of 4M is sign-off (can't ask)
    4D : [trump-strength-ask] (in hearts)

1C : 1N :: 2C : 3S :: 4342 or 4243, good 12-14 HCP
    4C : [A1-control-ask]
        followup : 4S : sign-off
                    4N : sign-off
                    5C : [trump-strength-ask] (in diamonds)
                    5D : sign-off
                    5H : [trump-strength-ask] (in spades)
    4D : [trump-strength-ask]
        non-pointed followup : [A1-control-ask]
            non-pointed followup :
                [trump-strength-ask in
spades]
    4H : [trump-strength-ask] (in spades)
        non-pointed followup : [A1-control-ask]

1C : 1N :: 2C : 3N :: (5332), good 12-14 HCP
    4C : minor-suit-ask
        4D :: 5 diamonds
            4H :: [A1-control-ask]
        4H :: 5 clubs
            4S :: [A1-control-ask]

```

-----  
2 MINOR RESPONSE TO 1 C  
-----

1C : 2C :: 5+, clubs are longest suit, 9+ HCP, gf  
2D : asks clarification

```

2H :: 4+ hearts, 5+ clubs
2S :: 4+ spades, denies 4 hearts, 5+ clubs
2N :: 4+ diamonds, 5+ clubs
3C :: 6-7, no other 4 card suit
3D :: 4 diamonds and 6-7 clubs
3H :: (332)5, 0-2 controls
3S :: (332)5, 3 controls and 9-12 HCP
3N :: (332)5, 4-6 controls and 9-12 HCP
4C :: (332)5, 3 controls and 13+ HCP
4D :: (332)5, 4 controls and 13+ HCP
4H :: (332)5, 5 controls and 13+ HCP
4S :: (332)5, 6 controls and 13+ HCP
4N :: (332)5, 7 controls and 15+ HCP
2H : 5+,
    [support-ask] plus
3S :: 5xx6, with strong blacks (2 top honors in each)
4C :: semi-solid suit, 4+ controls
4D :: xx56, with strong minors (2 top honors in each)
    followup with clubs is a [trump-ask] in clubs
    any other followup besides 3N is natural
2S : 5+
    [support-ask] plus
4C :: semi-solid suit, 4+ controls
4D :: xx56, with strong minors (2 top honors in each)
4H :: x5x6, with strong rounds (2 top honors in each)
    followup with clubs is a [trump-ask] in clubs
    any other followup besides 3N is natural
2N : 5+ diamonds
    [support-ask] in diamonds plus
4C :: semi-solid suit, 4+ controls
4H :: x5x6, with strong rounds (2 top honors in each)
4S :: 5xx6, with strong blacks (2 top honors in each)
    followup with clubs is a [trump-ask] in clubs
    any other followup besides 3N is natural
3C : [trump-ask]

1C : 2C :: 2D : 2H :: 4+ hearts, 5+ clubs
                2S : distribution-ask
                {
                2N :: 4405
                3C :: x4x6 or x4x7
                3D :: 1435 (three diamonds)
                3H :: 2425, 9-bad 12 HCP
                3S :: 3415 (three spades)
                3N :: 2425, good 12+ HCP
                4C :: x5x6
                4D :: 0445
                }
                followups : [minor-suit-followups]
2N : undefined
3C : [trump-ask]
3D : [minor(20)-control-ask]
3H : [trump-strength-ask] in hearts (assume 4)

1C : 2C :: 2D : 2S :: 4+ spades, denies 4 hearts, 5+ clubs
                2N : distribution-ask
                {

```

```

3C :: 4xx6 or 4xx7
3D :: 4135
3H :: 4315
3S :: 4225, 9-bad 12 HCP
3N :: 4225, good 12+ HCP
4C :: 5xx6
4D :: 4045
}
followups : [minor-suit-followups]
3C : [trump-ask]
3D : [minor(20)-control-ask]
3H : [trump-strength-ask] in spades (assume 4)

1C : 2C :: 2D : 2N :: 4+ diamonds, 5+ clubs
3C : distribution-ask
{
3D :: 2245, 9-12 HCP
3H :: 1345
3S :: 3145
3N :: 2245, 13+ HCP
4C :: xx56
}
followups : [minor-suit-followups]
3D : [trump-strength-ask] (assume 4)
3H : [minor(20)-control-ask]
3N : to play
4C : [trump-ask]

1C : 2C :: 2D : 3C :: 6-7 clubs, no other four card suit
3D : [minor(20)-control-ask]
followup : 4C : [trump-strength-ask]
else cheapest bid : [trump-strength-
ask]

3H : 4-5
3S : top honor in spades
3N : stoppers in pointed suits
4H : queen-third+
4C : default
3S : 4-5
3N : stoppers in reds
4S : queen-third+
4C : default
3N : sign-off
4C : [trump-strength-ask]

1C : 2C :: 2D : 3D :: 6-7 clubs and 4 diamonds
3H : [minor(20)-control-ask]
followup : 4m : [trump-strength-ask]
else
step 1: [trump-strength-ask] in clubs
step 2: [trump-strength-ask] in
diamonds

3S : spade stopper, no heart stopper
3N : sign-off
4C : [trump-strength-ask]
4D : [trump-strength-ask]

```

```

1C : 2C :: 2D : 3H :: (332)5, 0-2 controls
    3S : control-ask
        3N :: 0-1 control
            4C : [trump-strength-ask]
        4C :: 2 controls
            4D : [trump-strength-ask] in clubs
    3N : sign-off
    4C : [trump-strength-ask]

1C : 2C :: 2D : 3S :: (332)5, 3 controls, 9-12 HCP
    3N : sign-off
    4C : [trump-strength-ask]

1C : 2C :: 2D : 3N :: (332)5, 4-6 controls, 9-12 HCP
    P : sign-off
    4C : [trump-strength-ask]
    4D : [4-control-ask]

{
1C : 2C :: 2D : 4C :: (332)5, 3 controls, 13+ HCP
1C : 2C :: 2D : 4D :: (332)5, 4 controls, 13+ HCP
1C : 2C :: 2D : 4H :: (332)5, 5 controls, 13+ HCP
1C : 2C :: 2D : 4S :: (332)5, 6 controls, 13+ HCP
}

    step 1 : [trump-strength-ask] in clubs

1C : 2C :: 2D : 4N :: (332)5, 7+ controls, 13+ HCP
    5C : [trump-strength-ask] in clubs
        followup : new suit : ask for 3rd-round control
                    6C/6N : at best Jxx
                    7C : Q or xx
    5H : re-ask
        5S : 7 controls
        5N : 8 controls

1C : 2D :: 5+, diamonds are longest suit(clubs may be same), 9+ HCP, gf
    2H : asks clarification
        2S :: 4+ spades, 5+ diamonds
        2N :: 4+ hearts, 5+ diamonds
        3C :: 4+ clubs, 5+ diamonds
        3D :: 6-7, no other 4 card suit
        3H :: 4 hearts, 6-7 diamonds
        3S :: (332)5, 0-3 controls and 9-12 HCP
        3N :: (332)5, 4-6 controls and 9-12 HCP
        4C :: (332)5, 3 controls and 13+ HCP
        4D :: (332)5, 4 controls and 13+ HCP
        4H :: (332)5, 5 controls and 13+ HCP
        4S :: (332)5, 6 controls and 13+ HCP
        4N :: (332)5, 7 controls and 15+ HCP
    2S : 5+,
        [support-ask] plus
        4C :: xx65, with strong minors (2 top honors in each)
        4D :: semi-solid suit, 4+ controls
        4H :: x56x, with strong reds (2 top honors in each)
            followup with diamonds is a [trump-ask] in diamonds
            any other followup besides 3N is natural

```

2N : 5+ hearts,  
 [support-ask] in hearts plus  
 4C :: xx65, with strong minors (2 top honors in each)  
 4D :: semi-solid suit, 4+ controls  
 4H :: 5x6x, with strong pointeds (2 top honors in each)  
 followup with diamonds is a [trump-ask] in diamonds  
 any other followup besides 3N is natural

3C : 5+,  
 [support-ask] plus  
 4D :: semi-solid suit, 4+ controls  
 4H :: x56x, with strong reds (2 top honors in each)  
 4S :: 5x6x, with strong pointeds (2 top honors in each)  
 followup with diamonds is a [trump-ask] in diamonds  
 any other followup besides 3N is natural

3D : [trump-ask]

1C : 2D :: 2H : 2S :: 4+ spades, 5+ diamonds  
 2N : distribution-ask  
 {  
 3C :: 4153  
 3D :: 4x6x or 4x7x  
 3H :: 4351, 9-bad 12 HCP  
 3S :: 4252  
 3N :: 4252, good 12+ HCP  
 4C :: 4054  
 4D :: 5x6x  
 4H :: 4450  
 }  
 followups : [minor-suit-followups]  
 3D : [trump-ask]  
 3C : [minor(20)-control-ask]  
 3S : [trump-strength-ask] (assume 4)  
 3N : to play

1C : 2D :: 2H : 2N :: 4+ hearts, 5+ diamonds  
 3C : distribution-ask  
 {  
 3D :: 1453  
 3H :: 2452, 9-bad 12 HCP  
 3S :: 3451  
 3N :: 2452, good 12+ HCP  
 4C :: 0454  
 4D :: x56x  
 }  
 followups : [minor-suit-followups]  
 but if no room for d-ask,  
 more expensive free bid is d-ask  
 3D : [trump-ask]  
 3H : [trump-strength-ask] (assume 4)  
 3S : [minor(20)-control-ask]  
 3N : to play

1C : 2D :: 2H : 3C :: 4+ clubs, 5+ diamonds  
 3D : distribution-ask  
 {  
 3H :: 1354  
 3S :: 3154



```

3N :: 2254, 9-bad 12 HCP
4C :: xx55
4D :: xx64
}
followups : [minor-suit followups]
(note: no d-ask after 4D)
{
4H :: 2254, 3 controls, 13+ HCP
4S :: 2254, 4 controls, 13+ HCP
4N :: 2254, 5+ controls, 13+ HCP
}
followups : [minor-suit followups]
but note cheap free suit is d-
ask

{
5C :: xx65, 0-10 minor HCP
5D :: xx65, 11+ minor HCP
}
followups : 5H : [trump-strength-ask] in C
5S : [trump-strength-ask] in D
3H : [minor(20)-control-ask]
followups : [minor-suit followups]
3S : spade stopper, no heart stopper
3N : to play
4m : [trump-strength-ask]

1C : 2D :: 2H : 3D :: 6-7 diamonds, no other four card suit
3H : [minor(20)-control-ask]
followups : [minor-suit followups]
3S : spade stopper, no heart stopper
3N : to play
4D : [trump-strength-ask]

1C : 2D :: 2H : 3H :: 4 hearts, 6-7 diamonds
3S : [minor(20)-control-ask]
followups : [minor-suit followups]
3N : to play
4C : [trump-strength-ask] in hearts (assume 4)
4D : [trump-strength-ask] in diamonds

1C : 2D :: 2H : 3S :: (33)5(2), 0-3 controls, 9-12 HCP
3N : to play
4C : [A1-control-ask]
followups : [minor-suit followups]
4D : [trump-strength-ask] in diamonds
followups : [minor-suit followups]

1C : 2D :: 2H : 3N :: (33)5(2), 4-6 controls, 9-12 HCP
4C : [4-control-ask]
followups : [minor-suit followups]
4D : [trump-strength-ask] in diamonds
followups : [minor-suit followups]

1C : 2D :: 2H : 4C :: (33)5(2), 3 controls, 13+ HCP
1C : 2D :: 2H : 4D :: (33)5(2), 4 controls, 13+ HCP
1C : 2D :: 2H : 4H :: (33)5(2), 5 controls, 13+ HCP
1C : 2D :: 2H : 4S :: (33)5(2), 6 controls, 13+ HCP

```

step 1 : [trump-strength-ask] in diamonds

1C : 2D :: 2H : 4N :: (33)5(2), 7+ controls, 13+ HCP  
5C : [trump-strength-ask] in diamonds  
followup : new suit : ask for 3rd-round control  
6C/6N : at best Jxx  
7C : Q or xx  
5H : re-ask  
5S : 7 controls  
5N : 8 controls

-----  
OTHER RESPONSES TO 1 C  
-----

1C : 2H :: 1444, 9+ HCP, 1+ controls, gf  
2S : [4x1-control-ask]  
(2N : no fit, 18-19 HCP)  
(3S : solid spades, ask for cue-bids?)  
(3N : no fit, 20-21 HCP)  
(4N : no fit, 22-23 HCP)

1C : 2S :: 4441, 9+ HCP, 1+ controls, gf  
3C : [4x1-control-ask]

1C : 2N :: balanced, no 5 card suit, 15+ HCP, forcing to 5 of a suit/5N  
3C : asks responder to bid up-the-line  
any raise sets trump  
cheapest step after a raise is a [3-control-ask]  
(so dummy shows controls, not declarer)  
skip to 4N after a raise is blackwood (RKC?)

3D : 5-6, [support-ask]  
3H : 5-6, [support-ask]  
3S : 5-6, [support-ask]  
3N : (4333), 18-19 HCP  
4C :: asks opener to bid 4 card suit  
4C : 5-6, [support-ask]  
4N : (4333), 20-21 HCP  
5C :: asks opener to bid 4 card suit  
7N : balanced, 22-23 HCP

1C : 3C :: 4414, 9+ HCP, 1+ controls, gf  
3D : [4x1-control-ask]

1C : 3D :: 4144, 9+ HCP, 1+ controls, gf  
3H : [4x1-control-ask]

1C : 3H :: AKQJ sixth anywhere, 10+ HCP, gf  
3N : to play  
4C : solid suit known to opener, ask for control  
(response) :: 4N : describe the control  
5C :: king  
5D :: ace

4D : asks responder to bid his solid suit  
 4M : to play

1C : 3S :: AKQ seventh anywhere, no outside A or K, gf  
 3N : to play  
 4C : solid suit known to opener, ask for shortness  
       (response) :: 4N : describe the shortness  
                   5C :: singleton  
                   5D :: void  
                   new suit : [suit-control-ask]  
 4D : asks responder to bid his solid suit  
 4M : to play

1C : 3N :: AKQ seventh anywhere, at least one outside control, gf  
 4C : solid suit known to opener, ask for control  
       (response) :: 4N : describe the control  
                   5C :: king  
                   5D :: ace  
 4D : asks responder to bid his solid suit  
 4M : to play

1C : 4C :: AKQ eighth anywhere, gf  
 4C : solid suit known to opener, ask for control  
       (response) :: 4N : describe the control  
                   5C :: king  
                   5D :: ace  
 4H : asks responder to bid his solid suit  
 4M : to play

-----  
 INTERFERENCE OVER 1C  
 -----

1C (X) - showing strength/takeout  
   P :: 0-5 HCP  
   XX :: 9+ HCP, gf  
   1X :: 5+, 5-8 HCP  
   1N :: balanced, 6-8 HCP  
   2C :: 5+, 5-8 HCP  
   2X :: 5+, 9+ HCP, gf  
   3X :: semi-solid suit  
   4X :: solid suit

1C (X) - showing clubs  
   XX :: 1 top honor in clubs, 4+ clubs  
   2C :: singleton or void club, gf

1C (1X|2X) - natural  
   P :: 0-5 HCP or penalty double  
   X :: 6+ HCP, can be passed  
       new suit : natural, forcing  
                   new suit :: 5+, 9+ HCP, gf  
                   cue-bid :: 9+ HCP, looking for 3N, gf  
   new suit :: 5+, 5-8 HCP  
   1N :: balanced, 6-8 HCP

cue-bid :: (1444) or (0445) where short in X, 9+ HCP, gf  
2N :: balanced, two stoppers, 9+ HCP, gf  
jump shift :: 6-7, 9+ HCP, gf  
double jump shift :: excellent 6-7, 9+ HCP, gf

1C (2S|3X) - natural

P :: 0-6 HCP or penalty double  
X :: 7+ HCP, can be passed  
    new suit : natural, forcing  
        new suit :: 5+, 9+ HCP, gf  
        cue-bid :: 9+ HCP, looking for 3N, gf  
new suit :: 6+, gf  
3N :: to play, 10-12 HCP  
jump shift :: excellent 6-7, gf  
2N :: balanced, two stoppers, 7-8 HCP

1C (1X/X) - specific two-suiter (showing A and B; E and F are the other two)

P :: 0-5 HCP  
X/XX :: penalty oriented (a la unusual vs. unusual)  
cheapest cue :: 6-9 HCP, length in C and D, promises another bid  
expensive cue :: 9+ HCP, length in C and D, gf  
1N :: balanced, 6-8 HCP  
1E/1F :: 5+, 5-8 HCP  
2N :: balanced, 9+ HCP, gf  
jump shift :: 6-7, 9+ HCP, gf  
double jump shift :: excellent 6-7, 9+ HCP, gf

1C (1X) - exclusion (shortness in suit X)

X :: 4 cards in suit X, 9+ HCP  
1N :: 4-5 cards in suit X, 6-8 HCP  
2X :: 5+ in suit X, 9+ HCP, forcing  
new suit :: 5+, 5-8 HCP  
P :: 0-8 HCP  
    followup :: X :: 6-8 HCP (with no suit)

1C (1X) - transfer to suit above suit X (suit Y)

P :: 0-5 HCP  
X :: 6-8 HCP  
1Y :: 9+ HCP, gf  
1N :: stopper in Y, 6-8 HCP  
new suit :: 5+, 5-8 HCP  
2N :: two stoppers in Y, 9+ HCP, gf  
2Y :: stiff or void in Y, 4+ in other suits, gf  
jump shift :: 6-7, 9+ HCP, gf  
double jump shift :: excellent 6-7, 9+ HCP, gf

1C (CRASH) - X for Color, 1D for Rank, 1H for Shape

X/XX :: balanced, 9+ HCP, sets up heat-seeking auction or gf  
new suit :: 5+, 9+ HCP, gf  
P :: 0-8 HCP, forcing

1C : 1D (1X|2X) - natural

P : minimum, balanced OR penalty pass  
X : takeout, shortness in X  
1N : balanced, 19-21 HCP, stopper in X  
new suit : undefined  
jump shift : 5+, 21+ HCP, forcing

cue-bid : 2-suiter, gf

1C : 1D (X) -

XX : defensive hand with strength in doubler's suits  
2D : if X shows diamonds, then gf 2-suited cue-bid  
else ignore

-----  
1 DIAMOND  
-----

1D : 1+, 11-16 HCP, catchall  
P :: sign-off, 0-5 HCP  
1H :: 4+ hearts, 6+ HCP  
1S :: 4+ spades, 6+ HCP  
1N :: No 4cM, 6-10 HCP  
2C :: 5+ clubs, 10+ HCP, forcing, promises another bid  
2D :: 4+ diamonds, 10+ HCP, forcing  
2H :: strong hearts, 16+ HCP, slam try.  
2S :: strong spades, 16+ HCP, slam try.  
2N :: balanced, 12-15 HCP or 18-19 HCP, no 4cM  
3C :: strong clubs, 16+ HCP, slam try.  
3D :: strong diamonds, 16+ HCP, slam try.  
3H :: QJ+, 7 hearts, almost nothing outside  
3S :: QJ+, 7 spades, almost nothing outside  
3N :: balanced, 16-17 HCP, no 4cM,  
4C :: undefined (!)  
4D :: 7+ diamonds, almost nothing outside  
4H :: sign-off  
4S :: sign-off

[2N for minors and SWJS over X]

1D (X)

1H :: 5+ hearts, forcing  
1S :: 5+ spades, forcing  
1N :: balanced, 7-9 HCP  
2C :: 5-6 clubs, <10 HCP  
2D :: 5-6 diamonds, <10 HCP  
2H :: 6+ hearts, 4-7 HCP  
2S :: 6+ hearts, 4-7 HCP  
2N :: 5 clubs, 5 diamonds, 7-9 HCP  
3C :: 6-7 clubs, 7-9 HCP  
3D :: 6-7 diamonds, 7-9 HCP  
XX :: 10+ HCP, no 5cM

[standard except jump raises are weak js; jump shifts are weak; cue specific]

1D (1H)

X :: 4+ spades, forcing  
1S :: 5+, forcing

(1S:)

X :: 4+ hearts, forcing  
1N :: semi-balanced, 7-9 HCP, (stopper?)

(1N)

X :: penalty  
2C :: 4+, forcing

(2C)

X :: a four-card major, forcing  
2D :: 4+  
2H :: 5+, forcing  
2S :: 5+, forcing  
2N :: 12+ HCP, 1.5 plus+ stoppers, gf  
3D :: undefined (6+, 5-8 HCP?; diamond raise? (could be 1))  
cue :: shows Ax or Kxx or Qxx of hearts  
jump shift :: 6+, 5-8 HCP  
jump-cue :: undiscussed (stiff?)

-----  
1 OF A MAJOR  
-----

[forcing NT, rev drury, flannery inference, 2/1 near gf, jordan]

1M : can be strong 4 in 3rd/4th, denies 45, 11-16 HCP

P :: sign-off

1S :: 5+!, forcing

2S : 3

3S : 46 (or splinter)

1N :: forcing if nonpassed, 0-12 HCP

2m : 3+

2D :: to play

2M :: 2+, 0-6 HCP, to play

2oM :: to play

2N :: at most 2 of M, semi-balanced, 10-12 HCP

3C :: 5+, 9-10 HCP

3D :: 10 minor cards, 9-10 HCP

3M :: 3, semi-balanced, 10-12 HCP

2H : rebid is 6+; new suit is 54+ in majors

2S :: can only be correction (impossible 2s?)

2S : rebid is 6+; new suit is exactly 46 in majors.

2N :: invitational

3m :: to play

3M :: invitational

2N : 6(322), 15-16 HCP,

3m : sign-off

3M : sign-off

all other responses to play

3m : 5+

3H : rebid is 6-7, unbalanced; new suit is 55 majors

3S : rebid is 6-7, unbalanced; new suit is 56 majors, strong

4M : sign-off

2m :: non-passed: 5+, lawrence gf

followups -- look at lawrence

passed: [reverse drury] (make this 2-way!)

2oM :: gf or undiscussed (wjs)

2M :: 3+, 7-9 HCP

3M : trump ask  
 3X : help-suit game try  
 2N : undefined (short-suit? help-suit?)  
 4X : undefined (control-asking bid?)

2N :: balanced, 13-15 HCP

3C :: 4+ to jack, strong(13+?) [Roth 3C]  
 3D : shows shortness somewhere  
     3H :: 2 of top three  
         3S : 1 of top 3 (must bid 3S)  
             3N :: shortness ask (bid shortness)  
         3N : 0 of top 3, nothing to cue-bid(except shortness)  
             4C :: shortness ask (what if club/spade short?)  
         4M : 0 of top 3, no interest  
         4X : 0 of top 3, cue-bid, slam interest  
     3S :: A|K, no Q  
         3N : 2 of top 3  
             4C :: shortness ask (see above)  
         4M : to play  
         4X : at most 1 of top 3, cue-bid  
     3N :: No A or K (no way to find shortness after this)  
         4m : cue-bid, slam interest  
         4M : to play  
     3H : 2 of top three trump, no shortness  
         3S :: 1 of top 3  
         3N :: 0 of top 3, nothing to cue-bid, slam interest  
         4m :: 0 of top 3, cue-bid, slam interest  
         4M :: to play  
     3S : A|K, no Q, no shortness  
         3N :: 2 of top 3  
         4m :: 1 of top 3, slam interest  
         4M :: to play  
     3N : no A or K, no shortness  
         4m :: cue-bid, slam interest  
         4M :: to play  
     4M : undefined (super-solid suit with no control interest??)  
     4X : solid trumps, [suit-control-ask]

3D :: strong jump shift, 16+ HCP? (bergenize?)  
 jump shift in oM :: strong jump shift, 16+ HCP?  
 3M :: 4+, 10-12 HCP (bergenize?)  
     3N : Mathe asking bid (change meanings of 3S / 3N over 3H?)  
 3N :: 4+, strong preempt, stiff, no more than 1 king outside, good trump

4m :: splinter, 11-13 HCP  
 double jump shift in oM : splinter, 11-13 HCP  
 4M :: to play (weaker than 3N)

1M (overcall) is same as 1D except jump raise is limit(4+ trump)  
 [in particular, cue-bids promise Ax or (K|Q)xx]  
 (bergenize?)

1M (X) is same as 1D except 2N is jordan(4+ trump)  
 (BROMAD?)

-----  
1 NOTRUMP  
-----

[forcing stm, adv. jxf, mss, gerber, texas]

1N : semi-balanced, 15-17 HCP, may have 5cM

P :: no 5cM or 6cm, 0-7 HCP

2C :: [forcing stayman] hand described later

{

2D : no 4cM

2H : 4+ hearts

2S : 4+ spades, denies 4 hearts

}

2S/2H :: 4+ (because 2N artificial)

2N :: 8-9 HCP, could have no 4cM

new suit :: 5+, gf (4+ major?)

jump shift :: splinter

(other followups MBC?)

2D :: [advanced jacoby transfer] 5+ hearts

2H : less than 3 hearts or 15-16 HCP

2S :: 55xx, 4-6 HCP

jump shift :: 6-7 hearts, no 4 card side suit, splinter

non-heart suit : doubleton, 17 HCP

2N : x3xx, 17 HCP

3H : 3433, 17 HCP

(other followups MBC?)

2H :: [advanced jacoby transfer] 5+ spades

2S : less than 3 spades or 15-16 HCP

3H :: 55xx, 10+ HCP, gf

jump shift :: 6-7 hearts, no 4 card side suit, splinter

(other followups MBC?)

non-spade suit : doubleton, 17 HCP

2N : 3xxx, 17 HCP

3S : 4333, 17 HCP

2S :: [minor suit stayman] relay to 2N, promises (45) in minors

2N : 3C :: 5+5+ minors, 0-9 HCP

3D : to play

2N : 3D :: 5+5+ minors, 10+ HCP, forcing to 4m

2N : 3H :: 31(45), 10+ HCP

2N : 3S :: 13(45), 10+ HCP

2N : 3N :: 22(45), 10-13 HCP, both doubletons weak

2N :: relay to 3C

3C : P :: 6+ clubs, obviously to play

3D :: 6+ diamonds, sign-off

3H :: 40(54), 8+ HCP

3S :: 04(54), 8+ HCP

3N :: 22(54), 14-15 HCP, both doubletons weak

4m :: 5+, balanced, 15-16 HCP

3C :: (4441) with a black stiff, 9+ HCP

3D : singleton ask

3H :: spade stiff

3S : control-ask

step 1 :: 1-2 controls



```

                step 2 :: 3 controls, and so on
3S :: club stiff
    4C : control-ask
        step 1 :: 1-2 controls
        step 2 :: 3 controls, and so on
3D :: 4(14)4, 9+ HCP
    3H : singleton ask
    3S :: diamond stiff
    4D : control-ask
        step 1 :: 1-2 controls
        step 2 :: 3 controls, and so on
    3N :: heart stiff
    4H : control-ask (switch this?!)
        step 1 :: 1-2 controls
        step 2 :: 3 controls, and so on
3H :: 6-7 strong clubs, no 4 card side suit, slam interest
3S :: 6-7 strong diamonds, no 4 card side suit, slam interest
3N :: sign-off
4C :: [Gerber]
4D :: [Texas] 6+, transfer to 4H
    4H : 4N :: [Blackwood]
4H :: [Texas] 6+, transfer to 4S
    4S : 4N :: [Blackwood]
4S :: xx66, weak suits
4N :: 4333, 15-16 HCP (see 2N for 5cm)

```

(1N (2X)

```

X :: penalty
2Y :: to play
2N :: [lebensohl] relay to 3C
    3C : (3Y < X) :: to play
        (3Y > X) :: invitational
    3X      :: stayman, stopper in X
3Y :: forcing
3X :: [stayman] no stopper in X
3N :: to play if opener has stopper in X

```

1N (3X)

```

X :: negative?
what else?

```

1N (X) play DONT?

)

-----  
2 CLUBS  
-----

```

2C : 6, 11-16 HCP
P  :: sign-off
2D :: artificial, asks for further description
    2H : 4cM
    2S :: major ask
        {
        2N : 4 hearts

```

```

3C : 4 spades
}
3D :: slam try
3M :: invitational
3N :: to play
4M :: to play
2N :: no 4cM, 10-11 HCP, invitational
3C :: 2+(3+?), 9-11 HCP
3M :: 6+, 12+(?) HCP
3N :: to play
4C :: 3+, slam try in clubs
4M :: undefined (to play? solid suit?)
5C :: sign-off
2S : no 4cM, 12-14 HCP
2N :: invitational to 3N
3C :: to play
3D :: stopper ask
3H : heart stopper
3S : spade stopper
3N : diamond stopper
(4C : no stopper?)
3M :: 6+
3N : singleton or void
4C : 7+, bad for notrump
4D : undefined (advance cue-bid?)
4M : 2+
3N :: to play
4C :: 3+, slam-try in clubs
5C :: sign-off
2N : two outside stoppers, 14-16 HCP
3C :: invitational to 3N or 5C
3D :: stopper-ask ["Diamond stopper-ask"]
3H : hearts and diamonds
3S : spades and diamonds
3N : not diamonds
3M :: 6+ (nf)
4M : 2+
4X : 2+, control for slam
3N :: to play
4C :: 3+, slam try in clubs
5C :: sign-off
3C : 6-7, good suit, one outside stopper, no outside four-card
suit
3D :: stopper-ask
3M : major
3N : diamonds
3M :: 6+ (nf)
4M : 2+
4X : 2+, control for slam
3N :: to play
4C :: invite to game
4D :: 3 clubs, slam try in clubs
4M : cue-bid
4N : diamond cue-bid
5C : sign-off
5C :: sign-off
3D : 4-5, 6+ clubs, 14-16 HCP

```

```

3M :: 6+
3N :: to play
4m :: slam try in m
4H :: [Blackwood: 03/14/2] (RKC for diamonds)
5C :: sign-off
3H : x5x6
3S :: undefined
3N :: to play
4C :: invite to game in clubs
4D :: slam try in hearts
4H :: to play
4S :: [Blackwood: 03/14/2] (RKC for hearts)
5C :: sign-off
3S : 5xx6
3N :: to play
4C :: invite to game in clubs
4D :: slam try in spades
4H :: [Blackwood: 03/14/2] (RKC for spades)
4S :: to play
5C :: sign-off
3N : no singleton, AKQ clubs, two outside queens+
5C :: sign-off
2M :: 5+ (not forcing), 0-11 HCP
P : 12-14 HCP, 2-3 in M
2S : 5
2N : unbid suits stopped, 15-16 HCP
3C : preference
3D : 5
3M : undefined (invite to game? 3 card support with 15-16?)
3H : 5
4M : 4
2N :: balanced 10-11 or 5cM 12+ HCP, forcing
3C : 12-14 HCP
3M :: 5, 12+ HCP, forcing
4M : 3
3N : denies 3-card support
3D : 4-5, 6 clubs, 14-16 HCP
3H : 3-4, 14-16 HCP
3S : 3-4, at most 2 hearts, 14-16 HCP
3N : no 3 card major or 4 card diamond suit, 14-16 HCP
3C :: probably denies 4cM, invites to game in clubs (? HCP)
3D : 4+
3M : 5
4M :: 3
3N : to play
3X :: 6-7, good suit, gf
3N :: balanced, all suits stopped, 15-16 HCP (not forcing)
4C :: 3-4, sign-off, 0 HCP
4D :: [Modified Roman Redwood]
{
4H : 0/3 aces
4S : 1/4 aces
4N : 2 aces
5C : 2 aces + QC
}
5D :: king-ask(03/14/2)
4M :: sign-off

```

5C :: sign-off

2C (overcall) X :: negative thru 4s

2C (double) XX :: undefined (ignore competition when appropriate?)

-----  
2 DIAMONDS  
-----

2D : (4441), 16-24 HCP

OR 6 hearts, 6-12 HCP

(change range?)

OR balanced, 26-27 HCP, 3-4 Qs, 9+ points in quacks (balanced duck)  
(forcing)

2H :: not strong enough to bid over weak-two in hearts

P : weak-two in hearts

(after a non-pass, all non asks are signoffs unless 4m, which  
are invitational to game in minor)

2S : major stiff, 16-19 HCP

2N :: asking bid

3C : 4144

3H :: strength ask

{

3S : 16-17 HCP

3N : 18-19 HCP

}

4H :: [4-control ask]

response : 5H :: [queen ask]

3D : 1444, 16-17 HCP

3S :: [4-control ask]

response : 4S :: [queen ask]

3H : 1444, 18-19 HCP

3S :: [4-control ask]

response : 4S :: [queen ask]

2N : 4441, 16-19 HCP

3C :: strength ask

{

3D : 16-17 HCP

3H : 18-19 HCP

}

4C :: [4-control ask]

response : 5C :: [queen ask]

3C : 4414, 16-19 HCP

3D :: strength ask (step 1 = 16-17; step 2 = 18-19)

{

3H : 16-17 HCP

3S : 18-19 HCP

}

4D :: [4-control ask]

response : 5D :: [queen ask]

3D : 4144, 20-24 HCP

3H :: [6-control ask]

response : 4H :: [queen ask]

3H : 1444, 20-24 HCP

3S :: [6-control ask]

```

                response : 4S :: [queen ask]
3S : 4441, 20-24 HCP
        4C :: [6-control ask]
                response : 5C :: [queen ask]
3N : balanced duck

2S :: 5+, forcing
2N : (4441), 16-19 HCP
        3C :: singleton-ask
                3D : heart stiff
                3H : spade stiff
                3S : club stiff
                4C : diamond stiff
                further cues : 4-control then queen
3m : 3-4, honor, 6+ hearts, 9-12 HCP
        3D :: gf
        3M :: to play
        4X :: gf
3H : 6+, 6-9 HCP
3S : A/K/Q-doubleton or three, 6+ hearts
3N : 4441, 20-24 HCP
4C : 4414, 20-24 HCP
4D : 4144, 20-24 HCP
4H : 1444, 20-24 HCP
        4S : to play
        4N : 6-control ask
2N :: balanced, forcing
3C : 6+ hearts; 2/top 3, 3/top 5 (good suit)
        3H :: to play
        other :: gf
3D : 6+ hearts; maximum
        3H :: forcing
                3N : balanced
                other : unbalanced
3H : 6+ hearts; minimum
3S : 4441, 16-24 HCP
        4C :: 4-control ask
3N : 6+ hearts; AKQ of hearts
4C : 4414, 16-24 HCP
        4D :: 4-control ask
4D : 4144, 16-24 HCP
        4H :: 4-control ask
4H : 1444, 16-24 HCP
        4S :: 4-control ask
3C :: 5+, game invite values (14+ HCP?), forcing
3D : feature in diamonds, maximum weak two
        4C :: to play
        other :: gf
3H : 6+, minimum weak two
3S : feature in spades, maximum weak two, gf
3N : 6+ hearts, maximum weak two, at least Qx in pointed suits
4C : 3+, 6+ hearts
4D : 4144, 16-24 HCP
4H : 1444, 16-24 HCP
4S : 4414, 16-24 HCP
4N : 4441, 16-24 HCP
3D :: 5+, game invite values (14+ HCP?), forcing

```

3H : 6+, minimum weak two  
 3S : feature in spades, maximum weak two, (gf?)  
 3N : 6+ hearts, maximum weak two, at least Qx in black suits  
 4C : 4144, 16-24 HCP  
 4D : 3+, 6+ hearts  
 4H : 1444, 16-24 HCP  
 4S : 4414, 16-24 HCP  
 4N : 4441, 16-24 HCP  
 3H :: 3, preemptive (how show balanced wonder -- 4N?)  
 3S : 4441, 16-24 HCP  
 3N : 4144, 16-24 HCP  
 4C : 4411, 16-24 HCP  
 4D : 1444, 16-24 HCP  
 4H :: to play if weak-two  
 4S : 4441, 16-24 HCP  
 4N : 4144, 16-24 HCP  
 5C : 4411, 16-24 HCP  
 5D : 1444, 16-24 HCP

2D (overcall) X :: penalty  
 2D : response (overcall) X : opener has 4441 and 4 in the suit overcalled  
 2D : response (overcall) next step : opener has 4441 and 1 in the suit  
 2D (X) same except XX is used for X.

-----  
 2 HEARTS  
 -----

2H : 4414 or 4405, 12-15 (poor 16) HCP  
 OR 45xx, 12-15 (poor 16) HCP

P :: sign-off  
 2S :: sign-off  
 2N :: distribution-ask  
     3C : 4414 or 4405  
         3D :: further-ask  
             3H : 4414, 12-13 HCP  
             3S : 4405, 12-13 HCP  
             3N : 4414, 14-16 HCP, stiff top honor  
             4C : 4414, 14-16 HCP, no stiff top honor  
             4D : 4405, 14-16 HCP  
     {  
     3D : 4531 (three diamonds)  
     3H : 4522, 12-13 HCP  
     3S : 4513  
     3N : 4522, 14-16 HCP  
     4C : 4504 (four clubs)  
     4D : 4540 (four diamonds)  
     }  
     3M : sign-off  
     3N : to play  
     {  
     4m where m is long(3):: slam try in m  
     4m where m is short :: general slam try  
     }  
                                     4H : sign-off  
 3C :: good 6+, game invite in NT or clubs

3D :: 6+(3 of top 4), game invite in NT or diamonds  
3H :: trump strength-based invite in hearts  
3S :: trump strength-based invite in spades  
3N :: sign-off  
4H :: sign-off  
4S :: sign-off

-----  
2 SPADES  
-----

2S : 6, no void, no 5 card side suit, 2 of top 4, 6-12 HCP  
(4N is always blackwood)  
P :: sign-off  
2N :: general ask  
    3C : 6 spades; 2/top 3, 3/top 5 (good suit)  
        3S :: to play  
        other :: gf  
    3D : 6(332); maximum  
    3H : 6(331) or 6(421); maximum  
    3S : minimum  
    3N : 6 spades to the AKQ  
    4C : 6xx4, one of top 3 clubs, 9+ black HCP  
    4D : 6x4x, one of top 3 diamonds, 9+ pointed HCP  
3X :: 5+, game invite values (14+ HCP?), forcing  
    3S : no fit, minimum  
    3N : high honor in both unbid suits  
    4X : A/K/Q doubleton or three  
    3Y : control, maximum  
3S :: sign-off  
3N :: sign-off  
4X :: [suit-control-ask]  
4S :: sign-off

-----  
2 NOTRUMP  
-----

2N : balanced, 24-25 HCP, at most 5/8 AKs  
P :: no 5cM, 0-1 HCP  
3C :: [stayman] (puppet this!), forcing  
    3D : no 4cM  
        3H :: 5 spades, 4 hearts  
        3S :: 4 spades, 5 hearts  
        4N :: balanced, 8 HCP  
    3M : 4  
        3/4oM :: slam try in M  
        4N :: balanced, 8 HCP  
3D :: [jxf] 5 hearts, 0-16 HCP, forcing  
    3H : default  
        4N :: balanced, 7-8 HCP  
    3S : 4 hearts, ace of spades  
    4H : 4, lots of aces and kings  
    4m : 4 hearts, ace of m  
3H :: [jxf] 5 spades, 0-16 HCP, forcing  
    3S : default





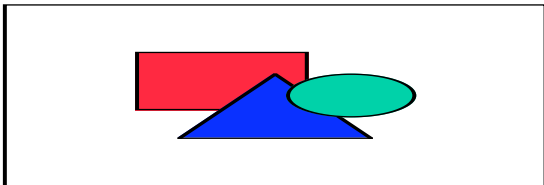
5C :: to play five of opener's minor  
5D :: to play  
5N :: [grand slam force]  
6m : at most 1 top trump honor  
7m : 2 top trump honors

---  
4C : 7-8 hearts, HK, 9-15 HCP, 2 2nd round controls, 8-9 tricks  
4D :: quick-loser ask  
4H : no 2-loser suit, non-solid trumps  
4S : two losers in spades  
4N : no 2-loser suit, solid trumps  
5C : two losers in clubs  
5D : two losers in diamonds  
4H :: to play  
4N :: [blackwood] (maybe kickback it to 4S?)

---  
4D : 7-8 spades, SK, 10-15 HCP, 2 2nd round controls, 8-9 tricks  
4H :: quick-loser ask  
4S : no 2-loser suit, non-solid trumps  
4N : no 2-loser suit, solid trumps  
5C : two losers in clubs  
5D : two losers in diamonds  
5H : two losers in hearts  
4S :: to play  
4N :: [blackwood]

---  
4M : 74 or 8, 0-10 HCP  
new suit : to play  
4N :: [blackwood] (kickback rkc?)  
5M :: trump-ask  
6M : can play trumps for 1 loser opposite xx

---  
4N : [Acol 4N]  
5C :: 0 aces  
5D :: DA  
5H :: HA  
5S :: SA  
5N :: 2 aces



6C :: CA

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