

Short Club Variant

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After 1♣-1R, 1M shows usually 3M, 1♠ is a puppet, 2♦ is a transfer reverse, 2R is either GF unsuited to a splinter or a weak raise pre-rejecting an invitation, 2M is a weak raise pre-accepting an invitation, 2♠ is a game-force reverse, 2NT is GF with long ♣, 3♣ is invitational with long ♣, jump-shifts are natural splinters and 3M shows an INV splinter on OM.	4
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Chapter 1

Preliminaries

1.1 Tables of opening bids

In all positions

Opening	Description	Alertable?
P	Denies the ability or desire to open with a bid.	N
1♣	11–14HCP balanced 2-4♠ 2-4♥ 2-5♦ 2-5♣, OR 11 ⁺ HCP three-suited with 4=4=1=4 OR 11 ⁺ HCP unbalanced with 0-3♦ 5 ⁺ ♣.	Y
1♦	11 ⁺ HCP unbalanced with 5 ⁺ ♦. OR 11 ⁺ HCP unbalanced with 4♦ 5 ⁺ ♣, OR 11 ⁺ HCP three-suited with 4 ⁺ ♦.	Y
1♥	11–14HCP balanced with 2-3♠ 5♥ 2-3♦ 2-3♣, OR 11 ⁺ HCP unbalanced with 5 ⁺ ♥.	N
1♠	11–14HCP balanced with 5♠ 2-3♥ 2-3♦ 2-3♣, OR 11 ⁺ HCP unbalanced with 5 ⁺ ♠.	N
1NT	15–17HCP balanced (5M expected; unorthodox shapes permitted)	N
2♣	18–19HCP balanced (as above)	Y
2♦	Any game-force or 23 ⁺ HCP balanced.	Y
2♥	Pre-emptive, about 5-9HCP, 4 ⁺ ♠ 4 ⁺ ♥, undisciplined, but length disparity greater than one card is not permitted.	Y
2♠	Pre-emptive, about 5-9HCP, 5 ⁺ ♠, undisciplined.	N
2NT	20-22HCP balanced	N
3X	Pre-emptive, about 5-9HCP, 6 ⁺ X	N
3NT	Specific ace ask	Y

In all positions (cont.)

Opening	Description	Alertable?
4X	Pre-emptive, 7 ⁺ X	N

1.2 General Notes

After a 1♣/1♦/1♥ opening where responder shows a suit and opener makes a rebid that could be consistent with a minimum, responder has a rebid strategy to show at the two level an invitational hand with at least six cards in their suit. In one case this rebid is facilitated by a wide-ranging weak jump shift. In some cases this rebid comes after a 2♣ puppet bid in a puppet-and-transfers structure.

Chapter 2

1♣ Opening

2.1 Structures after 1♣ Opening

After 1♣

Responder may transfer to their major suit at the one level on the same hand types that respond 1♥/ 1♠ to a standard 1♣ opening plus some additional weaker hands with 4⁺♥/♠ that are unsuited to a weak jump shift or passing 1♣. These weaker hands plan to subside in their major at the one- or two-level. Normally at least 4HCP is expected with only a four-card suit. Note that an invitational hand with primary ♠ and a major suit must plan to respond showing the major and suppress the minor in some auctions.

In the notes below, where a major suit is initially shown with a transfer, the pair of such major-suit structures have strong similarities (as suggested by the useful-space principle) and so we will indicate these similarities by grouping them together and noting only the differences. That transfer bid is always in a red suit, and the denomination below that is a minor suit. These three suits will be denoted symbolically with “M”, “R” and “m” respectively. Bids using the symbolic names supersede those explicitly named with the denomination (which will always be intended for the “other” major-suit auction).

- 1R Transfer showing 4⁺M (continuations [page 4](#)).
- 1♠ Either weak no major OR weak 6⁺♠ OR GF 5⁺♠ 0-4M OR GF balanced with no major and no 5-card minor and unsuited for another response (continuations [page 13](#)).
- 1NT Inv 1-4♠ 1-4♥ 3-5♠ 2-5♣ (can have a four-card major only when holding a side suit of Kx or Qx) (continuations [page 14](#)).
- 2♣ GF 5⁺♠ (including balanced) (continuations [page 14](#)).
- 2♠ Invitational 6⁺♠ and no major suit.
- 2♥ Weak 5⁺♠ 5⁺♥
- 2♠ Weak 6♠ 3-6HCP.

[After 1♣]

2NT	Invitational 6+♣ and no major suit.
3♣	Weak 6+♣
3♦/3♥/3♠	0-1♦/♥/♠ no major suit, 6+♣ (singletons start with 1♠).
3NT	Minimum balanced game-force, normally no major. If responder holds 4-5♣, they would not act positively over any splinter for ♣.
4♣	RKCB for ♣
4♦/4♥/4♠	ERKCB on ♦/♥/♠ for ♣

After 1♣–1R

Accepting the one-level major suit transfers show either most hands with 3-card support or a hand with 4-card support that is precisely invitational and is unsuited to a splinter. This acceptance is non-forcing on a sub-minimum responder, but forcing otherwise. Opener's weak balanced hands with 2M rebid 1♠/1NT, and game-force 4-card raises use various bids mostly below 3M. Opener's reverse-strength hands with the other major and three-card support begin by showing support only if they can stand for a sub-minimum responder to pass. Otherwise, reverse-strength hands start with one of several possible artificial bids. Because all unbalanced hands with both minors open 1♦ (i.e. including longer ♣), bids that would have shown ♣-♦ reverses in standard methods (for example) adopt new meanings. The description "game-forcing" is used to describe a hand for opener that can force a normal minimum response to game, but which will usually have the option of passing below game when responder reveals a sub-minimum.

1M	Almost any hand with 3M or a hand with 4+M that is invitational for a weak responder and is not suited to a splinter (continuations page 7).
1♠/1NT/2♣/2♦	See structures page 5 and page 6 .
2R	4M that would refuse an invitation (e.g. 11–12HCP bal), OR "game-forcing" hand with 4+M unsuited to a splinter (continuations page 5).
2M	4M that would accept an invitation (e.g. 13–14HCP bal or any minimum unbalanced hand) (continuations page 5).
2♠	"Game-forcing" reverse 4+♠ 0-2♥ 5+♣
2NT	Forcing, either subminimum or extras.
3♣	Only non-game-forcing auction.
2NT	"Game-forcing" 6+♣ 0-3M.
3♣	Sub-minimum response.
others	Natural.
3♣	Long ♣ with good playing strength.

[After 1♣-1R]

3♦	Inv+ 4 ⁺ M 0-1♦ splinter.
3M	Rejects invitation.
3OM	Accepts invitation, but no slam interest unless opener has extra strength.
3NT+	Accepts invitation, has slam interest for opener's invitational hands, now pivot control bidding.
3M	Inv 4 ⁺ M 0-1OM splinter.
3OM	"Game-forcing" 4 ⁺ M 0-1OM splinter.
3M	Sub-minimum, non-forcing (if M is ♠).
3NT	Gambling style with solid 7 ⁺ ♣
4♣	Forcing with fit and a 7-4-1-1.
4♦/4♥	Game-forcing void splinter on ♦/♥
4M+	Not used.

After 1♣-1R-2R or 1♣-1R-2M

Opener shows some four-card raise, either weak, or game-forcing unsuited to a splinter

2M	Can't force the weaker hand to game.
3M	"Game-forcing" but a sub-minimum may pass.
others	Slam interest, forcing to 4M.
2♠/2NT/3x	Extra strength, slam interest opposite the weak hand (where applicable), natural.
3M	Min GF, slam interest only opposite the strong hand (or unused if such a hand is impossible).
higher bids	Splinter.
4M	To play (only used if responder can't have extra strength).

One could do more with this structure, but we're already ahead of the field.

After 1♣-1♦Responder shows 4⁺♥

1♠	Either <ul style="list-style-type: none"> • Weak with 0-2♥ 6⁺♣, or • balanced with 2-3♠ 2♥, or • non-GF reverse with 4♠ 0-2♥ 5⁺♣, or • GF reverse with 4♠ 3♥ 5⁺♣ (continuations page 6)
1NT	Non-forcing with 4♠ (unbalanced or balanced).
bids	Puppet and transfers (including to ♠).

[After 1♣-1♦]

2♣	Weak with 6+♣ and 4♠
2♦	Either 6+♥ weak, or 4♠ 4+♥ weak, or any GF
others	Invitational.

After 1♣-1♦-1♠ Back

Responder showed 4+♥. Opener denies ♠ unless holding extra strength, and requests responder bid 1NT. Responder's rebids of 2♣ and higher use the puppet-and-transfers style [page 12](#), however a strong responding hand should temporise with a low-level bid if one of opener's strong hands would influence their intended auction. Also note the delayed checkback for opener's weak hand with long ♣.

1NT	Weak, 4-5♥
P	Balanced.
2♣	6+♣ 0-2♥
2♦	15-16 4♠ 5+♣
2♥	GF 4♠ 3♥ 5+♣
2♠	17-18 4♠ 5♣
2NT	17-18 4♠ 6♣
3♣	17-18 4♠ 7♣
2♣	Puppet to 2♦, either weak with 6+♦, any inv, or temporising with GF hand.
2♦	Happy to accept puppet.
2♠	Checking for 6+♣ hand
3♣	6+♣
3♦	Balanced (now 3♠ puppets opener to 3NT).
2♥	GF 4♠ 3♥ 5+♣
2♠	15-18 4♠ 0-2♥ 5+♣
3♣	Weak 7+♣
2♦	Transfer to 2♥
2♥	Most hands.
2♠	16-18 4♠ 5♣
2NT	16-18 4♠ 6+♣
3♣	Weak 7+♣ 0-1♥
3♥	GF 4♠ 3♥ 5+♣

After 1♣-1♥

Responder shows 4+♠

1NT	Weak balanced with 2♠ (continuations page 12)
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[After 1♣–1♥]

2♣	Unbalanced with 6+♣ 0-2♠, or 5+♣ 4♥ 0-2♠.
2♦	Either 6+♠ not invitational or 5+♠ 4♥ weak, or any GF.
others	Invitational.
2♦	Unlimited reverse with 0-2♠ 4♥, or game-forcing reverse with 3♠ 4♥
2♥	Subminimum 4+♠
2♠	Normal minimum 5+♠
2NT	Normal minimum 4♠
3♣+	Not minimum.

After 1♣–1R–(X)

Opener distributes the hand types that would have responded 1M and 1NT over P, XX, 1M, 1NT and 3M.

P	11–12HCP 2M balanced (then X is for penalty).
XX	15+HCP 1M 4OM 5♣ (then X is for penalty).
1M	3M any, forcing on normal responding hand, system is on.
1♠	Natural, unbalanced, normally 0-2M, forcing on a normal responding hand.
1NT	13–14HCP 2M balanced.
others	As without interference.
3M	Invitational with 4+M.

After 1♣–1♠–(X)

P	11–12HCP balanced (then X is for penalty).
XX	15+HCP 4♠ 5♣ (then X is for penalty).
1NT	13–14HCP balanced.
others	As without interference.

2.2 Opener “accepts” the transfer to a major

After 1♣–1R–1M

The philosophy here is to avoid playing 3M at all costs. When rebidding constructively with the focus on responder’s major (e.g. 2♣/2♦/2M/2NT/3M rebids), responder should act as if opener had shown an unbalanced 3-card raise of unknown strength. The other hand type for opener will usually carry the auction past 2M without impetus from responder, so it is only the 3-card raise hands that need to be interrogated.

P	Sub-minimum response.
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[After 1♣–1R–1M]

1♠	Attempted puppet to 1NT, either weak with 0-3♠ 4♥ or invitational with 4♠ 4 ⁺ ♥ or some GF with 0-3♠ 4♥ that wishes to either hear about opener’s hand-type, or prefers them to declare notrumps. (continuations page 8)
1NT	Natural, non-forcing, 4M (and 4♠ if M is ♥) but not necessarily balanced (continuations page 11 and page 11).
2♣	Puppet to 2♦, either weak 4 ⁺ ♠ 6 ⁺ ♦ or weak 5 ⁺ ♠ 4♥ or invitational with 5 ⁺ ♠ 4 ⁺ ♥ or game-forcing with 5 ⁺ ♠ 4♥ (continuations page 9)
2m	5 ⁺ M weak or game-forcing (when M is ♠ or responder is GF, 4 ⁺ OM is impossible). (continuations page 9)
2R	4M 0-3OM invitational or better for a minimum hand with 3M. (continuations page 10)
2M	5-6M 0-3OM invitational. (continuations page 11)
2♠	4♠ 4 ⁺ ♥ GF.
3♠	Any hand with 4♠
2NT	4M with desire to play notrumps, game-forcing (differentiated from 2R only by the notrump-orientation and the narrower range), but not enough strength for a slam in M if opener has fit. Denies the other major. (continuations page 11)
3♣/3♦	4M 6 ⁺ ♣/♦ invitational.
3♥	5 ⁺ ♠ 5 ⁺ ♥ GF.
3M	6 ⁺ M invitational.
3♠/4X	Auto-splinter.

After 1♣–1♦–1♥–1♠ [Back](#)

Opener shows usually 3♥ and responder shows attempted puppet to 1NT, either weak with 0-3♠ 4♥ or invitational with 4♠ 4⁺♥ or some GF with 0-3♠ 4♥ that wishes to either hear about opener’s hand-type, or prefers them to declare notrumps.

1NT/2♣	Natural with 3♥
2♣/2♦	Weak 5 ⁺ ♣/♦ 4♥
2♥	Inv 4♠ 5 ⁺ ♥
2♠	Inv 4♠ 4♥
2♦	Limited reverse with 4♠ 3♥ 5 ⁺ ♣
2♥	Inv 4 ⁺ ♥ with no shortage.
2NT	GF 6 ⁺ ♣ 3♥

[After 1♣–1♦–1♥–1♠]

3♣ Inv 6+♣ 3♥
 There exists no invitational hand with 3♥ 2-5♣

After 1♣–1♥–1♠–2♣ Back

Opener shows usually 3♠ and responder shows puppet to 2♦, either weak 4+♠ 6+♦ or weak 5+♠ 4♥ or invitational with 5+♠ 4+♥ or game-forcing with 5+♠ 4♥

2♦	Correctable.
P	Weak with ♦
2♥	Weak 5+♠ 4♥
2♠	Inv 5+♠ 4+♥
3♣/3♦	GF 5+♠ 4♥ with ♣/♦ fragment.
2♥	3♠, limited reverse, forcing.
2♠/3♦	Rejecting invitations, holding ♥/♦
3♥/2NT	Accepting invitations holding ♥/♦
2♠	Invitational with 4+♠
2NT	GF 6+♣ 3♠
3♣	Inv 6+♣ 3♠

After 1♣–1R–1M–2m Back

Opener shows usually 3M and responder shows 5+M weak or game-forcing (when M is ♠ or responder is GF, 4+OM is impossible).

2R	At least invitational for the weak hand, showing 3+M. (continuations page 9)
2M	Can't invite the weak hand, thus 3M and non-forcing. Opener's actions now all show game-forcing hands.
2OM/3OM	Limited reverse with support.
others	Unused.
3M	Inv 4+M unsuited to splinter?
3♣	Game-forcing 3M 6+♣

After 1♣–1R–1M–2m–2R Back

Opener shows at least invitational for the weak hand, showing 3+M. and responder shows 5+M weak or game-forcing (when M is ♠ or responder is GF, 4+OM is impossible).

[After 1♣–1R–1M–2m–2R]

2M	5 ⁺ M weak and rejecting an invitation.
suits	Natural, slammish (but 2OM/3OM probes for fit).
3M	Slam interest, no suitable descriptive bid available.
3NT	Suggestion of strain.
jumps	Splinters.
4M	To play.
2♠	5 ⁺ M 4 ⁺ OM weak and accepting the invitation (since GF is impossible with 4♠ on the side).
2NT	5 ⁺ M, game-forcing with no shortage or suit to show.
3♣/3◇	5 ⁺ M, natural and game-forcing.
3♥	Impossible, since all responding hands with 5 ⁺ ♠ 4 ⁺ ♥ should rebid something else.
3M	5 ⁺ M 0-3OM weak and accepting the invitation and catering to slam auctions (since weak 5 ⁺ ♠ 4 ⁺ ♥ rebids the 2♣ puppet).
jumps	Splinters, game-forcing.

After 1♣–1R–1M–2R Back

Opener shows usually 3M and responder shows 4M 0-3OM invitational or better for a minimum hand with 3M.

2M	Declining invitation with 3M (responder should retreat to 2NT (never via 2♠); otherwise responder bids natural GF - and they will not have such a hand with 4♠).
2♠	Reverse strength with 4♠ 3♥ 5 ⁺ ♣
2NT	Accepting the invitation with 3M and slam interest, interested in exploring minor suits.
3♣	Game-forcing 6 ⁺ ♣ 3M.
3R	4M, thus originally invitational, and now game-forcing, unsuited for a splinter, catering for slam auctions
3M	No shortage, but slam interest, demands pivot control bidding.
3M+1	Unspecified void.
3M+2	Inquiry.
suits	Specific void.
suits	Specific singleton.
4M	No slam interest.
3NT	Accepting the invitation without other interest.

After 1♣–1R–1M–2M Back

Opener shows usually 3M and responder shows 5–6M 0–3OM invitational.

P	Declined invitation.
2NT	Unused.
3♣	Game-forcing 6 ⁺ ♣ 3M, now with slam interest.
others	Unused.
4M	3–4M accepted invitation (including originally invitational with 4 ⁺ M).

After 1♣–1R–1M–2NT Back

Opener shows usually 3M and responder shows 4M with desire to play notrumps, game-forcing (differentiated from 2R only by the notrump-orientation and the narrower range), but not enough strength for a slam in M if opener has fit. Denies the other major.

3♣	Natural, showing 6 ⁺ ♣ 3M with slam interest.
3♦	Unused.
3♥	Limited reverse with 3♠ 4♥ 5 ⁺ ♣
3♠	Unused (a reverse would have showed its suit at the first rebid).
3NT	Happy to play notrumps - shows a hand with 3M with no interest in side suits or slam, or a hand with 4M with preference for notrump.
4M	No slam interest, no notrump interest, thus originally INV with 4M.

After 1♣–1♦–1♥–1NT

Opener shows usually 3♥ and responder is non-forcing with 4♠ 4♥ and not necessarily balanced.

2♣	5 ⁺ ♣ 3♥ minimum.
2♥	Invitational 4♥, unsuited for a splinter.
2♠	Weak 4♠ 3♥.
2NT	Game-forcing 6 ⁺ ♣ 3♥.
3♣	Invitational 6 ⁺ ♣ 3♥.
3♠	Limited reverse with 4♠ 3♥.

After 1♣–1♥–1♠–1NT

Opener shows usually 3♠ and responder shows natural, non-forcing, 4♠ but not necessarily balanced.

2♣	5 ⁺ ♣ 3♠ minimum.
2♥	Limited reverse with 3♠ 4♥ 0–1♦ 5 ⁺ ♣
2♠	Invitational 4♠, unsuited for a splinter.
2NT	Unused.
2NT	Game-forcing 6 ⁺ ♣ 3♥.

5⁺♣ hand or a natural game-force with 5M 4♣ (when holding a game-force with more cards in the major suit, transfer there first; with more ♣, bid directly at the three-level; when holding an invitational hand with long ♣, use the inverted raise). Opener bids 3♣ with 4⁺♣ and 2NT otherwise. Further continuations are natural, with bids past 3♣ revealing the game-force.

- A bid at the three level in a new suit or opener's suit shows at least game values and at least 5 cards in the named strain (else a transfer would be used to show the strain) and thus at least 5 cards in responder's first suit. The auction develops naturally.
- A bid at the three level in responder's suit shows length, sets trumps and implies slam interest in a hand unsuited to a transfer-then-splinter auction. Opener's 3NT is then very discouraging.

After interference after the 1NT rebid, we use agreements analogous with those after [opening 1NT](#).

2.4 Structures where responder does not show a major

After 1♣–1♠

1NT	Unsuited to 2♣ rebid (so weak balanced or three-suited).
P	Various weak hands, including 5♣.
2♣	Weak 5 ⁺ ♦ 4 ⁺ ♣ offering a 2m contract.
2♦	Weak 6 ⁺ ♦
3NT	To play.
others	Natural GF 5 ⁺ ♣ (including 2NT).
2♣	5 ⁺ ♣ unbalanced minimum.
P	Various weak hands.
2♦	Weak 6 ⁺ ♦
3NT	To play.
others	Natural GF 5 ⁺ ♣

[After 1♣-1♠]

2R	Transfer reverse
2M	A weak minimum response that cannot create a game-force (so now 3♣ is a suggestion of contract).
2NT	Originally GF balanced, now showing 3-4♣ and interest in opener's residual shape for possible slam.
3♣	No desire to show a fragment (e.g. 6-4-2-1 or with a singleton high honour).
3♦/3OM	Natural fragment.
3M	5 ⁺ M 6 ⁺ ♣
3NT	2=4=2=5/4=2=2=5.
4♦/4OM	0♦/OM.
3♣/3♦	Natural, a minimum response that is not weak, and is thus game-forcing.
3NT	Originally GF balanced, lacks suitable hand for alternative description.
2♠	Own GF values, unspecified splinter with 6 ⁺ ♣
2NT	Inquiry.
3♣/3♦/3♥	0-1♠/♦/♥
3♣	6 ⁺ ♣, invitational for responder's weak hands.
3♦/3♥/3♠	Unused.
2NT	Own GF values, 6 ⁺ ♣ unsuited for splinter.

After 1♣-1NT

P	Rejects invitations.
2♣	Rejects invitations holding (5)6 ⁺ ♣
others	Similar to 1♣-1♠, except as below.
3♦	Offers choice of games with both M
3♥/3♠	Offers choice of games, holding the other major.

After 1♣-2♣

2♦	11-12HCP bal or minimum unbalanced with ♣
2♥	4 ⁺ ♥ 4 ⁺ ♣ extras.
2♠	4 ⁺ ♠ 5 ⁺ ♣ extras.
2NT	13-14HCP bal 2-3♦
3♣	6 ⁺ ♣ extras.
3♦	13-14HCP bal with 4 ⁺ ♦
3M	Splinter 3 ⁺ ♦

2.5 Competitive Bidding

See [Responding in Competition](#) for agreements over low-level interference. Over higher interference (including a natural 2♣), responder uses a takeout X. Over a 2♣ overcall that shows a two-suiter (or is undiscussed), responder's X shows penalty interest for at least one of the two-suited hand types.

In a one-level competitive auction where opener makes a free rebid of 1NT over an opposing overcall, whether or not responder has shown a suit or values, that 1NT is Unusual and will usually have both minor suits in a balanced minimum. See earlier for agreements after the opponents double. In the auctions where responder passed out 1♣, and subsequently rebid a free 1NT, that 1NT is also Unusual, again probably with both minor suits.

In a two-level competitive auction where opener makes a free rebid of 2NT e.g. 1♣–(2♥)–P–2NT, that is [Good/Bad](#). Where the rebid is not free, e.g. 1♣–(2♥)–X–2NT then it is natural showing a weak balanced hand (in this case, unsuited for a penalty pass).

Chapter 3

1♦ Opening

3.1 Responding to 1♦

After 1♦

1♥	Natural, continuations page 16 .
1♠	Natural, continuations page 19 .
1NT	Transfer to 2♣ showing 5+♣, but unsuited for 3♣, continuations page 20 .
2♣	Invitational or better with 4+♦, continuations page 20 .
2♦	Weak raise with 3-4♦
2♥	6+♥ less than invitational strength
2♠	5+♠ 4+♥ invitational
2NT	Balanced invitational hand, normally no major suit.
3♣	Inv 6+♣ no major.
3♦	Weak 5+♦
3♥/3♠/4♣	Splinter on ♥/♠/♣ for ♦, normally 0-3M.
3NT	Minimum balanced game-force, normally no major. If responder holds 4-5♦, they would not act positively over any splinter for ♦.
4♦	RKCB for ♦
4♥/4♠/5♣	ERKCB on ♥/♠/♣ for ♦

3.2 Structures after 1♦ Opening

There's a recurring theme where responder uses a notrump bid to show longer or better ♣ with ♦, a non-forcing ♣ bid to longer or better ♦ with ♣, and a ♦ bid to show just ♦.

After 1♦-1♥

This structure requires 1♦-2♥ to be bid on all 6+♥ hands of less than invitational strength

[After 1♦-1♥]

1♠	4+♠, may hold 3♥
1NT	To play.
2♣	Weak with 4+♦ or any GF.
2♦	Not interested opposite weak with 4+♦
others	Inv+ opposite weak with 4+♦
3♦	Rejecting invitation.
2♠	Weak 4+♠
others	Invitational.
1NT	Forcing with 5+♣ or 3♥ or some GF hand.
2♣/2♦	♣/♦ preference.
P	To play (could have 3♥).
2♦	3♥ 6+♦
2♥	Weak 3♥
2♠	Inv+ 3♥
2NT	GF 0-2♥ 4+♦ 5+♣
3♣	GF 0-2♥ 5+♦ 4♣
3♦	GF 0-2♥ 6+♦
2♥	Inv with 6+♥
2♠	Art GF.
others	Invitational.
2♣	0-2♥ 5+♦ 4♣ non-forcing.
2♦	♦ preference.
2♥	Inv with 6+♥
2♠	Art GF.
others	Invitational.
2♦	0-2♥ 6+♦ non-forcing.
2♥	Inv with 6+♥
2♠	Art GF.
others	Invitational.
2♥	Weak 4♥ raise (continuations as for 1♥-2♥).
2♠	Inv splinter for ♥, or GF for ♥ unsuited to splinter
2NT	Inquiry.
3♣/3♦	Inv 0-1♣/♠ 4+♥ 4+♦
3♥	GF raise unsuited to splinter.
3♣	Accepting any invitation (compare with 1♥-2♠-3♣ and 1♠-2NT-3♦)
4♥	Any invitational hand.
3♥	No interest.

[After 1♦–1♥]

2NT	Inv 0-2♥ 4+♦ 5+♣ NF.
3♣	Inv 0-2♥ 5+♦ 4♣
3♦	Inv 0-2♥ 6+♦
3♥	Inv 4♥, unsuited to splinter.
3♠/4♣	GF 4+♥ 0-1♠/♣
3NT	Gambling style.
4♦	GF 4+♥ 6+♦ picture bid.

After 1♦–1♥ (alternative style)

1♠	Weak with 6+♦, or weak with 4+♦ and (better) 5+♣, or any inv+ 3-card ♥ raise, or reverse with 5+♦ 4♠, or some other GF. (continuations page 18)
1NT	Weak with 5♦ 4♠, non-forcing.
2♣	Puppet to 2♦, either weak with 3+♦, weak with 4+♠ or any GF.
others	Natural and invitational.
2♣	Weak with 4+♣ and (better) 5+♦
2♦	Weak with 6+♦ and 4♠
2♥	Weak with 4+♦ and 3-4♥

After 1♦–1♥ (alternative style)–1♠ Back

1NT	Weak, suggestion of contract.
2♣	6+♣ 4+♦ 0-3♥
2♦	Weak 6+♦ 0-2♥
2♥	Inv 3♥
2♠	4♠ 5+♦ reverse-strength.
2NT	4+♦ 5+♣ GF.
3♣	5+♦ 4♣ GF.
3♦	6+♦ GF.
3♥	GF 3♥
others	Natural GF (dunno about 3♠).
2♣	Weak, ♣ preference.
bids	As above.
2♦	Weak 5♥ 3+♦
bids	As above.
2♥	Inv 6+♥ (since weak 6+♥ responded 2♥).
2♠	Fourth suit game-forcing.
2NT	Natural, invitational.

[After 1♦–1♥ (alternative style)–1♠]

3♣	Natural, invitational 6 ⁺ ♣
3♦	Natural, invitational 4 ⁺ ♦

After 1♦–1♠

This structure requires 1♦–2♠ to be bid on all 5♠ 4-5♥ invitational strength hands

1NT	Forcing with 5 ⁺ ♣, 4♥, 3♠ or some GF hand.
2♣/2♦	♣/♦ preference.
P	To play (could have 3♠).
2♦	4 ⁺ ♥ 4 ⁺ ♦
2♥	Inv+ 3♠
2♠	Weak 3♠
2NT	GF 0-2♠ 4 ⁺ ♦ 5 ⁺ ♣
3♣	GF 0-2♠ 5 ⁺ ♦ 4♣
3♦	GF 0-2♠ 6 ⁺ ♦
2♥	Either weak with 6 ⁺ ♠ or any GF.
2♠	Any non-invitational hand.
others	Invitational for responder's weak hand.
others	Invitational.
2♣	0-2♠ 5 ⁺ ♦ 4♣ non-forcing.
2♦	♦ preference.
2♥	Either weak with 6 ⁺ ♠ or any GF.
others	Invitational.
2♦	0-2♠ 6 ⁺ ♦ non-forcing.
2♥	Either weak with 6 ⁺ ♠ or any GF.
others	Invitational.
2♥	Natural reverse, with Blackout available.
2♠	Weak 4♠ raise (continuations as for 1♠–2♠).
2NT	Inv 0-2♠ 4 ⁺ ♦ 5 ⁺ ♣ NF.
3♣	Inv 0-2♠ 5 ⁺ ♦ 4♣
3♦	Inv 0-2♠ 6 ⁺ ♦
3♥	GF for ♠ unsuited to splinter (continuations page 20)
3♠	Inv 4♠ (including inv splinters).
4♣/4♥	GF 4 ⁺ ♠ 0-1♣/♥
3NT	Gambling style.

[After 1♦–1♠]

4♦ GF 4+♠ 6+♦ picture bid.

Where responder’s rebid of 2♥ shows “either weak with 6+♠ or any GF”, then responder’s immediate 2NT is natural and invitational, 3NT shows minimum natural GF values and 3♥ is requesting opener to bid 3NT with a suitable hand and stopper in ♥. Responder’s delayed versions of these three bids respectively show ♥ in an invitational hand, extra strength and natural, and ♥ in a game-forcing hand.

After 1♦–1♠–3♥ [Back](#)

Responder shows GF for ♠ unsuited to splinter

3♠ Slam interest with unspecified shortage.
 3NT Slam interest demanding control bids.
 4x Second suit with slam interest.
 4♠ To play.

After 1♦–1NT

2♣ Neutral.
 2♦ Weak 6+♦ with low tolerance for ♣
 2♥/2♠ Natural reverse.
 2NT Invitational or better 4+♦ 4+♣
 3♣ Courtesy raise 4+♦ 4+♣
 3♦ Inv 6+♦
 3♥/3♠ Splinters with 4+♣
 3NT GF 6+♦

After 1♦–2♣

This inverted minor raise is used with 4+♦ support and at least invitational values, or a game-forcing balanced hand with 4♦ and no major. The auction may stop below game only in 2♦ or 3♦ after opener’s minimum response.

2♦ Minimum, non-forcing.
 2♥/2♠ Extras, natural.
 2NT Extras, 5+♣
 3♣ Extras, natural.
 3♦ Extras, 6+♦ unsuited for auto-splinter.
 3♥/3♠/4♣ Splinter.

Chapter 4

Major Suit Openings

4.1 General notes

Opener should start with 1NT on 5=2=3=3 with 14HCP to avoid a rebid problem in one auction.

In 2/1 auctions with transfers, the following general principles apply:

- Generally standard bidding principles apply - a second transfer to the same suit shows extra length, and to a new suit shows at least four-card length.
- Accepting a transfer shows primary fit. Jump-accepting a minor-suit transfer at the four level is an RKCB ask. Other bids are like in a standard system, including fourth-suit gropes.
- Showing a higher-ranking suit with a bid at the three level when fit for the first suit is unknown implies extra strength.
- Having shown ♣ with a 2/1 2♣, and not yet learned of any ♣ fit, a second-round transfer by responder to ♣ does not show extra length. It merely denies a hand suitable for partner to have to commit to a contract above 3NT when they do hold ♣ fit. Thus, a second-round transfer by responder to another suit shows suitability for opener to bid above 3NT when holding ♣ fit.
- Any time a hand has shown a second suit, the subsequent structure does not use transfers, even if 2NT was available.
- Responder's jump to opener's major is often used to solve a problem hand (e.g. offer choice of games with doubleton support).
- A solid suit should normally play for zero losers and at least six tricks opposite a small singleton.
- A splinter agrees the last shown suit.

4.2 Responding to 1♥

After 1♥

When responder holds an invitational-strength hand unsuited for a raise or a single-suited invitational action, then they will need to temporise with 1♠ (which replaces a forcing 1NT under Kaplan Inversion), and then reveal that invitational strength hand with a bid at the three-level. Where possible, responder may bid a new suit at the two-level to show a weak hand prepared to play in that new suit.

1♠	Less than game-forcing values with 0-4♠ and no intention to show a suit, weak with 6+♠, invitational with 4♠ 6+m or GF 4♠ and no longer side suit REM min bal. (continuations page 22)
1NT	Any strength with 5♠ or inv+ with 6+♠, forcing for one round. (continuations page 24)
2♣	Inv 3+♥ 1-4♠ unsuited for splinter, GF 5+♣ or GF balanced. (continuations page 25)
2♦	GF 5+♦ (continuations page 26)
2♥	3-4♥ (continuations page 26)
2♠	4+♥ unspecified splinter trying for game or 15+HCP with singleton or 9+HCP with a void. (continuations page 27)
2NT	4+♥ no shortage GF. (continuations page 27)
3m	Inv 0-3♠ 0-2♥ 6+m.
3♥	Preemptive.
3♠	Unspecified singleton splinter 9-11HCP.
3NT/4m	1♠/m splinter 12-14HCP.
4♥	Preemptive.

After 1♥-1♠ Back

Responder shows less than game-forcing values with 0-4♠ and no intention to show a suit, weak with 6+♠, invitational with 4♠ 6+m or GF 4♠ and no longer side suit REM min bal

1NT	Min bal or weak with 4+♣ (continuations page 23)
2♣	Any 4+♦ (other than GF 5-5).
2♦	Weak, unsuited to other bids (now new suits are naturalish GF and red suits are inv).
2♥	Preference.
2♠	Weak 6+♠
2♦	Any 6+♥ or 17+ HCP 4♠ 5+♥ or GF 5+♥ 4+♣ (continuations page 23)
2♥	11-14 HCP 4♠ 5♥

[After 1♥-1♠]

2♠	15-16 HCP 4♠ 5♥
2NT	Inv 5+♥ 4+♣
3♣	Inv 5+♥ 5+♣ good intermediates.
3♦	GF 5+♦ (transfer and rebid is 5-5 inv).
3♥	Inv 6+♥ (but intolerant of ♠ contracts).

After 1♥-1♠-1NT [Back](#)

Opener shows less than game-forcing values with 0-4♠ and no intention to show a suit, weak with 6+♠, invitational with 4♠ 6+m or GF 4♠ and no longer side suit REM min bal and responder shows min bal or weak with 4+♣

P	To play.
2♣	Weak 4+♣
2♦	Help! 3=5=3=2.
2♥	Weak 5+♥
2♠	Weak 4♠ 3♥
2NT	Weak 6+♠
3m	Catchall inv.
3♥	Inv 4♠ 6+m.
3♠	Inv 4♠ 3-4♥
3NT	GF 4♠ 4♣ and interest in 6♣ if fit is found
	GF 4♠ and no other interest.

After 1♥-1♠-2♦ [Back](#)

Opener shows less than game-forcing values with 0-4♠ and no intention to show a suit, weak with 6+♠, invitational with 4♠ 6+m or GF 4♠ and no longer side suit REM min bal and responder shows any 6+♥ or 17+ HCP 4♠ 5+♥ or GF 5+♥ 4+♣

[After 1♥-1♠-2♦]

2♥	Weak.
P	Weak 6 ⁺ ♥
2♠	Reveals spade hand.
2NT	Weak, can't GF.
3m	GF, natural (may reveal fit next round).
3♥	Weak, can't GF.
3♠	Fit, not minimum.
3NT	No fit, not minimum.
4m	Splinter.
4♥	To play.
4♠	To play, minimum.
2NT	GF transfer 5 ⁺ ♥ 4 ⁺ ♣
3♣	GF transfer 6 ⁺ ♥ 4 ⁺ ♦
3♥	Inv, but tolerant of ♠ contracts.
3♠/4m	Autosplinter.
3NT	Offers choice of games.
2♠	Weak 6 ⁺ ♠
2NT	Inv 0-1♥
3m	To play 6 ⁺ m.
3♥	Inv 2 ⁺ ♥
4♦	Only available slam try for ♥

After 1♥-1NT Back

Responder shows any strength with 5♠ or inv+ with 6⁺♠, forcing for one round. Opener has no way to show an explicit invitation with secondary length in a minor suit.

2♣	4 ⁺ ♣ or 2=5=3=3.
P	Happy to play.
2♦	Puppet to 2♥, either weak or some GF.
2♥	Inv 5 ⁺ ♠ 3-4♥
2♠	Inv 6 ⁺ ♠
2NT/3m	Inv NNF.
2♦/2♥/2♠	NNF.
2NT/3♣	GF transfers.
3♦/3♥	Inv+ transfers.
3♠	GF 2 ⁺ ♠ offering choice of games (rare).
3NT	To play, showing either 0-1♠ or preference for notrumps.
4m	Splinter.

After 1♥-2♣ Back

Responder shows inv 3⁺♥ 1-4♠ unsuited for splinter, GF 5⁺♣ or GF balanced. Compare this structure with 1♠-2♣.

2♦	Catchall, would accept invitation, unlimited, denies suitability for alternative actions. (continuations page 25)
2♥	Rejects invitation. (continuations page 25)
2♠	Extras 4 ⁺ ♠ with natural continuations. Compare this auction with 1♠-2♣-2♥ and 1♥-2♦-2♠.
2NT+	Extras, transfers (showing 5 ⁺ card side suits).
3♥	Solid suit.
3♠/4m	Minimum GF, autosplinter with reasonable 7 ⁺ ♥
3NT	?
4♥	Min, good 7♥

After 1♥-2♣-2♦ Back

Opener shows catchall, would accept invitation, unlimited, denies suitability for alternative actions and responder shows inv 3⁺♥ 1-4♠ unsuited for splinter, GF 5⁺♣ or GF balanced

2♥	Relay, including balanced GF
2♠	6 ⁺ M.
2NT	Relay (now natural).
2NT+	Transfers.
3♠	?
3NT	Min bal.
2♠	Inv 3 ⁺ ♥ or very min bal GF with 3♥
2NT+	Transfers.
3♠/4m	Splinter.
4♥	To play.
2NT+	Transfers, revealing a GF 2/1 with ♣
3♠	?
3NT	?

After 1♥-2♣-2♥ Back

Opener shows rejects invitation and responder shows inv 3⁺♥ 1-4♠ unsuited for splinter, GF 5⁺♣ or GF balanced

P	Inv 3 ⁺ ♥
2♠	GF balanced with interest in other strains (extras certain if holding 4♠).
2NT+	Transfers.
3NT	Min bal.

[After 1♥-2♣-2♥]

2NT+	Transfers, revealing a GF 2/1 with ♣
3♠/4♦	Splinter.
3NT	To play.

After 1♥-2♦ Back

Responder shows GF 5⁺♦. Compare this structure with 1♠-2♥

2♥	Most minimums (including 6 ⁺ ♥ 3 ⁺ ♦). Compare this structure with 1♥-2♣-2♥
2♠	Natural 4 ⁺ ♠
2NT+	Natural.
2NT+	Transfers.
3♥	REM COG.
3♠/4♣	Splinter.
3NT	To play - preferably with secondary values in the unbid suits.
2♠	Extras with 4 ⁺ ♠ 5 ⁺ ♥ (and possibly 3♦) with natural continuations.
2NT	Extras, transfer.
3♣	Minimum with 3♦, or GF 4 ⁺ ♦ unsuited to a splinter, or ridiculously good 4 ⁺ ♦ with an unspecified splinter that wouldn't accept a signoff at game level. Compare this structure with 1♠-2♥-3♣.
3♦	Min 5 ⁺ ♥ 4 ⁺ ♦, splinter possible.
3♥	Extras, natural.
3♠	Groping for choice of game.
3♠/4♣	Extras 5 ⁺ ♥ 4 ⁺ ♦ 0-1♠/♣
3NT	Any 3=5=2=3.
4♦	6 ⁺ ♥ 4 ⁺ ♦ picture bid.
4♥	Min, good 7♥

After 1♥-2♥ Back

Responder shows 3-4♥

2♠	Invitational with 0-3♠
2NT	Inv+ 4 ⁺ ♠
3♣	Accepting with 0-3♠
3♦	Accepting with 4 ⁺ ♠
3♥	Rejecting invitations.
3♠	NF 4♠ but very minimum.

[After 1♥–2♥]

3m Natural slam try.

After 1♥–2♠ Back

Responder shows 4⁺♥ unspecified splinter trying for game or 15⁺HCP with singleton or 9⁺HCP with a void

2NT	Inquiry.
3m	0-1m, either inv, 15 ⁺ HCP with singleton or 13 ⁺ HCP with void.
3♥	Attempted signoff.
3♠	Attempted signoff in 4♥
3NT+	Control bids.
3♥	0-1♠ inv.
3♠	1♠ 15 ⁺ HCP or 0♠ 13 ⁺ HCP.
3NT/4♣/4♦	0♠/♣/♦ 9–12HCP.
3♣	Accepting any invite.
3♦/3♥/3♠	Strong splinter 0-1♦/♣/♠
4♥	Any minisplinter.
3♥	No interest opposite any invitation.

After 1♥–2NT Back

Responder shows 4⁺♥ no shortage GF

3x	Shortage.
4♥	Minimum.

4.3 Responding to 1♠

After 1♠:

When responder holds an invitational-strength hand unsuited for a raise or a single-suited invitational action, then they will need to temporise with a semi-forcing 1NT, and then reveal that invitational strength hand with a bid at the three-level. Thus, responder's 1NT then three-level auctions all show invitational strength hands with an unrevealed side suit. Where possible, responder may bid a new suit at the two-level to show a weak hand prepared to play in that new suit.

1NT	NNF (but opener only passes with a balanced hand that would not accept an invitation). (continuations page 28)
2♣	INV 3 ⁺ ♠ unsuited for splinter, 16 ⁺ HCP 4 ⁺ ♠ unsuited to a splinter, GF 5 ⁺ ♣ or GF balanced. (continuations page 28)

[1♠-]	
2♦	Inv+ 5 ⁺ ♥ or GF 6 ⁺ ♥ (must be GF if holding 3 ⁺ ♠). (continuations page 30)
2♥	GF 5 ⁺ ♦ (continuations page 31)
2♠	3-4♠ (continuations page 31)
2NT	4 ⁺ ♠ unspecified splinter trying for game or 15 ⁺ HCP with singleton or 9 ⁺ HCP with a void. (continuations page 32)
3m	Inv 6 ⁺ m.
3♥	Min GF 4 ⁺ ♠ unsuited to a splinter. (continuations page 32)
3♠	Preemptive.
3NT	Unspecified singleton splinter 9–11 HCP.
4X	1X splinter 12–14 HCP.
4♠	Preemptive.

1♠-1NT Back

Responder shows NNF (but opener only passes with a balanced hand that would not accept an invitation)

P	Minimum, probably balanced.
2♣	5 ⁺ ♠ 4 ⁺ ♣ or balanced with 3♣
2♦	5 ⁺ ♠ 4 ⁺ ♦ or 5=3=3=2.
2♥	5 ⁺ ♠ 4 ⁺ ♥
2♠	Min 6 ⁺ ♠
2NT	GF not 5-5.
3x	GF 5 ⁺ ♠ 5 ⁺ x.
3♠	Inv 6 ⁺ ♠

1♠-2♣ Back

Responder shows INV 3⁺♠ unsuited for splinter, 16⁺HCP 4⁺♠ unsuited to a splinter, GF 5⁺♣ or GF balanced.

2♦	Catchall, would accept invitation, unlimited, denies suitability for alternative actions. (continuations page 29)
2♥	Weak rejecting the invitation with 4-5♥, or extras with 4♥ (continuations page 29)

[1♠-2♣]

2♠	Rejects invitation, 0-3♥
2NT+	Transfers.
3♠	REM COG (responder's subsequent rip of 3NT is natural, balancedish and slammish).
3NT	To play.
4♦/4♥	Splinter.
2NT+	Extras, transfers (showing 5+ card side suits).
3♠	Solid suit.
3NT	?
4x	Minimum GF, autosplinter with reasonable 7+♠
4♠	Min, good 7♠

1♠-2♣-2♦ [Back](#)

Opener shows INV 3+♠ unsuited for splinter, 16+HCP 4+♠ unsuited to a splinter, GF 5+♣ or GF balanced and responder shows catchall, would accept invitation, unlimited, denies suitability for alternative actions

2♥	Relay, including bal GF.
2♠	6+♥
2NT	Relay (now natural).
2NT+	Transfers.
2♠	Inv 3+♠ or very min GF bal with 3+♠
2NT+	Transfers.
4♠	To play.
2NT+	Transfers.
3♥	3+♠ 5+♣
3♠	Originally inv, 3-4♠ 5+♥

1♠-2♣-2♥ [Back](#)

Opener shows INV 3+♠ unsuited for splinter, 16+HCP 4+♠ unsuited to a splinter, GF 5+♣ or GF balanced and responder shows weak rejecting the invitation with 4-5♥, or extras with 4♥

2♠	Inv 3-4♠
2NT	Bal GF checking back for extra strength. (continuations page 30)
3m	Natural, revealing a GF 2/1 with ♣
3♥	GF 4+♥
3♠	GF 3+♠
3NT	Min bal with 3♥

[1♠-2♣-2♥]	
4♦/4♥	Splinter for ♠?
4♠	To play.

1♠-2♣-2♥-2NT Back

Opener shows bal GF checking back for extra strength and responder shows weak rejecting the invitation with 4-5♥, or extras with 4♥

3♣	All minimums.
3♦	Relay.
3♥	5+♠ 5+♥
3♠	6+♠ 4+♥
3NT	5♠ 4♥
3♦/3♥	fragment.
3♠	6+♠ 4+♥
3NT	17-18HCP 5=4=2=2.
4♣/4♦	5=4=0=4/5=4=4=0.
4NT	19-20HCP 5=4=2=2.

1♠-2♦ Back

Responder shows inv+ 5+♥ or GF 6+♥ (must be GF if holding 3+♠)

2♥	Rejects invitation with 2♥ or a bad balanced hand with 3♥
2♠	Inv 2♠ 5+♥ with probably honour-doubleton ♠
2NT+	GF transfers.
3♦	Puppet to invite again with 6+♥, or GF with 6+♥
3♥	GF transfer 3+♠
3♠	GF 2♠ 5♥ offering choice of games.
3NT	To play, not interested in ♠ contracts.
4m	Extras, splinter.
4♥	To play.
2♠	Rejects invitation with 5+♠ 0-1♥
2NT+	GF transfers.
3♦	Puppet to invite again with 7+♥, or GF with 6+♥
3♥/3♠/3NT	As above.
4m	Extras, splinter.
4♥	To play.
2NT+	Transfer.
3♠	Solid ♠
3NT	Non-serious splinter
4m	Serious splinter.

1♠–2♥ Back

Responder shows GF 5+♦

2♠	Most minimums (including 6+♠ 3♦), or extras with 5+♠ 4+♥ (and possibly 3♦).
2NT	GF bal or ♣ (needed because opener can have extras)
3♣+	Transfers.
3♥	Transfer 3♠
3♠	REM COG.
3NT	Balanced or semi-balanced with secondary club values happy for opener's extra-strength 5=4=3=1 type to pass.
2NT	Extras, transfer.
3♣	Minimum with 3♦, or GF 4+♦ unsuited to a splinter, or ridiculously good 4+♦ with an unspecified splinter that wouldn't accept a signoff at game level.
3♦	Lots!
3♥/3♠	♥/♣ stopper.
3NT	Both stoppers.
3♥/4♣	Natural, concentrated values here with 6+♦
3♠	GF natural.
3NT	2=3=5=3 with secondary side-suit values, 12-16HCP?
3♦	Minimum 5+♠ 4+♦, splinter possible.
3♥	Extras, transfer.
3♠/4♣	Extras 5+♠ 4+♦ 0-1♥/♣
3NT	Any 5=3=2=3.
4♦	6+♠ 4+♦ picture bid.
4♥	RKCB for ♦
4♠	Min, good 7♠

Note the copious mad Grufflage!

1♠–2♠ Back

Responder shows 3-4♠

2NT	All invites.
3♣	Accepting (opener bids 3♥ to check for a fit).
3♦	Unused.
3♥	Rejecting invitations, but 4♥
3♠	Rejecting invitations 0-3♥
3X	Natural slam try.

1♠–2NT Back

Responder shows 4+♠ unspecified splinter trying for game or 15+HCP with singleton or 9+HCP with a void

3♣	Inquiry.
3♦/3♥	0-1♦/♥, either inv, 15+HCP with singleton or 13+HCP with void.
3♠	Attempted signoff.
3NT	Attempted signoff in 4♠
4♣+	Control bids.
3♠	0-1♣ inv.
3NT	1♣ 15+HCP or 0♣ 13+HCP.
4X	0X 9–12HCP.
3♦	Accepting any invite.
3♥/3♠/3NT	Strong splinter 0-1♥/♣/♦
4♠	Any minisplinter.
3♠	No interest opposite any invitation.

1♠–3♥ Back

Responder shows min GF 4+♠ unsuited to a splinter

3♠	Slam interest with unspecified shortage.
3NT	Slam interest demanding control bids.
4x	Second suit with slam interest.
4♠	To play.

4.4 General competitive bidding after 1M openings

- After a 1-over-1, takeout doubles apply.
- After a 2-over-1 which forces to game, doubles are for penalty and a competitive auction is forcing at all levels
- After a natural response is that shows an invitational one-suited hand, doubles are for penalty, but the auction is non-forcing.
- After a 2-over-1 which may be only invitational, doubles are for penalty and a competitive auction is forcing if the opponents compete and remain below 3M. A return to a playable strain at a minimal level shows a minimum suitable for that contract, and failing to do so denies such a hand. Thus if one of our hands reveals extra strength, we are forced to game and a competitive auction is forcing at all levels.
- After primary fit is shown but the raise is not forcing to game, doubles are for penalty and a competitive auction is forcing only to the level of the raise. Bidding immediately to that level is the weakest action available. If some raise was game-forcing, a

competitive auction is forcing all levels.

- After an un-natural non-raise bid is doubled, pass and redouble show misfitting hands with minimum and extra values respectively, and (if reasonable) both are willing to play in the current strain redoubled opposite a suitable hand. Otherwise, the bidding proceeds normally.
- After an un-natural raise bid is doubled, pass and double are undefined and the bidding proceeds normally.
- When the opponents compete above the level of a raise but our next level would not be game, we use “Maximal Overcall Doubles”. If their suit ranks immediately below ours, then double shows an invitational re-raise and the re-raise is merely competitive. If their suit ranks lower, then double is for penalties, the re-raise is competitive, and new suit bids show game invitations (natural where possible).
- There is no competitive auction in which further transfers are used.

4.5 Capp1MX

After $1\heartsuit/1\spadesuit-(X)$ we use transfer continuations (beginning with 1NT, with 2M-1 showing 8^+ HCP with 3-card support, and 2NT shows invitational or greater strength with at least 4-card support. Simple acceptance of a transfer to an unbid suit is neutral, denying the strength and/or fit to force the auction, nor a clearly-better alternative strain to offer. Jump bids are fit-showing. After $P-1\heartsuit-(X)$ we give up a strength-showing redouble in order to have XX show $4^+\spadesuit$ and $1\spadesuit$ deny suitability for any other call.

Chapter 5

Strong Openings

5.1 2♣ showing 18–19HCP balanced

- Sometimes you've got a bad hand with no long suit and have to guess whether to play 2NT or randomly choose a 4-card suit to play in at the 2-level. But it ends up costing IMPs a lot less than you would initially think. This is of course the main loss case for the 2♣ opening.
- Opposite a 2-point range there is no need for game invitational bids.
- The system involves a lot of transfers, including transfer rebids by responder after an initial transfer. When transferring to show a 2nd suit, the accept is not mandatory. Opener can break the 2nd transfer in order to bid naturally.
- Opener can choose to break an initial transfer to a major with a super-accept, but keep in mind that sometimes partner could be transferring to a 4-card suit intending to pass at the 2-level.
- The main transfer to ♠ begins with a puppet to 2NT, then a 3♣ bid. This shows a game forcing hand with ♠. The immediate 3♣ response to 2♣ is a puppet to 3♠ and may be a weak sign-off in ♠ or else a 3-suiter short in a major.
- Obviously there is no need for a weak sign-off in ♣ hence the 2NT response is always a game forcing hand with ♣.
- There is no Stayman bid as such: instead immediate "anti-Stayman" responses of 3♦, 3♥ and 3♠ take care of the major suit stayman hands. With a balanced hand and one or two 3-card major holdings responder has no ability to locate a 5-3 major fit: this potential loss is more than compensated for by the withholding of information when such a fit would not have been found.

After 2♣

P

To play in ♣

[After 2♣]

2♦		Transfer to ♥ (showing 5+♥ if a rebid occurs).
	2♥	Forced.
	2♠	Transfer to NT (COG).
	2NT	Transfer to ♣
	3♣	Transfer to ♦
	3♦	Transfer to ♥ (slam try).
	3♥	Transfer to ♠
	3NT	Unused.
	others	Auto-splinters.
	4♥	Mild slam try.
2♥		Transfer to ♠ (showing 5+♠ if a rebid occurs).
	2♠	Forced.
	2NT	Transfer to ♣
	3♣	Transfer to ♦
	3♦	Transfer to ♥ (only 55 if interested in slam even opposite 22 in the majors).
	3♥	Transfer to ♠ (slam try).
	3♠	Transfer to NT (COG).
	3NT	Unused.
	4♠	Mild slam try.
	others	Auto-splinters.
2♠		Puppet to 2NT. (continuations page 36)
2NT		GF transfer to ♣
	3♣	Denies desire to break with 5M.
	3♦	Transfer to ♥
	3♥	Transfer to ♠
	3♠/3NT	Strong/mild slam try in ♣
3♣		Puppet to 3♦
	3♦	Forced.
	P	To play.
	3M	Three-suited with short M and 4OM (with 5-3 minors possible).
3♦		GF 4-4 majors.
3♥		GF 4♠
3♠		GF 4♥
3NT		GF 5♠ 5♥ no slam interest opposite 2-2 in the majors.
4♣/4♦		Transfer to 4♥/ 4♠

After 2♣-2♠ Back

This structure has the main \diamond transfer, the both-minors hands, and the quasi-three-suited hands with both minors.

2NT	Forced.
3♣	GF transfer to \diamond
3 \diamond	Denies desire to break with 5M.
3M	Shows side 4OM.
3NT/4♣	Mild/strong slam try in \diamond
3 \diamond	Minor suit Stayman (55 possible).
3 \heartsuit /3 \spadesuit /3NT	\clubsuit / \diamond /no preference.
3M	Shows 0-1M 3OM and both minors.
Notrump bids	Standard, to play or invitational.

5.2 Strong 2 \diamond Opening**After 2 \diamond**

2 \heartsuit	Has at least a king.
2 \spadesuit	Less than a king.
2NT+	Transfers, good hand.

5.3 3NT Specific Ace Ask**After 3NT**

4♣	No ace.
4 \diamond /4 \heartsuit /4 \spadesuit	Only \diamond / \heartsuit / \spadesuit ace.
4NT	Two non-touching aces.
5♣	Only \clubsuit ace.
5 \diamond /5 \heartsuit /5 \spadesuit /6♣	Ace of that suit and the next higher suit.
5NT	Three aces, wtf??

Chapter 6

Competitive Bidding

6.1 Responder's actions over one-level interference

In auctions not listed below, responder uses classical “negative double with forcing free bids” auctions. See also [competitive bidding after 1♣](#) and [Cappelletti over 1MX](#).

In general, when responder shows unlimited length in a major suit with a transfer, opener's one-level bid in that suit shows three-card length in a minimum, a two-level bid in that suit shows four-card length in a minimum, and a double of a two-level auction shows three-card length and a flexible hand.

After 1♣–(X)

XX	Misfit, penalty suggestion (now X is for penalties).
others	System on.

After 1♣–(1♦)

X	4 ⁺ ♥
1♥	4 ⁺ ♠
1♠	Weak no major, or balanced game-force with no major.
1NT	Invitational with a stopper and no major.
2♣	Weak with 5 ⁺ ♣, usually 0-3M.
2♦	Inv+ with 5 ⁺ ♣, usually 0-3M.
2M/3♣	Weak jump shift.

After 1♣–(1♥)

X	4-5♠
---	------

[After 1♣-(1♥)]

1♠	Catchall, shows 0-3♠
1NT	Any weak balanced hand (no stopper required).
2♣	5+♣
2♦	5♦
1NT	Invitational with a stopper without ♠
2♣	Inv+ with 5+♣ (usually 0-3♠).
2♦	Inv+ with 5+♦ (usually 0-3♠).
2♥	Inv+ with 6+♠
2♠/3m	Weak jump shift.
2NT	GF with stopper (usually 0-3♠).

After 1♣-(1♠)

X	Takeout with 4-5♥
1NT	Natural.
2♣	Inv+ with 5+♦
2♦	Inv+ with 5+♥
2♥	Negative free bid 6+♥
2♠	Inv+ unsuited to other action, thus probably 4+♣
2NT	Inv with stopper.
3♣/3♦	Weak jump shift.
3NT	GF with stopper.

After 1♦-(X)

XX	4+♥
1♥	4+♠
1♠	No major, unlimited.
1NT	Either 5+♣, 4♥ or three-suited.
2♣	Preference.
2♦	Shows 4♥
2♣	5+♦ 4♣
2♦	5+♦
1NT	Transfer to ♣ (usually 0-3M).
2♣	Inv+ ♦ raise.
2♦	Weak raise.
2M	5+M 4+♦ NF FSJ.
2NT	5+♣ 4+♦ FSJ.
3♣	Mixed raise.
3♦	Preemptive raise.

[After 1♦-(X)]

3M Splinter.

After 1♦-(1♥)

X	4-5♠
1♠	Any hand without ♠, unlimited.
1NT	Either 5+♣, 4♥ or three-suited.
2♣	Preference.
2♦	Shows 4♥
2♣	5+♦ 4♣
2♦	6+♦
1NT	Transfer to ♣ (usually 0-3♠).
2♣	Inv+ ♦ raise.
2♦	Weak raise.
2♥	Any strength with 6+♠
2♠	5+♠ 4+♦ NF FSJ.
2NT	5+♣ 4+♦ FSJ.
3♣	Mixed raise.
3♦	Preemptive raise.
3♠	Splinter.

After 1♣-(1♠)

X	Takeout with 4-5♥
1NT	Natural.
2♣	Inv+ with 5+♣
2♦	Inv+ with 5+♥
2♥	Negative free bid 6+♥
2♠	Inv+ raise.
2NT	Inv with stopper.
3♣	FSJ.
3♦	Preemptive raise.
3NT	GF with stopper.

6.2 4NT in competition

If 4NT is plausible as a key-card ask, then it is. Otherwise 4NT shows two places to play. In particular, if they make a constructive opening, we overcall, and they jam the auction to the four-level, then 4NT shows two places to play.

6.3 Ripstra over Gambling 3NT

4♣/4♦ 2-suited both-majors takeout with emphasis on ♥/♠ respectively

6.4 Asptro

6.5 Good/Bad 2NT

Any time 2NT is undefined after their action (including when partner has passed), and an important range of strengths is possible, then 2NT is used to differentiate strengths. If partner of the 2NT bidder has only passed or only made a weak jump shift or weak jump overcall, then they are deemed to be weak, and 2NT shows the extra strength hands. Otherwise, 2NT shows the competitive-only hands. The partner of the 2NT bidder bids correctly.

We use a scrambling 2NT any time 2NT is undefined and showing a range of strengths isn't reasonable.

6.6 Leaping Michaels

Lots of it after the opponents have reached a non-forcing 2M and our side has not shown a suit.

6.7 The Overcall Structure

Modified somehow. Not used opposite a passed hand, vulnerable.

6.8 After their 1NT

Our X is forcing on a weak advancer, and advancer's P over responder's P/XX shows strength to force to 2♥ or penalty. If responder bids, the auction is non-forcing and takeout doubles apply.

After 1NT-2Y, our X shows 15⁺HCP and penalty interest, with subsequent takeout doubles. A delayed double by fourth hand is for takeout.

6.9 After they double our 1NT

Our treatment of P and XX switch with the form of scoring. At matchpoints, we wish to be able to play 1NT doubled, however a teams we prefer to be able to play redoubled. Thus we use P/XX to play, XX/P to show a 2-suiter at matchpoints/IMP, and in both cases bid

with a 1-suiter. After a fourth seat X, we use opener's XX to show a 5-card suit (responder puppets with 2♣) and otherwise responder's 2♣ is natural (or with a prepared rescue XX), responder's XX starts a natural 4-3 escape sequence, and in all cases responder's bids of 2♦+ show a hand with two suits that was unsuitable for a bid on the first round and which cannot sustain opener passing 2♣ with 4+♣.

6.10 After they overcall our 1NT

If they use a bid that shows no specific suit (e.g. 2♣ showing an unspecified suit, or showing an unspecified major and an unspecified minor) then we have a values-showing and penalty-seeking X, [Rubensohl](#) by responder in the direct seat, and [Lebensohl](#) by responder after their initial pass.

6.11 Robson and Segal

6.12 Defence to Multi 2♦

After 2♦

This defence applies to Wagner or Multi 2♦ openings, showing among other possible options, a weak two in either major, or a Myxo-style opening showing a weak hand with ♥, or a weak hand with ♠ (and possibly a minor suit), or possibly some strong options.

X	Either 19+HCP any shape, or around 11-15HCP with an unspecified 5-card major - approximately a two-level overcall. After this action, the first double by either intervenor or advancer is for takeout, unless they choose to bid instead (showing 19+ for intervenor). Further doubles are for penalty.
2♥	Shows a strong notrump overcall. Two-level continuations are natural, with higher responses as for Puppet Stayman .
2♠/2NT	At least a sound overcall in ♣/♦, showing at least a sound opening bid with 6+card suit, or at least game values with a 5-card suit. Advancer may accept the transfer neutrally, or make a (forcing) natural bid.
3♣/3♦	A "weak" overcall in clubs/diamonds, showing about 8-11HCP and at least 6+card suit.
3♥/3♠	Strong jump overcall, not forcing, about 16-18HCP with a 6+card suit.
3NT	To play.

If anyone sneaks up on us with a 2♣ multi, X has the same meaning, 2♥/2♠/2NT bids shift down to 2♦/2♥/2♠ and the new 2NT bid shows both minors, overcall strength or better.

After (2♦)–X–P–(2♠)

P		Unwilling to act, either a good ♥ overcall, or a ♠ overcall.
	X	Takeout.
		P
		♠ overcall.
		2NT
		Natural, game-forcing, good ♥ overcall.
		3♣/3♦
		Natural, game-forcing, good ♥ overcall.
		3♥
		Natural, game-forcing, good ♥ overcall.
		3♠
		Stopper ask, good ♥ overcall.
		3NT
		?
	2NT	Unwilling to make a takeout double, shows minors.
	3♣/3♦	Natural, game-forcing.
	3♥	Natural, game-forcing.
	3♠	Natural, game-forcing.
	3NT	Natural, both majors stopped.
X		Takeout, either a ♥ overcall or strong.
	P	Penalties.
	2NT	Minors?
	3♣/3♦	Natural, game-forcing.
	3♥	Natural, game-forcing.
	3♠	Stopper ask.
	3NT	To play.
2NT		Natural, in the context of a ♥ overcall.
3♣/3♦		Natural, in the context of a ♥ overcall.
3♥		Natural, seven very good ♥(?).
3♠		?
3NT		?
4♣/4♦		♥ and this minor, game-forcing?
4♥		?

6.13 Defences to openings at the two level

- **Myxo Twos** (bid showing the next suit or some possible other hands) A double at the partnership's first opportunity shows strength (16⁺), at the second shows a takeout action (followed by Lebensohl where appropriate), and at the third shows a penalty interest. Bids are natural.
- **RCO Twos** (bid showing two possible mutually-exclusive two-suiters) 2NT shows a strong notrump overcall, a double shows length in the two suits that the opener might hold if opener does hold clubs (followed by Lebensohl where appropriate) and 3♣ shows length in the two suits that opener might hold if opener does not hold clubs.

- **Ekrens** $2\clubsuit/2\diamond/2\heartsuit$ (weak both majors) A double shows strength and activates take-out doubles (followed by Lebensohl where appropriate). Bids are natural.
- **Roman** $2\diamond$ (three-suited, possibly short in a known suit) Double shows great strength, further doubles are takeout (followed by Lebensohl where appropriate). Try not to bid.
- **Precision** $2\clubsuit$ (long clubs, possibly with a side major) Double activates Kokishohl

After $(2\clubsuit)$ –X

2X	To play.
2NT	Puppet to $3\clubsuit$, showing at least invitational strength and either both major suits or a \clubsuit stopper.
$3\clubsuit$	Forced.
$3\diamond$	Invitational or better with both major suits.
$3\heartsuit/3\spadesuit$	Game-forcing, natural, has \clubsuit stopper and willingness to play 3NT.
3NT	Game-forcing, shows a \diamond suit, has \clubsuit stopper and willingness to play 3NT.
$3\clubsuit/3\diamond/3\heartsuit$	Invitational or better transfers to the next higher suit, but will not have a game-forcing hand and a \clubsuit stopper.
$3\spadesuit$	Game-forcing hand with no \clubsuit stopper that is unable or unwilling to show a suit.
3NT	Natural, no major, shows \clubsuit stopper.

- **Natural** $2\diamond$ (long diamonds, possibly with a side suit) Double activates modified Kokishohl (as above but 2NT includes hands wanting to play $3\clubsuit$ and $3\clubsuit$ is natural and invitational).

Chapter 7

Slam Bidding Agreements

7.1 Lower Minor Trump Ask

After **3X–4♣** or **3♣–3♦**

This agreement is used immediately after minor suit preempts, and in one or two other situations.

4X	No A or K.
Step 1	A or K without Q.
Step 2	AQ or KQ.
Step 3	AK.
Step 4	AKQ.

7.2 Grand Slam Force

A structure similar to the [Lower Minor Trump Ask](#) applies to a 5NT call in a control-bidding auction (misnamed Grand Slam Force), except that 6X denies any of the AKQ and Step 1 shows one of the AKQ.

After **5NT**

6X	No A, K or Q.
Step 1	One of the A, K or Q.
Step 2	AQ or KQ.
Step 3	AK.
6NT	Good hand relative to the auction, wanting to control the lead to notrumps, if relevant.
7♣	AKQ.

If trumps are clubs, then 6♣ shows 0-1 of the top three trump honours and the other steps adjust accordingly.

7.3 Blackwood Agreements

4NT is simple Blackwood unless it is

- **Roman Key Card Blackwood** if we have agreed a suit or one hand has shown a 6⁺ card suit,
- natural if a raise of a notrump bid,
- natural if the 4NT-bidder's previous bid was a natural 3NT,
- natural if made by a strong balanced hand that responded to Stayman or a transfer, and bid 4NT over partner's 4m slam try e.g 2NT-3♣-3X-4m-4NT or 2NT-3♦-3♥-4m-4NT, or
- takeout over the opponents' 4M (promising hearts when bid over their 4♠).

7.4 Roman Key-Card Blackwood

In response to 4NT RKCB

- 5♣ shows 1 or 4 key cards,
- 5♦ shows 0 or 3 key cards,
- 5♥/5♠ show 2 key cards without/with the trump queen,
- 5NT shows 1 or 3 key cards with a useful void (after which, if the void suit is already known and lower than the trump suit, a bid in that suit commands grand slam opposite 3 key cards), and
- 6X shows 2 key cards and a specific useful void (but if the suit of the void is already known, then specific kings are shown, implying the void).

The responses of 5NT or higher show either at least one extra trump, or the trump Q.

After an RKCB response neutral with respect to the queen, Step 1 is the Q ask, unless that is the trump suit, in which case Step 2 is the Q ask. In reply, responder signs off cheaply without the trump Q, bids 5NT with the Q but no K (now a non-trump bid asks for the Q of that suit) and bids other suits to show that K and the trump Q (6X where 5X was available shows the Q and an impossible-to-show K). Alternatively, 5NT or the second lowest step in a non-trump suit by captain promises all the key cards, the trump queen and invites a grand slam, requesting specific kings to be shown.

After an RKCB response showing the queen (with or without a second asking bid), 5NT or the lowest step in a non-trump suit promises all key cards and invites a grand slam.

When showing specific kings, responder shows specific kings up-the-line. Responder may only show a specific king that is above the trump suit when that is their lowest king, asker is limited, responder is unlimited and responder has sound extra values. Where five of the trump suit is available after a king ask, it denies any side king (and now 5NT is a specific queen ask), and 5NT shows one in the highest non-trump suit. Regardless, where 5NT is available to show a king, it shows one in the highest non-trump suit.

When asker bids a new suit that is not either of the foregoing asking bids, they are asking for an unshown control in that suit, normally third-round control. Responder signs off without control, and either shows another convenient similar control or raises the level of bidding when they hold the requested control.

When 5NT is not needed for a specific-king asking bid, it shows all the key cards are held and issues a general invitation to bid a grand slam.

Over interference at or below 5♥, P is first step (i.e. 1/4), X/XX is the second step (i.e. 0/3), etc (i.e. DOPI). Over higher interference, P shows an odd number and X/XX shows an even number (i.e. DEPO).

7.5 Kickback over ♥

Any time that ♥ are the agreed or potentially-agreed suit, and both 4♠ and 4NT are available as slam moves for ♥, then we use 4♠ as a key card ask and 4NT as whatever 4♠ would have meant in the structure before adjustment (e.g. ♠ control or ERKCB). In the continuations to the key-card ask, Step 1 remains the Q ask, with returning to the trump suit cheaply denying the Q, and 5NT showing the Q and no (showable) K. The above agreements for grand-slam auctions, including specific king asks, apply. Where the specific king ask is 5♠, the 5NT response shows the ♠K, which is obviously the first K that should be shown. In the Kickback sequence 4♠-4NT-5♦-5♥ responder denies any side K, and now 5♠ asks for side queens.

As an illustration, a natural 2/1 auction such as 1♠-2♥-4♦-4♠ is agreed to be Kickback. Even though it is plausible for opener to have ♠ and to wish to show it, the previously shown fit is of at least 9 cards and we choose to always keep that fit for slam-bidding purposes.

7.6 Minor-suit agreements

When a minor suit is already agreed in an auction that is not ambiguous as to strain, then a 4m bid after any control bid is RKCB for that minor. Such a control bid may have been explicit, or implied by the fact of the 4m bid. Otherwise, if the auction is at 3m with m agreed, or forced to 3m with m agreed, then a raise to 4m is RKCB. An explicit exception is an immediate re-raise of a pre-emptive raise, which is natural, furthering the pre-empt.

When a bid of 4♦ would be RKCB, a bid of 4NT shows control in ♣ (with 5♣ after that RKCB) and 5♣ shows an unspecified void.

When a bid of 4♣ would be RKCB, a bid of 4NT shows an unspecified void.

Where a natural 3NT bid is pulled to 4m and the context is now one of fit with slam interest and is not RKCB as above, Step 1 is RKCB and 4NT is again to play. Thus, a control bid of the cheapest suit is lost.

7.7 6KCB

When two suits have been raised 6-card RKCB is employed with the following response structure:

After 4NT

5♣	1/4 key cards.
5♦	0/3/6 key cards.
5♥	2/5 key cards with 0 or 2 trump queens. To resolve, asker bids the cheapest unbid suit, and responder returns to the cheapest suit with 0 queens, bids a new suit to show 2 queens and a side K, and bids the cheaper of 5NT/6NT and the higher trump suit to show 2 queens and no side K.
5♠	2/5 key cards with only the low suit queen.
5NT	2/5 key cards with only the high suit queen.
6X	2/5 key cards and useful void in the indicated suit.

Replies to a Q ask are steps showing lower Q, higher Q, both Qs (with zoom to specific kings). A return to the cheaper trump suit shows no Q.

7.8 General agreements regarding splinters

Where not otherwise defined, a jump bid into a new suit after

- a new suit is shown shows fit for partner's suit, a slam-suitable hand and shortage in the bid suit,
- partner rebids their suit is natural and invitational if that is appropriate, and otherwise shows fit for partner's suit, a slam-suitable hand and shortage in the bid suit, and
- partner raises our suit shows a slam-suitable hand and shortage in the bid suit.

A jump bid into a new suit one level higher than a splinter is [Exclusion RKCB](#).

Having made a splinter, a further control bid in that suit shows first-round control. If the splinter auction already showed a void, then this "impossible" control bid shows control in either the "obvious" suit (if one exists, e.g. a suit in which control was recently denied) or in the furthest-away suit (i.e. not necessarily the higher-ranking one).

Having made a void splinter, a subsequent [RKCB](#) by the hand that splintered is actually [ERKCB](#) on that suit, but the responses are as for normal [RKCB](#).

7.9 Exclusion RKCB

When exclusion RKCB is employed, we use step responses showing 0/3, 1/4, 2 without Q, 2 with Q, **unlike normal RKCB situations**.

7.10 Control Bidding

An opening hand can't require an unshown minimum to control bid

When a hand shows length in a side suit after fit has been found, and subsequently makes a free control bid, they show length and strength in that side suit, but do not promise a particular control in that suit.

In a competitive auction, an unnecessary jump to five of opener's suit asks for control of their suit (partner cuebids holding first-round control, and raises holding second-round control).

Chapter 8

Cardplay Agreements

8.1 The Obvious Shift Principle

An attitude signal by third hand to the opening lead refers to desire for opening leader to switch to the Obvious Shift. For determining the Obvious Shift suit, the following rules apply, in this priority order:

- Negative rules:
 - The Obvious Shift cannot be the suit led.
 - The Obvious Shift is never trumps.
 - The Obvious Shift is never a suit headed by the A-K-Q or four of the top five honors.
 - The Obvious Shift in a suit contract is never dummy's singleton or void.
 - The Obvious Shift is never a natural suit shown by declarer.
- Positive rules:
 - The opening leader's shown suit is the Obvious Shift.
 - If the opening leader has not shown a suit, the leader's partner's shown suit is the Obvious Shift.
 - If both defenders have shown suits and the opening leader starts with an unshown suit, look at the suits and choose one of them by applying the rules below.
 - When the defense has shown two suits or when the defense has not shown any suits:
 - * Against a suit contract, a three-card suit headed by at most one honor (A-T) is the Obvious Shift.
 - * Against notrump, dummy's shortest suit is the Obvious Shift (even a strong holding such as ace-king doubleton).
 - * When there is no weak three-card suit, the shortest suit is the Obvious Shift. But against a suit contract, this cannot be a singleton or void.
 - * When there are two equal length suits, either of which might be the Obvious

Shift, look at the number of honors (A-T). The suit with fewer honors is the Obvious Shift. If the suits have an equal number of honors, the lower-ranking suit is arbitrarily deemed to be the Obvious Shift.

There are various exceptions to this convention rule, some created by our Journalist Leading style:

- When a K or Q potentially from a KQ combination is led at suit or notrump contracts, and dummy lacks any of the relevant K, Q or J, then third hand gives simple attitude to avoid Bath Coup situations.
- When A is led against notrump and the suit is leader's shown or presumed suit, the unblock of any honour (K through T), or reverse count is demanded.
- When Q is led against notrump, and dummy lacks K, J, T and 9, third hand must unblock the J if holding it, and give reverse count otherwise.

8.2 Miscellaneous Agreements

When splitting honours on defence, we play the second-highest when intending to convey information to partner.

When an honour is led that promises a touching honour and third hand has both of the cards touching the lower of the two held by first hand, then third hand may play the higher of their two cards to show the lower one and tolerance for an underlead. Third hand's play of a non-touching honour is an alarm-clock play. Note that when using Journalist-style notrump leads, after an ambiguous-king lead, third hand may play the higher honour from either QJ or JT to show that holding, and after an interior-sequence T lead or a ten-promising 9 lead, third hand may not attempt to show touching cards.

Chapter 9

Other Agreements

9.1 After strong natural 2NT initial opening actions

This structure is used after natural 2NT bids showing at least about 20HCP.

This structure has a modification that neatly solves the age-old problem of treating a 5=4=x=x hand, and rolls in the ability for responder to try for slam in a minor distinguishing between five- and six-card length. Responder makes the 3♣ inquiry with such hands, and the immediate responses of 3♥ and 3NT are swapped. This allows the 5=4=x=x hand to check back with 3NT for a 5-3 ♠ fit, and to use a 3♠ puppet to sign off otherwise, or to issue a slam inquiry based on a five-card minor suit. Opener's transfer to a major and then raise to 4M is a slam try.

After 2NT (strong, natural)

3♣	Puppet Stayman (game-forcing). (continuations page 52)
3♦	Transfer to ♥
3♥	Denies super-accept (after super-accepts, re-transfer applies). (continuations page 53)
3♥	Transfer to ♠
3♠	Denies super-accept (after super-accepts, re-transfer applies). (continuations page 53)
3♠	Game-forcing with both minors (now 3NT and 5m discourage and the former does not deny 4-card fit, whereas 4m selects a trump suit and indicates slam interest).
3NT	To play.
4m	Slam interest in the corresponding major suit (now 4M is discouraging, others show controls).
4M/5m	To play.

[After 2NT (strong, natural)]

4NT	Invitational to 6NT.
5X	Inviting slam with length in the named suit, non-forcing.
5NT	Slam acceptance with both minors.
6X	Accepting slam invitation with length in the named suit.
6NT	To play.
5NT	Invitational to 7NT (forcing to 6NT).
6X	Inviting grand slam with length in the named denomination, non-forcing.
6NT	To play.
7X	Accepting grand slam invitation with length in the named suit.
7NT	To play.

After 2NT (strong, natural)–3♣ Back

3♦	At least one 4-card major.
3♥	Possibly 4♠ (now opener bids 3♠ with 4♠, or reverts to 3NT; over that reversion, 4m is natural with a long suit and 4♥ is to play).
3♠	4♥ (now opener raises, control bids or reverts to 3NT; over that reversion, 4m is natural with a long suit).
3NT	Both majors.
4m	Long minor suit.
3♥	No 4-card or 5-card major.
3♠	Puppet to 3NT (over which responder may bid 4m to show slam interest with 5m).
3NT	Shows 5=4=x=x without slam-interest seeking 3♠ for 4♠
4m	Natural with 6 ⁺ m.
4♥/5♥/6♥	Shows 5=4=x=x with slam-interest / grand-slam interest / small-slam values, requiring partner correct to ♠ or notrump at a suitable level.
3♠	5♠
3NT	To play.
4m	Natural 6 ⁺ m.
4♥	♠ slam interest, necessary precursor for opener to use RKCB
4♠	To play.
4NT	Quant.

[After 2NT (strong, natural)–3♣]

3NT	5♥
4m	Natural with a long suit.
4♥	To play.
4♠	Kickback
4NT	Quant.

After 2NT (strong, natural)–3♦–3♥ Back

3♠	Natural.
3NT	Natural choice-of-games.
4m	Natural (opener raises with 4-card fit).
4♥	To play.
4♠	Kickback
4NT	Quant.
5♥	Inviting a small slam.

After 2NT (strong, natural)–3♥–3♠ Back

3NT	Natural choice-of-games.
4m	Natural (opener raises with 4-card fit).
4♥	Slam try 5+♠ 5+♥
4♠	To play.
4NT	RKCB.
5♠	Inviting a small slam.