

# Short Club Variant

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the first three rounds of bidding. Anti-Stayman is used, and 5M COG hands transfer first to the major, and then cheaply to notrump.	24
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# Chapter 1

## Common structures used

### 1.1 Showing unspecified shortages when a major fit is known

After an unspecified splinter shown one below 3M

Steps in this structure are relative to the call below 3M. Where the characteristics of the three side suits are shown specifically with three successive steps, the characteristics are shown naturally, with replacement of any single unnatural bid by the suit that cannot be shown naturally by those three steps.

Step 1	Inquiry, better than minimum.
Step 2	Unspecified void.
Step 3	Inquiry.
Step 4/5/6	Specific void.
Step 3/4/5	Specific singleton.
Step 6	Either unused, or showing no shortage if that is possible in the auction.
Step 7	Either unused, or <a href="#">RKCB</a> (and <a href="#">Kickback</a> applies over ♡ auctions).
Step 2	Minimum with good scattered values, or with two empty side suits.
Step 3/4/5	Specific shortage (no resolution of singleton or void).
Step 6	No interest in revealing the shortage.
Step 3/4/5	Minimum with no values in the specific suit.
Step 6	Minimum with bad scattered values, or lack of desire to investigate slam (where that is appropriate).

**Showing an unspecified splinter above 3M**

Steps in this structure are relative to the 3M call, and are normally used in response to a 3M inquiry. Where the characteristics of the three side suits are shown specifically with three successive steps, the characteristics are shown naturally, with replacement of any single unnatural bid by the suit that cannot be shown naturally by those three steps.

Step 1	Unspecified void.
Step 2	Inquiry.
Step 3/4/5	Specific void.
Step 2/3/4	Specific singleton.
Step 5	Either unused or showing lack of ability or desire to show shortage, depending on context.



## 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<sup>+</sup>♥/♠ 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.

1♦/1♥	Transfer to ♥/♠ (continuations <a href="#">page 4</a> ).
1♠	Either weak no major OR weak 6 <sup>+</sup> ♦ OR GF 5 <sup>+</sup> ♣ 0-4M OR GF balanced with no major and no 5-card minor and unsuited for another response (continuations <a href="#">page 10</a> ).
1NT	Inv 1-3♠ 1-3♥ 3-5♦ 2-5♣ (continuations <a href="#">page 11</a> ).
2♣	GF 5 <sup>+</sup> ♦ (including balanced) (continuations <a href="#">page 11</a> ).
2♦	Invitational 6 <sup>+</sup> ♦ and no major suit.
2♥	Inv 5♠ 4-5♥
2♠	Weak 6♠ 3-6HCP.
2NT	Invitational 6 <sup>+</sup> ♣ and no major suit.
3♣	Weak 6 <sup>+</sup> ♣
3♦/3♥/3♠	0-1♦/♥/♠ no major suit, 6 <sup>+</sup> ♣ (singletons start with 1NT).
3NT	Minimum balanced game-force, normally no major. If responder holds 4-5♣, they would not act positively over any splinter for ♣.
4♣	<a href="#">RKCB</a> for ♣
4♦/4♥/4♠	<a href="#">ERKCB</a> on ♦/♥/♠ for ♣

**After 1♣–1♦/1♥**

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. This acceptance is non-forcing on a sub-minimum responder, but forcing otherwise. Opener's weak balanced hands with 2M rebid 1NT, and game-force 4-card raises use jumps below 3M. Opener's reverse-strength hands with the other major and three-card support should always begin by showing ♠. Further, because all unbalanced hands with both minors open 1♦ (i.e. including longer ♣), then bids that would have shown club-diamond 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 have the option of passing below game when responder reveals a sub-minimum.

1M	Almost any hand with 3M or a hand with 4 <sup>+</sup> M that is invitational for a weak responder (continuations <a href="#">page 6</a> ).
1♠	Forcing with 4 <sup>+</sup> ♠ 0-3♥ 5 <sup>+</sup> ♣
1NT/2♣	To play.
2♦	Either weak with 6 <sup>+</sup> ♥, weak with 4 <sup>+</sup> ♠ or any game-force.
2♥	Can't invite weak with 6 <sup>+</sup> ♥
others	Natural, at least invitational according to logic.
others	Invitational.
1NT	Weak balanced range with 2M (and 2-4♠ if M is ♥) (continuations <a href="#">page 9</a> )
2♣	Unbalanced with 6 <sup>+</sup> ♣ 0-2M, or 5 <sup>+</sup> ♣ 4♥ 0-2♠ if M is ♠.
2♦	Either 6 <sup>+</sup> M not invitational or 5 <sup>+</sup> ♠ 4 <sup>+</sup> ♥ weak, or any GF.
others	Invitational.
2♦	(If M is ♠) Reverse showing 4♥ 0-2♠
2♥	Subminimum 4 <sup>+</sup> ♠
2♠	Normal minimum 5 <sup>+</sup> ♠
2NT	Normal minimum 4♠
3♣+	Not minimum.
2M-1	4M that would refuse an invitation (e.g. 11–12HCP bal), OR "game-forcing" hand with 4 <sup>+</sup> M unsuited to a splinter. (continuations <a href="#">page 5</a> )
2M	4M that would accept an invitation (e.g. 13–14HCP bal or any minimum unbalanced hand). (continuations <a href="#">page 5</a> )
2♠/3♦/3♥	"Game-forcing" splinter on ♠/♦/♥
3M	Sub-minimum response.
2NT	"Game-forcing" 6 <sup>+</sup> ♣ 0-3M.
3♣	Sub-minimum response.
others	Natural.

[After 1♣-1♦/1♥]

3♣	Long ♣ with good playing strength.
3♠/4♦/4♥	Game-forcing void splinter on ♠/♦/♥
3M	“Game-forcing” 6+♣ 5+M.
3NT	Gambling style with solid 7+♣
4♣	Non-forcing 7+♣ 4M.
4M+	Not used.

**After 1♣-1♦/1♥-2M-1 Back**

2M	Can't force the weaker hand to game.
2NT/3NT	Extra strength, not minimum, no shortage or side source of tricks.
new suits	Extra strength, side suit with a source of tricks.
3M	Unspecified void splinter (ask with Step 1).
3M+1	Min GF, slam interest only opposite the strong hand.
higher bids	Specific singleton splinter.
4M	Unused.

**After 1♣-1♦/1♥-2M Back**

2NT/3NT	Extra strength, not minimum, no shortage or side source of tricks.
new suits	Extra strength, side suit with a source of tricks.
3M	Unspecified void splinter (ask with Step 1).
3M+1	Unused.
higher bids	Specific singleton splinter.
4M	To play.

**After 1♣-1♦/1♥-(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.
1♠	Natural, unbalanced, normally 0-2M.
1NT	13-14HCP 2M balanced.
others	As without interference.
3M	Invitational with 4+M.

**After 1♣-1♦/1♥-(X)**

P	11-12HCP 2M balanced (then X is for penalty).
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[After 1♣-1♦/1♥-(X) ]

XX	15 <sup>+</sup> HCP 4♠ 5♣ (then X is for penalty).
1NT	13-14HCP balanced.
others	As without interference.
3M	Invitational with 4 <sup>+</sup> M.

## 2.2 Opener “accepts” the transfer to a major

After 1♣-1♦/1♥-1♥/1♠

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.
1♠	Attempted puppet to 1NT (when M is ♥), either weak with 0-3♠ 4♥ or inv with 4♠ 5 <sup>+</sup> ♥ (continuations <a href="#">page 6</a> )
1NT	Natural, non-forcing, 4M (and 4♠ if M is ♥) but not necessarily balanced (continuations <a href="#">page 8</a> and <a href="#">page 9</a> ).
2♣	Puppet to 2♦ (when M is ♠), either weak 4 <sup>+</sup> ♠ 6 <sup>+</sup> ♦ or weak 5 <sup>+</sup> ♠ 4 <sup>+</sup> ♥ or GF 5 <sup>+</sup> ♠ 4♥ (continuations <a href="#">page 7</a> )
2M-2	5 <sup>+</sup> M weak or game-forcing (when M is ♠ or responder is GF, 4 <sup>+</sup> OM is impossible). (continuations <a href="#">page 7</a> )
2M-1	4M invitational or better for a minimum hand with 3M (and if M is ♥ responder will not hold 4♠ in a GF hand). (continuations <a href="#">page 8</a> )
2M	5-6M 0-3OM invitational. (continuations <a href="#">page 8</a> )
2♠	4♠ 4 <sup>+</sup> ♥ GF.
2NT	Unused.
3m	4M 6 <sup>+</sup> m invitational.
3♥	5 <sup>+</sup> ♠ 5 <sup>+</sup> ♥ GF.
3M	6 <sup>+</sup> M invitational.
3♠/4X	Auto-splinter.

After 1♣-1♦/1♥-1♥/1♠-1♠ [Back](#)

1NT/2♣	Natural with 3♥
2m	Weak 5 <sup>+</sup> m 4♥
2♥	Inv 4♠ 5 <sup>+</sup> ♥
2♦/2♠	Invitational with 4♥ and 0-1♦/♠

[After 1♣-1♦/1♥-1♥/1♠-1♠]

2♥	Inv 4+♥ with no shortage.
3♣	Inv 6+♣ 3♥
There exists no invitational hand with 3♥ 2-5♣	

**After 1♣-1♦/1♥-1♥/1♠-2♣ Back**

2♦	Correctable.
P	Weak with ♦
2♥	Weak both majors.
3m	GF 5+♠ 4♥ with m fragment.
2♥	3♠, at least invitational, forcing.
2♠/3♦	Rejecting invitations.
2♠	Invitational with 4+♠
3♣	Inv 6+♣ 3♠

**After 1♣-1♦/1♥-1♥/1♠-2M-2 Back**

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

2♦/2♥	At least invitational for the weak hand, showing 3+M.
2M	5+M weak and rejecting an invitation.
suits	Natural, slammish (but 3♥ probes for fit).
3M	Slam interest, no suitable descriptive bid available.
3NT	Suggestion of strain.
jumps	Splinters.
4M	To play.
2NT	5+M, game-forcing with no shortage or suit to show.
2♠	5+M 4+OM weak and accepting the invitation (since GF is impossible with 4♠ on the side).
3m	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 <a href="#">2♣ puppet</a> ).
jumps	Splinters, game-forcing.
2M	Can't invite the weak hand, thus 3M and non-forcing. Opener's actions now all show game-forcing hands.
2♠/3♦/3♥	Invitational with 4+M and 0-1♠/♦/♥.
2NT/3♠/3NT	Unused.

[After 1♣-1♦/1♥-1♥/1♠-2M-2]

3♣ Game-forcing 3M 6+♣

**After 1♣-1♦/1♥-1♥/1♠-2♦/2♥ Back**

Opener shows various hand types and responder shows 4M invitational or better for a minimum hand with 3M (and if M is ♥ responder will not hold 4♠ in a GF hand).

2M Declining invitation with 3M (responder should retreat to 2NT, possibly via a non-forcing 2♠, as appropriate, otherwise responder bids natural GF).

2♠ Accepting the invitation, also holding 4♠

2NT Accepting the invitation and catering to alternative strains (e.g. OM).

3♣ Game-forcing 6+♣ 3M.

3♦/3OM Originally invitational with 4+M and 0-1♦/OM, and now game-forcing.

3M 4M, thus originally invitational, and now game-forcing, unsuited for a splinter, catering for slam auctions (continuations [page 2](#) if opener has slam interest).

3NT Accepting the invitation and refusing to cater to alternative strains (e.g. OM).

**After 1♣-1♦/1♥-1♥/1♠-2M Back**

P Declined invitation.

2NT Unused.

2♠/3♦/3♥ Originally invitational with 4+M and 0-1♠/♦/♥, now GF with mild slam interest.

3♣ Game-forcing 6+♣ 3M, now with slam interest.

3M/3♠/3NT/4X Unused.

4M 3-4M accepted invitation (including originally invitational with 4+M).

**After 1♣-1♦-1♥-1NT**

Opener shows various hand types and responder shows natural, non-forcing, 4M (and 4♠ if M is ♥) but not necessarily balanced (continuations [page 8](#) and [page 9](#)).

2♣ 5+♣ 3♥ minimum.

2♦/2NT Invitational with 4♥ and 0-1♦/♠

2♥ Invitational 4♥, unsuited for a splinter.

2♠ Weak 4♠ 3♥.

3♣ Invitational 6+♣ 3♥.

3♦/3♠ Game-forcing 6+♣ 3♥ 0-1♦/♠.

[After 1♣-1♦-1♥-1NT]

3♥                                    Game-forcing 6+♣ 3♥ unsuited to splinter.  
 Opener would have rebid 1♠ on a reverse-strength hand with ♠ and 3♥.

**After 1♣-1♥-1♠-1NT**

Opener shows various hand types and responder shows natural, non-forcing, 4M (and 4♠ if M is ♥) but not necessarily balanced (continuations [page 8](#) and [page 9](#)).

2♣	5+♣ 3♠ minimum.
2♦/2NT	Invitational with 4♠ and 0-1♦/♥
2♥	Reverse or better strength with 3♠ 4♥ 0-1♦ 5+♣
2♠	Invitational 4♠, unsuited for a splinter.
2NT	Unused.
3♣	Invitational 6+♣ 3♠.
3♦/3♥	Game-forcing 6+♣ 3♠ 0-1♦/♥.
3♠	Game-forcing 6+♣ 3♠ unsuited to splinter.

Opener would have rebid 1♠ on a reverse-strength hand with ♥ and 3♠.

## 2.3 Responder's rebids after opener shows a balanced hand

After 1♣-1♦/1♥-1NT, the following structure is used by responder to continue the auction. 2♣ is a puppet to 2♦ which may be to play, or preceding a natural invitational or natural game-forcing auction with a near-balanced hand. Otherwise four-suit transfers and natural bids at the three-level are all available to give differing descriptions of responder's hand.

- After the 2♣ puppet, responder may bid any of 2♥, 2♠, 2NT, 3♣, 3♦, to make a natural non-forcing invitation in the context of the preceding auction. An invitation in an unshown major shows four cards in that suit, and an invitation in responder's previously shown major shows five or six cards in that suit, depending on the length promised by opener, such that at least a seven-card fit is assured. A higher bid at the three-level is game forcing and shows a balanced, three-suited, or similar shape and shows interest in choice of strain, and possibly higher levels. In such contexts, the principle of fast arrival applies.
- A transfer to the major responder has already shown requires opener to accept at the two level. Responder may then pass or bid a new suit to show a game-force with at least 6-4. A re-raise to 3M is undefined. 2NT begins a Baron sequence, with unshown four-card suits of reasonable quality now shown-up-the-line (note that the transfer now implies nothing about the length of responder's major, and the fact of a Baron sequence suggests it is only four cards in length). 4NT is [RKCB](#) for responder's major. Jumps to other suits (including opener's shown suit) show an independent trump suit

and at most a singleton in the suit named.

- A transfer to a new suit shows 5 cards in responder's first suit and 4 cards in their second suit. Opener accepts the transfer naturally. In particular the auction 1♣-1♥-1NT-2♦ requires opener to give preference on the assumption that responder has a weak 5♠ 4♥ hand. A transfer to a minor shows one of several possible hands with the indicated minor, whether a new suit or opener's suit. Two cases exist:
  - In the auctions 1♣-1♦/1♥-1NT-2NT, responder is only permitted to have 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; with weak or invitational ♦ hands, use the 2♣ puppet). Opener bids 3♦ with 4+♦ and 3♣ otherwise. Further continuations are natural.
  - In the auctions 1♣-1♦/1♥-1NT-2♠ responder is permitted to have only a weak 4M 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+♦ 5+♣
2♦	Weak 6+♦
3NT	To play.
others	Natural GF 5+♣ (including 2NT).



[After 1♣-1♠]	
2♣	5+♣ unbalanced minimum.
P	Various weak hands.
2♦	Weak 6+♦
3NT	To play.
others	Natural GF 5+♣
2♦/2♥	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♠	Unused.
3♣	6+♣, invitational for responder's weak hands.
3♦/3♥/3♠	Own GF values, 0-1♦/♥/♠ 6+♣
2NT	Own GF values, 6+♣ unsuited for splinter, non-forcing.

**After 1♣-1NT**

P	Rejects invitations.
2♣	Rejects invitations holding (5)6+♣
others	Similar to <a href="#">page 10</a> ).

**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+♦

## 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 <a href="#">page 13</a> .
1♠	Natural, continuations <a href="#">page 15</a> .
1NT	Transfer to 2♣ showing 5+♣, but unsuited for 3♣, continuations <a href="#">page 16</a> .
2♣	Invitational or better with 4+♦, continuations <a href="#">page 16</a> .
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♦	<a href="#">RKCB</a> for ♦
4♥/4♠/5♣	<a href="#">ERKCB</a> on ♥/♠/♣ for ♦

### 3.2 Structures after 1♦ Opening

#### 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.
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.
2NT	Inv 0-2♥ 4+♦ 5+♣ NF.

[After 1♦–1♥]

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♠**

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
3♠	Inv 4♠ (including inv splinters).
4♣/4♥	GF 4+♠ 0-1♣/♥
3NT	Gambling style.

[After 1◇–1♠]

4◇                                    GF 4<sup>+</sup>♠ 6<sup>+</sup>◇ picture bid.

**After 1◇–1NT**

2♣	Neutral.
2◇	Weak 6 <sup>+</sup> ◇ with low tolerance for ♣
2♥/2♠	Natural reverse.
2NT	Invitational or better 4 <sup>+</sup> ◇ 4 <sup>+</sup> ♣
3♣	Pre-emptive raise 4 <sup>+</sup> ◇ 4 <sup>+</sup> ♣
3◇	Inv 6 <sup>+</sup> ◇
3♥/3♠	Splinters with 4 <sup>+</sup> ♣
3NT	GF 6 <sup>+</sup> ◇

**After 1◇–2♣**

This inverted minor raise is used with 4<sup>+</sup>◇ 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 <sup>+</sup> ♣
3♣	Extras, natural.
3◇	Extras, 6 <sup>+</sup> ◇ unsuited for auto-splinter.
3♥/3♠/4♣	Splinter.

## Chapter 4

# Major Suit Openings

### 4.1 Responding to 1♥

After 1♥:

1♠	0-4♠ or weak with 6+♠ (continuations <a href="#">page 18</a> )
1NT	5+♠
2♣	4+♣ or 2=5=3=3.
2♦/2♥/2♠	NNF.
2NT+	Transfers with extras.
2♣	INV 3+♥ unsuited for splinter, GF 5+♣ or GF balanced. (continuations <a href="#">page 18</a> )
2♦	GF 5+♦ (continuations <a href="#">page 18</a> )
2♥	3-4♥ (continuations <a href="#">page 19</a> )
2♠	4+♥ unspecified splinter trying for game or 15+HCP with singleton or 9+HCP with a void. (continuations <a href="#">page 19</a> )
2NT	4+♥ no shortage GF.
3x	Shortage.
4♥	Minimum.
3m	Inv 6+m.
3♥	Preemptive.
3♠	Unspecified singleton splinter 9–11HCP.
3NT/4m	1♠/m splinter 12–14HCP.
4♥	Preemptive.

## 1♥-1♠ Back

1NT		Min bal or 4+♣ non-forcing.
	2♣	Weak 4+♣
	2♦	Help! 3=5=3=2.
2♣		Any 4+♦
2♦		Any 6+♥ or 17+ HCP 4♠ 5♥
2♥		11-14 HCP 4♠ 5♥
2♠		15-16 HCP 4♠ 5♥
2NT		GF 4+♣
3♣		Inv 5+♠ 5+♣ good intermediate.

## 1♥-2♣ Back

2♦		Catchall, would accept invitation, unlimited, denies suitability for alternative actions.
	2♥	Inv 3+M.
	2♠+	Transfers.
	4♥	To play.
2♠		Bal GF.
	2NT+	Transfers.
2NT+		Transfers.
2♥		Rejects invitation.
	2♠/3♣+	Transfers.
	2NT	GF bal (possible ♠ or slam interest).
	3NT	To play.
	4NT	Quant.
2♠		Extras 4+♠
2NT+		Extras, transfers (showing 5+ card side suits).
3♠		?
4♥		Min, good 7♥

## 1♥-2♦ Back

2♥		Most minimums.
	2♠/3♣+	Transfers.
	2NT	Extras GF bal.
	3NT	Min GF bal.
2♠		Extras with 4+♠ 5+♥ (and possibly 3♦).
2NT		Extras, transfer.



[1♥-2♦]	
3♣	Courtesy raise with 3-4♦, 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♦	Extras 5+♥ 4+♦, splinter possible.
3♥	Extras, natural.
3♠/4♣	5+♥ 4+♦ 0-1♠/♣ minimum.
3NT	Minimum 3=5=2=3.
4♦	6+♥ 4+♦
4♥	Min, good 7♥

1♥-2♥ [Back](#)

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.
3m	Natural slam try.

1♥-2♠ [Back](#)

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.

## 4.2 Responding to 1♠

**After 1♠:**

1NT	NNF (but opener only passes with a balanced hand that would not accept an invitation). (continuations <a href="#">page 20</a> )
2♣	INV 3+♠ unsuited for splinter, GF 5+♣ or GF balanced. (continuations <a href="#">page 20</a> )
2♦	Inv+ 5+♥ (continuations <a href="#">page 21</a> )
2♥	GF 5+♦ (continuations <a href="#">page 21</a> )
2♠	3-4♠ (continuations <a href="#">page 22</a> )
2NT	4+♠ unspecified splinter trying for game or 15+HCP with singleton or 9+HCP with a void. (continuations <a href="#">page 22</a> )
3m	Inv 6+m.
3♥	4+♠ no shortage GF.
4x	Shortage.
4♠	Minimum.
3♠	Preemptive.
3NT	Unspecified singleton splinter 9–11 HCP.
4X	1X splinter 12–14 HCP.
4♠	Preemptive.

**1♠–1NT Back**

2♣	Min 5+♠ 4+♣ or balanced with 3♣
2♦	Min 5+♠ 4+♦ or 5=3=3=2.
2♥	Min 5+♠ 4+♥
2♠	Min 5+♠ 4+♣

**1♠–2♣ Back**

2♦	Catchall, would accept invitation, unlimited, denies suitability for alternative actions.
2♥	Inv 3+M.
2♠+	Transfers.
4♠	To play.
2♠	Bal GF.
2NT+	Transfers.
2NT+	Transfers.

[1♠–2♣]	
2♥	Any 4+♥
2♠	Inv 3♠
2NT/3x	Transfers (3♦ shows extras).
3♠	Extras bal, no fit.
3NT	Min bal.
4M	To play.
2♠	Rejects invitation, 0-3♥
2NT+	Transfers.
3NT	To play.
4NT	Quant.
2NT+	Extras, transfers (showing 5+ card side suits).
3♠	?
4♠	Min, good 7♠

1♠–2♦ [Back](#)

2♥	Rejects invitation with 2♥ or a bad balanced hand with 3♥
2♠	Rejects invitation with 5+♠ 0-1♥
2NT+	Transfer.
3♠	Solid ♠
3NT	Accepts invitation holding 5=2=3=3.

1♠–2♥ [Back](#)

2♠	Most minimums, or extras with 5+♠ 4+♥ (and possibly 3♦).
2NT	GF bal or ♣
3♣+	Transfers.
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♣	Courtesy raise with 3-4♦, 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♦	Extras 5+♠ 4+♦, splinter possible.
3♥	Extras, transfer.
3♠/4♣	5+♠ 4+♦ 0-1♥/♣ minimum.
3NT	Minimum 5=3=2=3.
4♦	6+♠ 4+♦
4♥	RKCB for ♦

[1♠-2♥]		
4♠		Min, good 7♠
1♠-2♠	Back	
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	
3♣		Inquiry.
3♦/3♥		0-1♦/♥, either inv, 15 <sup>+</sup> HCP with singleton or 13 <sup>+</sup> HCP with void.
3♠		Attempted signoff.
3NT		Attempted signoff in 4♠
4♣+		Control bids.
3♠		0-1♣ inv.
3NT		1♣ 15 <sup>+</sup> HCP or 0♣ 13 <sup>+</sup> 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.

### 4.3 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. If in such an auction 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).

## 4.4 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 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 <a href="#">page 26</a> )
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	♣/ $\diamond$ /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♠	Less than a king.
2NT+	Transfers, good hand.

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

4♣	No ace.
4 $\diamond$ /4 $\heartsuit$ /4♠	Only $\diamond$ / $\heartsuit$ /♠ ace.
4NT	Two non-touching aces.
5♣	Only ♣ ace.
5 $\diamond$ /5 $\heartsuit$ /5♠/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 <sup>+</sup> ♥
1♥	4 <sup>+</sup> ♠
1♠	Weak no major, or balanced game-force with no major.
1NT	Invitational with a stopper and no major.
2♣	Weak with 5 <sup>+</sup> ♣, usually 0-3M.
2♦	Inv+ with 5 <sup>+</sup> ♣, usually 0-3M.
2M/3♣	Weak jump shift.

#### After 1♣–(1♥)

X	4 <sup>+</sup> ♠
---	------------------

[After 1♣-(1♥)]

1♠		Less than GF with 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♥		GF without stopper (usually 0-3♠).
2♠/3m		Weak jump shift.
2NT		GF with stopper (usually 0-3♠).

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♦	6+♦
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♦-(1♥)

X		4+♠
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.

[After 1 $\diamond$ -(1 $\heartsuit$ )]

2 $\diamond$	Weak raise.
2 $\heartsuit$	4 $\spadesuit$ 4 $^+$ $\diamond$ FSJ (then 2 $\spadesuit$ is NF)
2 $\spadesuit$	5 $^+$ $\spadesuit$ 4 $^+$ $\diamond$ NF FSJ.
2NT	5 $^+$ $\clubsuit$ 4 $^+$ $\diamond$ FSJ.
3 $\clubsuit$	Mixed raise.
3 $\diamond$	Preemptive raise.

## 6.2 Ripstra over Gambling 3NT

4 $\clubsuit$ /4 $\diamond$  2-suited both-majors takeout with emphasis on  $\heartsuit$ / $\spadesuit$  respectively

## 6.3 Asptro

## 6.4 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.

## 6.5 Leaping Michaels

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

## 6.6 The Overcall Structure

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

## 6.7 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 $\heartsuit$  or penalty. If responder bids, the auction is non-forcing and takeout doubles apply.

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

## 6.8 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<sup>+</sup>♣.

## 6.9 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.

## 6.10 Robson and Segal

## 6.11 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 <sup>+</sup> 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 <sup>+</sup> for intervenor). Further doubles are for penalty. |
| 2♡     | Shows a strong notrump overcall. Two-level continuations are natural, with higher responses as for <a href="#">Puppet Stayman</a> .                                                                                                                                                                                               |
| 2♠/2NT | At least a sound overcall in ♣/♦, showing at least a sound opening bid with 6 <sup>+</sup> card suit, or at least game values with a 5-card suit. Advancer may accept the transfer neutrally, or make a (forcing) natural bid.                                                                                                    |

[After 2♦]

3♣/3♦	A “weak” overcall in clubs/diamonds, showing about 8-11HCP and at least 6 <sup>+</sup> card suit.
3♥/3♠	Strong jump overcall, not forcing, about 16-18HCP with a 6 <sup>+</sup> 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♥	?

## 6.12 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<sup>+</sup>), 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♣/2♦/2♥** (weak both majors) A double shows strength and activates takeout doubles (followed by Lebensohl where appropriate). Bids are natural.
- **Roman 2♦** (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♣** (long clubs, possibly with a side major) Double activates Kokishohl

### After (2♣)–X

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

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

## Chapter 7

# Other Agreements

### 7.1 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 <a href="#">page 34</a> )
3♦		Transfer to ♥
	3♥	Denies super-accept (after super-accepts, re-transfer applies). (continuations <a href="#">page 35</a> )
3♥		Transfer to ♠
	3♠	Denies super-accept (after super-accepts, re-transfer applies). (continuations <a href="#">page 35</a> )
3♠		Game-forcing with both minors (now 3NT and 5m discourage, 4m selects a trump suit and indicates slam interest).
3NT		To play.
4m		Slam interest in the named suit (now 4NT and 5m are 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♥	4♠ (now opener raises, control bids or reverts to 3NT; over that reversion, 4m is natural with a long suit and 4♥ shows a mild slam try with 5♠ 4 <sup>+</sup> ♥).
3♠	4♥ (now opener raises, control bids or reverts to 3NT; over that reversion, 4m is natural with a long suit).
3NT	No 4-card major, to play.
4♦	Both majors.
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 <sup>+</sup> m.
4♥/5♥/6♥	Shows 5=4=x=x with slam-interest / grand-slam interest / small-slam values, suggesting partner pass, raise, or correct to notrumps at a suitable level.
3♠	5♠
3NT	To play.
4m	Natural 6 <sup>+</sup> m.
4♥	♠ slam interest, necessary precursor for opener to use <a href="#">RKCB</a>
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 <sup>+</sup> ♠ 5 <sup>+</sup> ♥
4♠	To play.
4NT	RKCB.
5♠	Inviting a small slam.